


## BEGINNING:

It has always been the desire of Humanity to reach out to the stars and lay claim to the heavens above them. This was never seen as a problem to the majority, as Earth could only support so much life and the population was still growing. Even better, advancements in technology over the centuries would naturally be able to support colonization. What was there to lose?

What, indeed?

Out in the vastness of space, one can find anything. A terrible past with ancient sins waiting to be paid for, an unknowable enemy that calls Humanity's very existence a blasphemy which only deserves eradication… or long-forgotten truths awaiting reclamation so long as one is willing to look for it. What will you find, in this dark hour of Humanity's history as it struggles to survive?

**You have +1000CP to be used for your stay here.**

## STORY:

The biggest issue when it comes to traveling among the stars is finding a way to reduce travel time. There's many worlds out there that can be found and colonized, if Humanity could only find them in time without losing decades of their lives waiting to get to their desired location… so when Tobias Shaw and Wallace Fujikawa managed a breakthrough in the year 2291 and created a means to travel faster than light, it was one of the most important discoveries of human history. With the new Shaw-Fujikawa Translight Engine, the hyper-compressed multidimensional space known as The Slipstream was accessible and started a new age of space colonization.

For a time, Humanity enjoyed a new age of prosperity. Colony ships began to take off in 2310 as overpopulation and resources became scarce, and so escaping off-world to find new worlds to live in became a lucrative option to many. As each colony ship would be accompanied by military forces and eventually forces from the United Nations Space Command that was established at the end of the 22nd Century, it was seen as a second chance. In 2362, the *Odyssey* was launched for the first-ever attempt at human colonization beyond the confines of the Sol System, heading towards Reach. For a time, it seemed like the worries of Humanity was over.

Yet the good must come with the bad. In between the years 2475 and 2483, there were a wave of civilian uprisings against the United Earth Government in the Outer Colonies, with tensions rising due to the political issues between them and the Inner Colonies. With the amount of worlds Humanity occupying approaching eight hundred in number, talks of secession were becoming concerning. Events became even worse when the colony world of Far Isle had a very large rebellion occur and found itself put down upon the UNSC activating nuclear weapons to put it down. Events spiral from there, with the first official rising of the Insurrection beginning in 2494 in the Eridanus System when a routine inspection goes awry with colonists killed, and insurgents take control of the UNSC *Callisto* in a confrontation that sees three destroyers attacking it. From there, the issue of control in the Outer Colonies with the Insurrection became bad enough that many actions were taken, from Operation: KALEIDOSCOPE to the first attempt at super soldiers, the ORION Project.

The answer eventually came with a young woman named Dr. Catherine Halsey. A student at the elite academy known as Endymion Gifted, she had caught the attention of many for her brilliance in her studies. At the age of 15 she had completed her second Doctoral Thesis paper and had begun proposals for artificial intelligence control for N-dimensional matrices, and so she was approached by the Office of Naval Intelligence to be hired and aid in putting down the Insurrection. Her proposal to this problem was the beginning of the SPARTAN-II and MJOLNIR programs in 2511, which was the refinement of the original ORION Project and the development of powered armor for the candidates. The screening process would begin in 2517, collecting seventy-five children with specific gene-qualifications.

In 2525 after their bio-augmentations, only thirty-three candidates survived without physical deformities, two of them committing suicide upon finding the flash clones that were generated to replace them for the project. They would then proceed to be directed in various operations throughout the Outer Colonies, delivering blow after blow to the Insurrection with extreme efficiency.

Yet they would encounter their worst enemy in this year.



This would also be the year that the colony world of Harvest would be attacked by the alien hegemony identified as the Covenant, which caused nearly twenty-three thousand civilians to be killed and the evacuation of the world. This event sparked the beginning of the Human-Covenant War.

Despite the Insurrection still being an event, eventually the UNSC would push to divert as many resources as possible to the war in the attempt to ensure Humanity's survival. Yet it would be an uphill battle, with the aliens' warships possessing superior technology that could not only annihilate UNSC ships with ease but could also render many ground battles to be a moot point… the Covenant were not engaging a war of conquest, but a holy war of extermination. They believed it to be the will of the Gods that Humanity should fall and die to their might. With the inferior technology that Humanity possessed, it was only due to tactical genius and the selective use of nuclear weapons and SPARTAN-II teams that victories were achieved at all. Yet they were only so many, and so Humanity began to lose colony worlds one by one as they burned.

By 2535, most of the major Outer Colonies had been destroyed by the Covenant as they moved inward. One by one, Inner Colony worlds begin to fall as well, and Humanity is facing a precarious fate. Nuclear stockpiles are running out, and every rare victory achieved comes at great cost to Humanity.

You will arrive in the year 2547. Humanity has been at war for twenty-three years, and ONI has unveiled the SPARTAN-II program in an attempt to boost morale among the populace with stories on how each Spartan has killed thousands of Covenant soldiers individually. Humanity is quickly approaching extinction in a losing war as monsters from the stars approach them from all sides.

Perhaps you will save them. Perhaps you will die trying.

We will see.

## LOCATION:

With the Outer Colonies being more or less annihilated by now, the amount of locations you could place yourself in are quickly diminishing. Yet war comes with these sorts of risks, and it is with hope that you can find a way to protect yourself should you come across the Covenant during your stay here. Spoilers… you will undoubtedly encounter them here at some point. **Roll a 1d8 to decide your location, or spend 50CP to choose where you are instead:**

1. Earth: The Homeworld. Humanity's birthplace and most valued planet, for if they lose Earth then they lose the ability to go home for the rest of their days. It is why this world is protected by a network of orbital Magnetic Accelerator Cannons, large enough *and* powerful enough to heavily damage the shields on Covenant ships if not punch right through them. Arguably the most heavily fortified location in the UNSC, one would hope that this world never comes under assault. Yet it's arguably only a matter of time at this rate.

2. Reach: If one were to think of a homeworld for Humanity that wasn't Earth, many would think of the military capital of Reach. Originally a colony world, it eventually grew to be a world that became the headquarters for both the UNSC and ONI that saw the heavy militarization of the surrounding area. Experimental weapons technologies are researched and developed here, and there's a massive fleet of ships that is stationed here at all times. It isn't all work however, as human settlements here boast a beautiful blend of nature and civilization that could make one assume it was a luxurious colony were it not for the defenses. If this world were to fall, it would be a crippling blow for Humanity.

3. Circumstance: Situated within the same star system as Reach, this world was one of the first worlds outside the Sol System colonized and is renowned for its universities and courts of justice along with the many intellectuals that call this world home. One such university is the Koletre-Browning University which saw the graduation of one Dr. Catherine Halsey, who would go on to accomplish many great things to the pride of the university. Thanks to its proximity to the world Reach, it too enjoys some of the protections that world has to offer which allows the world to rest in relative ease. If Reach were to fall, this world would be quick to follow.

4. Cascade: For a species as wide-spread as Humanity, someone must do the manufacturing and forging in order to keep up with demand. One such world is Cascade, renowned for being an industrial powerhouse and is home to many powerful corporations such as Cascade Stronghold Technologies. As a result, its capital of Mindoro is prosperous and has many luxury accommodations to those who would visit the planet. Such industriousness must be protected however, and the planet is not afraid to use its production power to contribute to war. On a low-key note, it's also home to some agricultural activity thanks to technological innovations.

5. Ariel: In contrast to the prior worlds, Ariel is something of a barren landscape with little to no population at all. One settlement and two archaeological dig sites, the entirety of the world is occupied by approximately four thousand residents, and surprisingly an ONI Section III laboratory… they're the guys who made the SPARTAN-II program with Dr. Halsey, so you know there's going to be something there that's nice. Though as a result, it's not hard to guess that the Covenant will make a stop here eventually. Who knows what for, but such are the whims of fate.

6. Arcadia: This world has seen better days by the time you've arrived here, that's for sure. Having been subjected to a horrific Covenant attack in 2531, this world is overgrown with flora as a result of having been mostly abandoned. Yet where there's a will there's a way, and Arcadian settlers have begun to slowly return to this world in hopes of resettling it and making it a habitable colony again. They've mostly set up shop in the city of Abaskun on the eastern portion of the Mu continent. It's still a rich farmland and gives much-needed food supplies to the Inner Colonies. Just… have a ship ready in case the Covenant come back.

7. Free Choice: The number seven carries meaning in this world for some reason. You will see seven or a number related to seven somehow more than once in your travels here, and it may not be a coincidence. Either way, you may choose any location on this table or any other location in this universe to start in as a benefit of your luck. …it's funny. Dr. Halsey thought that luck would make a difference in this war. Maybe you'll prove her right.

8. Onyx: …oh. Oh well this is something of a concern. A remote world that's far out into the Zeta Doradus system, the major thing of note here would be the UNSC installation that was officially designated as 'XF-063' that serves as a top-secret training facility. All mention of this planet as a result is removed from every official UNSC navigation database, and only a token defense force is here to ward off any other humans. It is advised that you have some kind of reason as to why you are here at the SPARTAN-III Training Camp.



## BACKGROUND:

This war has taken a toll on everyone, and though it may pain Humanity to keep going… it must. It will. Its only other option is the extinction of all that it knows. So, all of Humanity must continue to fight, lest the alien threat that burns entire worlds in its genocidal quest wins and completes its holy war against them.

The time has come to decide how you will take part in this war. **Roll 1d8+19 or 1d8+35 for your age, while keeping the gender you entered in this world with. If you wish, you may instead pay 50CP to decide both of these for yourself.**

It should also be noted that any of these options can come with background memories, or you can choose to forego them in order to better preserve your own mind and personality. Just be aware that it will also mean you have no history in this world, with everything that entails… or lack thereof.

**Scientist (Free):**

+One of the cleverest people in the UNSC
+Expect many to come to you hoping you can solve their problems
-You may not be able to solve everyone's problems
-You're not exactly what people call a combatant

In a civilization as vast as the UNSC, this meant that you had a lot of opportunity to get an education and make something of yourself. Of course, ever since Dr. Halsey went out and became the overachiever that she is, you've had her shadow looming over you as everyone tried to figure out who would be the next Halsey. You might actually be something of a contender, and the UNSC took notice of that quite quickly with the amount of money they offered you to join them. Now with Humanity facing its darkest hour, the time for exams and papers are over. It's time to apply what you've learned.

**ONI Officer (Free):**

+Privy to some of the inner workings of the UNSC
+You have some authority among the Navy
-Prepare to be treated with a lot of suspicion and disdain
-Backroom politics can be really rough

The men and women of the Office of Naval Intelligence are the spying, information warfare, and espionage branch of the UNSC. They like to believe they get things done, and publicly there are three subdivisions. Section I is the public face that the everyday person has to get through first, Section II handles the propaganda which is almost as important as bullets at this point, and Section III manages both the top-secret programs and handles the general Black Ops. As an operative of Section III, although you're trained and armed like a soldier, you're something of a spy at heart. You may occasionally have to deal with Section O, ONI's all powerful Internal Affairs branch. They have the right to kill anyone for any reason, so try not to give them a reason.

**Orbital Drop Shock Trooper (Free):**
+Among humans, you're seen as a real badass
+You're bound to get a lot of respect and clout among the rank and file
-You're also going to be given missions that really suck
-There's a reason they're called 'Helljumpers'
The Spec Ops branch of the UNSC Marines, Orbital Drop Shock Troopers comprise some of the best that humanity has to offer. Combining intense training, years of combat experience, and top-grade equipment, the ODST tend to be launched into battle using Single Occupant Exoatmospheric Insertion Vehicles (SOEIV), colloquially referred to as Drop Pods. These pods can go from orbit to the ground somewhat well, but on top of them being easy to throw off-course they also tend to heat up inside… and if the ceramic skin fails, sometimes fatally so. But jumping into Hell is not the job of these troops. It's making sure it's crowded when they get there.

**SPARTAN-II (400CP):**
+Powerful super-soldier that towers over most of humanity
+With superior training and cutting-edge technology, you're a beast in combat
-As a ground-based trooper, aerial and orbital bombardments are going to be trouble
-Hope you didn't want to have a social life
You are simply better. At what, you ask? *Everything.* Reaction time of twenty milliseconds with even better results in combat, running speeds exceeding 55 kilometers an hour, able to lift three times their own body weight, significantly increased durability… and that was when a Spartan survived their augmentation at the age of 14, with no armor. As time goes on along with proper powered armor, these attributes will only increase. Possessing a lifetime's worth of training, you are the secret weapon of the UNSC. Their last hope. …or if you want to stay secret, you could instead be one of the secretive SPARTAN-III soldiers created on Onyx in the year 2532. Still dangerous, but given a strange serum that allows you to fight through trauma that would kill a normal person. What is the price? You will never be publicized, and your superiors will treat you as expendable. Such is the price of success.

> **-SPARTAN-IV (-200CP):** This isn't even supposed to exist… but if you want this, you will not be stopped. The SPARTAN-IV program is technically a post-war augmentation process, after it was deemed that kidnapping children and augmenting them to fight for the survival of the species was no longer needed and the ethical concerns could finally be looked at. As such, the program is much less stringent on genetic requirements, allowing even consenting adults to become augmented and join the UNSC as a super-soldier regardless of their background. So, what's the trade-off if this method costs less to become more than human? Well, the results you get will be significantly reduced as a result of the eased genetic requirements to get into the program, and as a result you'll need more advanced armor if you hope to keep up with a SPARTAN-II or a SPARTAN-III. This program was meant to trade quality for quantity, after all… Humanity cannot rely on a single super-soldier to continue marching into the future.

## SKILLS AND ABILITIES:

Humanity needs more than bodies and soldiers coming into the war. They need more than just grunts firing guns. They need heroes to lead them into an age of peace and stability, heroes to look up to and prove that they too can help save their species if they stood up and fought for their survival. Humanity needs hope if it is to live. Maybe you can bring that hope... maybe you can save them. But first you must figure out what kind of hero you are going to be for your fellow allies.

-Soundtrack of the Stars (Free): It is one thing to be told that you have to fight a war that appears outright impossible, but to do so with little in the way of morale or confidence boosters is effectively asking you to die. You really need something to help you out on that last part if you want to make it through this whole thing, which is why you have this freebie that allows you to have the entire Halo soundtrack at your disposal. Have appropriate themes playing in your head depending on the situation, or cue something up to feel amazing. This option is able to be toggled.

-Hacking (100CP) (Free: Scientist): When technology advances and grows, the computer systems required to keep that technology afloat must also grow with it. Yet like any other machine, the more complex something gets… the more ways it can be broken. You've taken this lesson to heart, gaining a wide understanding of human computer systems that can let you hack into directories, dive for secret files… even begin to understand the backdoors of some A.I.! Theoretically this could let you interact with Covenant computer systems, but you might need to brush up more on skills that.

-Engineer (200CP) (50% off: Scientist): Yet by understanding the nature of computer systems, wouldn't it be prudent to understand the technology those systems command? After all, what if you found yourself needing to recalibrate a Magnetic Accelerator Cannon or repair one of the dangerous Shaw-Fujikawa Translight Engines that makes faster-than-light travel possible? What if you found a cache of human weaponry that could be used if someone managed to repair it? While you don't have the skill to create something as complex as a Shaw-Fujikawa Translight Engine, you'll know your way around it just like much of Humanity's 26$^{th}$ century technology. You might even figure out how to make small improvements to the technology if you had the time to sit down and look it over. Hopefully the Covenant give you that time.

-Augmentation (400CP) (50% off: Scientist): Technology continues to march forward, and Humanity will march with it. Yet is the flesh not also a machine of sorts? You have the brain as a central processing unit, the skeleton as a frame, the stomach as a bio-reactor, the works. Much like machines, the human body can also be upgraded. You understand the intricacies of such procedures, coming with a slew of almost encyclopedic medical and genetic knowledge along with eerie ease on which chemicals can be applied to the human body to augment it. On the plus side, additional skill in surgery could let you perform augmentation procedures yourself. Making your own super-soldiers might make ONI raise an eyebrow at you however, and that could be a bad thing.

-Erudition (600CP) (50% off: Scientist): Ever since the rise of Dr. Catherine Halsey, many were on the lookout for who might become the next intellectual prodigy. Someone who was able to perform as well as she could, someone who could help turn the tide of the war. With this, that someone is now you. Your cognitive capabilities are on par with the good doctor now, making you exceptionally well-versed in nearly all modern human sciences while holding specialties in at least a few fields. Of course, thanks to that you are also rather exceptional at reverse-engineering technology, which allows you to do such things like obtain working knowledge of the mechanics behind Covenant technology and even begin to understand the 'hows' behind some of the mundane pieces of Forerunner technology currently littering the galaxy. Perhaps you could eventually reclaim them.

-Wordsmith (100CP) (Free: ONI Officer): Members of the Office of Naval Intelligence understand that it will take more than guns and soldiers to win a war like this. After all, despite the Covenant burning all in their path there is still the Insurrection to deal with, and a war on two fronts is unwise in every sense of the word. You must learn to manipulate your fellow humans, learn to lie. Your ability to be persuasive is quite high, spinning tales of stories and managing to say just what others want to hear in order to get them to do your dirty work or allow you into locations you have no right to be in. Your ability to lie is on par with Dr. Halsey as well, so be sure to keep track of what lies you've told to keep your story straight.

-Eggbeater (200CP) (50% off: ONI Officer): Anyone who says that goals can be accomplished without breaking anything has clearly never made an omelet. See, the important thing to keep in mind is how to break something, how to break someone. To understand how much stressors someone can take before they break, or how much breaking it takes before they fall to pieces. You're quite skilled in all of these, able to conduct very effective and accurate interrogations with a simple pipe wrench and some quality time with your new friend… and the more technology you have available, the more ways you can press that painful button. Don't expect to make friends with your worrying talent in torture, but you're not here to make friends. You're here to get shit done.

-Coordinator (400CP) (50% off: ONI Officer): Of course, they just don't let anyone in who can lie and torture others. Many criminals understand how to do such things, even if they're much more brutish than one with a touch as refined as yours. No, you need more. You need a sharp mind to stay afloat in the world of ONI, and you have such a mind. You can analyze a battle situation and read its flow quite well, formulating various tactical plans while understanding the strategic ramifications of such victories or defeats. When it comes to battle your multitasking skills are also quite good, able to keep tabs on scores of ships while monitoring ground forces to become a conductor of battle itself. ONI does love its ability to control, and your control is top grade.

-Spooky (600CP) (50% off: ONI Officer): A common term for ONI officers is 'Spooks', implying you're some kind of boogeyman who stalks Humanity and appears where they need to be. Why disappoint them and not meet expectations? Not only are you skilled enough to sneak past guards easily and bypass most security systems, but you also are capable of fashioning impromptu methods of escape should you find yourself a sticky situation… no one's sure how you escaped that Insurrection base using nothing but a rocket launcher, petroleum jelly and duct tape, but it makes for a good story. You're also very skilled in political maneuvering, managing to climb up the ranks of hyper-paranoid organizations without getting stabbed in the back too hard. At least, not lethally stabbed. It's a tough gig, but the power you could bring to bear in such organizations would be worth it.

-Terrifying (100CP) (Free: Orbital Drop Shock Trooper): Before the SPARTAN-II super-soldiers, the ODSTs were the top group in the UNSC military. Special Operations, they're the Corps' rapid reaction force in hitting the ground and creating bodies for their fellow troopers to walk over when they land afterwards. Being expected to land in hellish conditions and take on the roughest jobs, anyone who survives these operations becomes a monster. Like you. Your very presence is enough to cause concern among your enemies, as the weak end up trying to flee upon sight and even the brave pause and wonder if it's really worth staying here and risk courting death. Your reputation as a monster of battle even reaches others and might cause powerful warriors to seek you out in hopes of gaining glory… which will only add to your legend if you end up slaying them instead. Their corpses shall be the fertilizer in which your reputation grows.

-Squad Up (200CP) (50% off: Orbital Drop Shock Trooper): In a curious display of both danger and bravado, OSDTs believe that commanders should expose themselves to the same danger as their troopers are to have any influence among the rank-and-file. Leadership without competence is not to be tolerated, and so you have learned to rise up and earn your way to an officer's role. Whether it's a team of two or a team of fifteen, you are incredibly adept at leading and organizing them while keeping their strengths and weaknesses in mind. This combined with your leadership skills means not only will you have acute awareness of where your teammates are and what they're doing with only a quick glance, but it also creates a synergy within your teammates that creates an almost preternatural ability to work together and fight in perfect sync. That's what it takes to survive against the Covenant… as a bonus, you get an optional kanji tattoo that will command the immediate respect of subordinates should they see it.

-Feet First (400CP) (50% off: Orbital Drop Shock Trooper): Thanks to their duty as a Special Operations unit, the ODSTs are given the roughest jobs and had to survive through a lot before the SPARTAN-II program came about. Even after its public reveal, they were still considered to be damned good at their job and were often the go-to group if a SPARTAN-II wasn't around. Getting there is a rough journey, however. You not only take to training like a sponge and learn new military tactics with uncanny ease, but your ability to apply this training leads you to have impressive skills in firearms training and engaging in military tactics against a more powerful enemy to even the odds. This training has been so ingrained into your mind that you find you're quite adept at training others in the same way too, being able to make them from scared civilians to hardened combatants in a short time. In death or in life, the goal is the same: Don't go alone.

-INDOC (600CP) (50% off: Orbital Drop Shock Trooper): The point of training a soldier isn't to only prepare them for battle. It's to break a person down, in order to rebuild them stronger than ever. In some ways it's one of the few things the ODSTs have in common with the fabled SPARTAN soldiers. You have been broken down in such a way, put through such grueling situations that your ability to resist interrogation and torture have been tremendously improved, with such willpower that you could laugh at certain death and be unaffected by things that would drive many others into a panic. Due to this boost in willpower and determination, your fighting skills and military competence is enough that even SPARTANs would pause and think you would have made a fine addition to their ranks. Serves those glory-hogging bullet catchers right.

-Stoic (100CP) (Free: SPARTAN): As a super-soldier, you are expected to do things that would make most men recoil… to witness things that could drive one to insanity. Time and time again. Enough death to leave a man broken. You cannot afford to be broken. You cannot afford to let it get to you. In times of great duress and horror, you can simply shut your emotions off and work through it to complete whatever objective it is you need to be completed. Killing a man will be easy, and torturing aliens will get little more than grim acceptance. Even in times of peace, you can leave yourself emotionally detached from events and people so that you can simply accept what happened and move on. Just be careful not to end up a machine.

-Inspirational (200CP) (50% off: SPARTAN): The reason for the unveiling of the SPARTAN-II super-soldiers was to boost morale among a fighting populace that was in dire need of some good news fighting against genocidal enemies. After all, the UNSC was losing worlds one by one, and they needed heroes. They needed you. Your very presence inspires confidence among those you serve with, giving them the much-needed determination to join the battle by your side in order to support your actions. Your words likewise carry great weight, and many will be sure to listen when you have something to say in hopes of ensuring their heroes look proudly upon them. …just come back alive. This war has enough dead heroes.

-Adaptational (400CP) (50% off: SPARTAN): Intuition is something of a treasure among soldiers, and intuition in the right place can utterly change the game when it comes to how a battle is going. It might feel weird, as though somebody was guiding your very thoughts… but one can hardly argue with the results. Your ability to adapt to new situations on the battlefield is second to none, and you'll find yourself often reacting and assessing any new developments by the time anyone else even realizes they're under attack. Even stranger is your ability to apprehend and apply alien technology to your own ends just from grabbing it. Covenant weapons and vehicles may work on strange principles that you can't grasp this way, but just by sitting in it you seem to understand how to drive it and how to shoot it… and really, isn't that the most important thing? The enemy will learn that leaving weapons around you is a very bad idea.

-Lucky (600CP) (50% off: SPARTAN): When John-117 was selected to be a candidate for the SPARTAN-II program, it was more than just his intellect and drive to win that impressed Dr. Halsey. When the A.I. Cortana had her choice of which SPARTAN-II she wanted to test the new MJOLNIR suit in, John-117 wasn't chosen for his physical might or his determination. He was chosen for his luck. Luck can be important, and luck is something you have in spades. Probability seems to skew itself towards your favor, letting you find ways out of a bad situation or even finding that flying by the seat of your pants can work in a pinch. Even better, this can cause situations to somehow pan out better, turning close calls into large victories through freak accidents. Just be careful, for relying too much on luck can cause it to run out and leave you in a bad situation.

-Augmented (400CP) (Free: SPARTAN): Bio-augmentation is something of a risky venture, both in the cost of resources it takes and the special blend of chemicals and surgeries that makes all the difference between a superhuman and a dead human. That's why when you were taken as a child and given this blend at the age of fourteen as a result of the SPARTAN-II augmentation procedure, it was a very potent example of what humans could become. Strong enough to lift three times your own body weight while growing to heights of six and a half feet tall or even taller, speeds exceeding fifty-five kilometers an hour, enhanced vision to the point of being able to virtually see in the dark… enhanced durability and reflexes. The procedure also granted an ability to enter a sort of 'bullet time' thanks to the enhanced reflexes and neuron speed, being able to think, react, and see things as though everything around them were simultaneously occurring at a slow and rapid pace. This can make a SPARTAN-II soldier appear like a blur to outsiders and even dodge gunfire. Keep in mind this is all unarmored and at the beginning, so a SPARTAN-II equipped with powered armor or growing older will only see further developments and growth in abilities.

A SPARTAN-III soldier will have the same augmentations, with only one additional caveat: Additional chemicals that would allow the soldiers to tap into the more animalistic part of their brains during higher moments of stress to call upon enormous levels of strength and endurance, while being able to continue fighting even when the body is going into shock. This can cause unbridled aggression that depresses the higher reasoning functions of the brain over time, and does require additional chemicals to be taken over time to counter this side effect.

A SPARTAN-IV on the other hand… while the height gains are kept and they gain additional boons such as organ replacements and gene therapies to make them immune to most toxins and enhance healing, they have significant reductions in strength, durability, and speed due to the methods used to augment them and must have a GEN2 MJOLNIR Armor to make up for the reduced effectiveness.

**If you're not a SPARTAN and wish to take this, you may pay 400CP for the original SPARTAN-II/SPARTAN-III package, or 200CP for the SPARTAN-IV package.** Just be very careful on what your story might be… perhaps ONI stole you from the group and transplanted you elsewhere for their own needs.

-Advanced Weapons Training (100CP) (Free: Orbital Drop Shock Trooper/SPARTAN): It is standard for all UNSC and ONI officials to undergo firearms training for the purpose of self-defense and engaging enemy combatants in the event of war, and even scientists are not exempt from this requirement. Yet to be a truly effective soldier, you need to go above and beyond standard training. With this kind of training you have the knowledge and capability to handle just about any human weapon that can be carried by hand, from the various assault rifles to their SPANKr Rocket Launchers to even the Weapon/Anti-Vehicle Model 6 Grindell/Galilean Nonlinear Rifle colloquially known as the 'Spartan Laser'. You'll be able to use any weapon you find here to maximum effectiveness now.

-Engine Jock (100CP) (Free: Scientist/ONI Officer): With the myriad of vehicles the UNSC has to offer, it comes as no surprise that each of its members is given basic training on operating land vehicles so they can drive to safety if need be. There's even basic flight school so in a pinch, you could drive a Pelican without crashing it. Yet, why settle for being less than the best? Upon picking up this additional training, just about any human vehicle like the F-41 Exoatmospheric Multirole Strike Fighter or the AC-220 Vulture you could get your hands on could be piloted with near legendary capabilities. Do tricks or complex maneuvers, plan out moves using momentum and vehicle weight, the works. This perk also comes with the means to repair and maintain such vehicles too, so you can start getting them working again after your latest stunt.

-Snark War (50CP): If there's one thing that can lighten the mood in times of crisis, it's humor. A little quip here, a snark there. It's the little things that often make the difference, and it's a little comment that can help others get through the day. You've got just the thought process for it now, being able to find an opportunity for snarking about a situation or giving a witty retort to make just about anyone chuckle about the situation they're in. Make them smile… while they've still got something to smile about.

> -Snark Counterattack (50CP): It seems everyone else is picking up the pace. Your presence is enough to start causing others to quip and make amusing comments to help themselves keep morale up and keep each other in proper spirits. Sometimes you don't even need to say anything, just walk into a base and find that wonderful gallows humor around the corner. Curiously enough even enemies get in on this, even if it's more attempts to sound badass and coming off as humorous or saying things while fleeing in abject terror of you. Hey, humor is humor, right?

-Glamorous War (100CP): You must have had some exceptional genetics to land something like this. Maybe you were one of the SPARTAN program candidates that got looked over, or happened to be related to a certain Orbital Drop Shock Trooper who left Sargasso a year ago? Nonetheless, your body seems to be an exemplar of appearance with that perfect mix of musculature and proportions that fits in your mind with a face that wouldn't look out of place in a pre-war movie… to say nothing of a surprisingly shapely and alluring posterior. Even scarring seems to only add to your appearance, if it stays at all. You best keep that armor on, because people will be staring the moment you take it off.

-Antigen (200CP): This is… strange. Very strange. There were markers for decreased disease incidence that Dr. Halsey looked out for in candidates for the SPARTAN-II program, but this goes beyond that. It's a curious sort of genetic anomaly that lets your body produce special antibodies that makes you much more resistant to other diseases, and could potentially even make you immune to parasites attempting to control you… if such a thing existed in space. Even better, these antibodies can be isolated and given to others with the proper knowledge and tools to give them the same conditions. Maybe it could be weaponized to make it harder on bodies controlled by a parasite as well?



## COMPANIONS:

Now that you've gotten yourself sufficiently trained and prepared for the journey ahead, there is one thing that should be considered before you move onto the armory. It was mentioned before that this war needed heroes and hope, but it was also mentioned that to go alone would not be enough to save Humanity. You need allies, and the chance to obtain them.

You may choose to have a single companion imported as the option for 'Dr. Billie Walsh', 'Commander Victoria', 'Master Sergeant Wilhelm', 'Miranda-116', 'George-B065', 'Huragok', or 'Smart A.I.' instead of gaining a new companion.

-Companion Import (50CP+): It's time to assemble your team and start charting the course for Humanity's survival together. After all, in a war like this you either share victory or share defeat. You may import one Companion into this setting for 50CP each, up until 200CP which then you can bring up to a maximum of eight Companions into the setting. Each Companion may obtain one of the free Backgrounds and gain all of their freebies, with 500CP to spend on skills and abilities. If you chose the 'SPARTAN' background, you may make any companion a 'SPARTAN' for free or let your companions purchase the 'Augmented' package of their choice for half-price. If you are not a 'SPARTAN' you must pay an additional 200CP to allow the group access to the 'SPARTAN' or full 'Augmented' perk, or 100CP for the 'SPARTAN-IV' package.

-Dr. Billie Walsh (200CP) (50% off: Scientist): Having graduated from the Koletre-Browning University on the world of Circumstance, Dr. Walsh is certainly quite brilliant in what he does and is quite skilled at the study and improvement of various UNSC technologies, even insisting on testing his own devices to ensure he bears responsibility for what happens should something go wrong. He's also responsible for no small amount of confusion in his division, being feminine enough to look like an attractive redhead of Irish descent with freckles and hips that have caused the destruction of more than one office chair. He would much rather be known for his intellectual abilities. Dr. Billie Walsh comes with all the freebies of the 'Scientist' background as well as 'Engineer', 'Erudition', 'Advanced Weapons Training', and 'Glamorous War'.

-Commander Victoria (200CP) (50% off: ONI Officer): A man in his late forties, he's seen more than his fair share of space battles going every direction one can imagine from the relative safety of his Prowler vessel thanks to his duty of surveillance gathering. Worlds turned to ash, scores of ships burned as though exposed to a star, and the realization that he was watching his species slowly die. There was little a man like him could do. Yet he does his duty so that others can sleep soundly, bearing the weight of such sights so others may learn. It is his duty both to the UNSC and Humanity to obtain what is needed to survive, and he will do anything for that goal. Commander Victoria gains all the freebies of the 'ONI Officer' as well as 'Hacking', 'Coordinator', 'Squad Up' and 'Stoic'.

-Master Sergeant Wilhelm (200CP) (50% off: Orbital Drop Shock Trooper): The 105$^{th}$ Shock Troops Division is brutal to the point of infamy, and so it goes without saying that its officers need to be an exemplar of what they are to get respect. Wilhelm apparently took this as a challenge, and not only learned what it took to be incredibly dangerous but applied it in such a way that the Covenant gave him a nickname: *The Madness of Scorned Graves*. Every time anyone asks him about the title he tells a different story, but his squad will point out that the Sangheili Field Master's skull he fastened to his shoulder pad and painting his armor to look like it was covered in purple blood probably had something to do with it. Master Sergeant Wilhelm gains all the freebies of the 'Orbital Drop Shock Trooper' background as well as 'Squad Up', 'Feet First', and 'INDOC'.

-Miranda-116 (300CP) (50% off: SPARTAN): Standing at a terrifying seven feet tall and moving like a phantom, this SPARTAN-II soldier seems to thrive on being stealthy and applying her potent strength in precise techniques to cause all manners of damage before the enemies even notice. She doesn't like getting in open engagements, as that carries all kinds of risks and prefers the control one has when they're not noticed. Doesn't mean she doesn't know how, as the few thousand confirmed kills on her record can attest. When she's not in battle she prefers to read up on different literature and philosophy, and is the second thing people will notice about her. The first thing they notice if she has her armor off is the snow-white hair and amber eyes she has. Miranda-116 comes with all the freebies of the 'SPARTAN' background as a 'SPARTAN-II', as well as 'Spooky' and 'Engine Jock'.

-George-B065 (300CP) (50% off: SPARTAN): Often teased with the nickname of 'Curious George' by his fellow SPARTAN-IIIs, he has a shy demeanor about him even though he stands at six feet and eight inches in height. As a result, he's not much of a talker in a majority of cases. But get him around enemy technology? He starts rattling on about ways he can use it or detonate it for an amusing event to destroy the enemy outright. Whether it's a crate of plasma grenades and rocket launchers, or a broken-down Covenant battle tank and dismantled thrusters for an AV-14 Hornet, he's always on the prowl for new and interesting ways to cause chaos. That blonde pixie cut and blue eyes does make him look mischievous. George-B065 comes with all the freebies of the 'SPARTAN' background as a 'SPARTAN-III', as well as 'Engineer', 'Inspirational', 'Adaptational', and 'Engine Jock'.

-Huragok Ally (200CP): Something of a surprise and most definitely an attention-grabber, a Huragok is supposed to be one of the members of the Covenant Homogeny and has normally been seen only in their presence. Yet Huragok, also known by those in the UNSC as 'Engineers', are primarily pacifistic and dedicate themselves purely to repairing and working on any technology around them. This particular one seems to have gotten lost and ended up deciding to follow you for the sake of making sure your technology was functioning. Aside from melodic whistling sounds that sound slightly similar to Earth whales, Huragoks communicate using either sign language with their tendrils or through text messaging thanks to their penchant of being biological supercomputers. Huragok are highly prized for being able to fix almost anything they touch, and you should expect a lot of questioning if someone spots you with one.

-Smart A.I. (200CP): The creation of an A.I. like this is as amazing as it is terrifying. Unlike 'Dumb A.I.' which are created using regular programming methods, this one was made by scanning and replicating the neural pathways of a human brain in order to generate them in a superconducting nano-assemblage and create a virtual network which destroys the donor brain and creates the A.I.'s personality. This process is quirky and may end up causing varying degrees of residual memories, thoughts, or feelings from the seed brain that influences the A.I., but in turn it creates a powerful personality that is not only incredibly intelligent but effectively have no limits in what it can learn and comprehend while being able to draw conclusions from an incomplete dataset like a human could. Yet this comes at a price, and as they approach seven years of service they begin to develop so many neural connections that they either overload and fail, or begin to devolve into a rage of uncontrolled emotions thanks to the connections overlapping. Because of their knowledge and limited lifespan, existential philosophy to a Smart A.I. is like teeth-rotting candy to a child.

While you are free to choose the personality and appearance of the Smart A.I., for some reason this particular one won't undergo the seven year flaw known as Rampancy. All attempts to find out why only bring up strange access logs of some kind of computer system you've never seen before. If you wish, you may remove this boon and obtain a Smart A.I. for half-price.

-Canon Companion (300CP): So you have your eyes on someone particular in this world, mm? Never let it be said you didn't have the opportunity to offer someone a chance to go beyond this world. Using this option, you have the chance to choose any one entity who is a human or a UNSC A.I. and give them the chance to come with you after your time here. They may not necessarily accept, but this will give you a very good opportunity to make your pitch to them as it were. Spend this chance wisely.



## ITEMS AND EQUIPMENT:

You have your identity, and you have your skills. But your mind and your fists will not save you in this war, not when the enemy can burn their enemies and take multitudes of bullets before they even start to bleed. You need proper equipment, in order to outmaneuver an enemy that cannot be attacked with blunt force. You will obtain such equipment here, with little worry of needing to requisition any gear or pry them off of the corpses of your allies. **You will gain a +300CP stipend for this section only, to be used on gear, vehicles, or weapons.**

You may apply a single discount to two vehicles of your choice. If that vehicle is 50CP in price, it is considered free. Each vehicle comes with a set of blueprints so that you understand how to create more of them.

-Standard Neural Interface (Free): As the requirements of war and militarized technology moved forward, the requirements it puts upon its soldiers was likewise changed. This is one such example, being a brain implant that all members of the UNSC obtain upon entering service. It carries a multitude of functions, integrating with armor worn to provide a heads-up display directly into one's optic nerve instead of on the helmet screen while providing an IFF tag for allied soldiers. Such implants are small enough that there is no visible signs outside the body, and sometimes people have forgotten they even had it until its functions come up.

> -Command Neural Interface (50CP): Many troops only need to get by with the basics. Yet the higher-ups require more than that. They need something more specialized like this type of interface, which while it's bigger and has a metal protrusion the size of a half-dollar coin on the back of one's skull is much more useful. It's a very powerful storage unit which can be used for the storage of data codes, navigation data, and receiving telemetry from outside sources while allowing an A.I. to retrieve the data with consent. This interface can also be linked to a ship to receive data on it so they're aware of what's going on. As a side bonus, torture and interrogation cannot forcibly extract information from this device.
>
> -SPARTAN Neural Interface (50CP) (Free: 'Augmented'): Occasionally implanted into the SPARTAN-II soldiers, this variant of the 'Standard Neural Interface' is different due to one major design change: The hosting of an A.I. Upon insertion of a 'Data Crystal Chip' containing an A.I., it will allow the artificial construct to begin interfacing with both the armor and the wearer's mind, allowing them to be in two places at once. Not only does this significantly increase the data transfer rate between an armor's processing unit and the motor cortex of the wearer, but it also allows the A.I. access to most of the internal systems so that they can keep an eye on you while you fight.

-Solar Cell (50CP): Out in the field it can be dangerous to run out of power when the chances of resupply are days or weeks away. It can be even more dangerous if the Covenant happen to be knocking on your door. That's why there's this rather nice device, a small solar panel that has a tremendously high rate of energy efficiency compared to solar panels of the 21$^{st}$ century. Not only is it durable enough to survive combat and can charge its own rather potent battery supply in a few minutes, but it can also be integrated into armor so that it can charge on the move. Harness the power of the sun!

-Kig-Yar Point Defense Gauntlet (50CP): Ever since the arrival of the Covenant, the UNSC and ONI have been struggling to reverse-engineer the alien technology and find out just how it works. Many of their attempts have failed, but it does not stop some soldiers on the field from pilfering enemy technology to give them an edge. Mounted on the wrist and about the size of a wristwatch, this device can project an energy barrier with two small cutaways for firing that can withstand several plasma bolts. While constant use or enough damage will make it collapse, it can recharge in a few minutes. For an additional +50CP, this device is upgraded to a full-arm gauntlet that's much larger, tougher, and has only one cutaway.

-Bubble Shield (50CP): More formally known as the Z-4190 Temporal Protective Enfolder/Stationary Shield, this device is originally Forerunner in origin but has been collected by various ONI officials when collecting alien artifacts in excavation sites and has been quickly repurposed for the Human-Covenant War. A portable device that can be placed on the ground, upon doing so it will activate and form a geodesic energy dome in a three meter radius around the point of activation for twenty seconds. It is a two-way shield that will prevent any projectile or plasma fire from passing through the barrier, yet there is a bit of strangeness in that while it recognizes weapons, vehicles will still be able to enter the shield. It recharges every three minutes, so plan accordingly. For an additional +50CP it is upgraded into a 'Drop Shield' that can also heal entities that are inside the shield… an effect the UNSC is still unable to determine how it works.

-Type-27 Decoy Package (50CP): Originally a piece of Covenant technology used by a subspecies of Kig-Yar hailing from the asteroid colony of T'vao, it was eventually reverse-engineered by UNSC scientists and handed out to select soldiers for use in the field. Despite having a range of thirty feet, it can be used to deceive enemies by having a holographic simulacrum run to a determined point to draw enemy fire, where it will either dissipate upon taking a select amount of damage or fade after ten seconds. As it can recharge in seven seconds, it should give you some options. Alternatively, you can take apart the emitters and instead integrate the technology into various computers such as an armor or a portable 'TACPAD' to provide a holographic display for maps, data, and even A.I. to use.

-Data Crystal Chip (50CP) (Free: 'Dumb A.I.'/'Smart A.I.'): As the power of computers and A.I. grew, so too did the requirement of data storage for those virtual networks. This was hardly a problem, it was just a requirement one needed to meet if they wanted to be able to handle the power their technology was achieving. This specialized chip is one of the answers to that, being able to handle massive amounts of data while having a storage capacity of sixty-four exabytes. While this could mean that you have an absurd amount of data you could put here, its main draw is its capacity to handle the entire Reimann Matrix of a Smart A.I. for ease of travel. While for the last part it requires the A.I. in question to direct any data transfers should it be used in this way, it can also interface with a surprising variety of connection port slots from USB to Covenant… even some Forerunner data slot terminals from what was uncovered in ancient sites.

-TACPAD (50CP): Even soldiers out on the field need a way to read data and collect information when it is needed. Realizing that a civilian tablet would be poor in a combat environment, the TACPAD wrist-mounted data unit was developed. While its main use is as a handheld tactical database system to analyze and display combat information along with data storage, it can also be used to access communication beacons and networks, planetary networks that are both civilian and military in nature, and even interface with any Neural Interface you may have. It can also link up to any technology you happen to have access to such as spy satellites or armor you might wear, and can either come as an actual tablet or can be integrated into an armor of your choosing.

-Medical Kit (50CP): Not everyone has the ability to heal, and sometimes you just need to do some impromptu field dressing so the patient doesn't bleed out before you can get them to an actual professional in medicine. That's where this kit comes in. A moderately large case, it contains multiple first-aid tools along with diagnostic equipment and a two-liter bottle of Polyethyltriphosphate, which is also known as 'Biofoam'. It's a self-sealing expanding coagulant that acts as an antibacterial and encourages the regeneration of tissue, and can work on just about any battlefield wound one could come across. While it can stop bleeding and hold damaged lungs in place, the foam does break down in a few hours. Hopefully you've gotten them better help by then. The bottle can synthesize more biofoam naturally and will return to full capacity within a few days.

-M274 Mongoose (50CP): Some vehicles just weren't designed for combat in mind… at least that's what one would think upon seeing an all-terrain vehicle like this. Being designed to go over nearly any terrain without much difficulty and able to carry an additional passenger on the back in a pinch, the Mongoose is one of the fastest land vehicles in the UNSC. It's highly effective in regards to rapid transportation, reconnaissance and swift tactical versatility. The downsides? Its light mass and lack of armor means it can be unwieldy at times and can be taken out rather easily. For an additional +50CP this vehicle is upgraded into an M247-M Gungoose with a pair of M67 Light Infantry Machine Guns on the front so that you can get enemies out of the way.

-Weapon Customization Kit (50CP): Being able to fine-tune one's loadout is something of a luxury among soldiers whose only concern is trying to fight for the right for their species to live another day. Normally it's reserved for soldiers who have time for that sort of thing like a SPARTAN soldier. But why should they get all the special toys? With this rather intricate set of tools and scanning equipment, you'll find yourself able to selectively adjust and refashion pieces of a weapon together with no loss of effectiveness provided you ensure the important mechanisms remain untouched. Want your pistol to look metallic purple with a wooden handle? Your assault rifle to have sick grooves in the side? Let your creativity shine.

> -Weapon Augmentation Kit (50CP): So it's not enough to make it look shiny and pretty? A fair opinion. That is why there is this particular upgrade. Say you have an assault rifle, and think it kicks too much. Use this kit to modify the barrel with a compensator to adjust it. Think that weapon has good range? Use this kit to attach a scope of your choice upon it so you can take full advantage. Sometimes factory setting is a dumb choice, so don't be caught with dealing with their oversights.

-Armor Customization Kit (50CP): Another luxury that certain soldiers like a SPARTAN-II seem to have is the means to customize the appearance of their armor to something that many armies would consider outside of regulation. Different colors, emblems painted on the side, even granting additions to an armor to look like some kind of ancient helmet. If it wasn't for the danger that this war had, surely these soldiers would have been reprimanded. So why not get in on the action, and collect this intricate set of tools and scanners to help design your armor or the armor of others for different appearances today?

-Miniature Action Figures (50CP): You know what happens to heroes who manage to live long enough in a war? Merchandising. Giving hope means that people are happy, and people who are happy tend to spread the word and spread their wallets at the same time. That's why you have this little plastic toy that is shaped like you for your time here, capturing your likeness and your armor if you happen to have one. It seems a little odd to spend production resources on things like this, but it's the little things that go a long way. A purchase of this makes toys for you and any companions you may have to use as you see fit.

-Halo Material (50CP): Maybe you're bored sometimes. Maybe you want to brush up on the lore or just want to kill Covenant in a video game before you kill them on the field for real. Worry not, for you have this option for you. This package will include all the video games, comics, and novels of the Halo series. It'll even come with its own online servers that will never go down, if you feel like subjecting others to stuff like this. Just… don't let ONI or Dr. Halsey get this. At all. Who knows how badly they'll react if they did.

-Galactic Aesthetics (50CP): One of the most important things about home is that it's supposed to look like home. It's supposed to be a place of comfort and relaxation, a place where you can kick back and feel like… well, you. That's why for a small price, you can proceed to apply new aesthetics to your Warehouse area as needed. Perhaps you wish for the industrious, rugged nature of UNSC architecture, or the purple, bulbous surfaces of Covenant infrastructure that seems to almost look organic. If you're feeling especially flashy, you could even choose the brilliant silver-grey and angular surfaces that are synonymous with Forerunner sites. Whatever the case, treat it like a home and choose the right appearance.

> -Gettysburg Protocol (50CP): Of course, there's nothing wrong with mixing and matching what you have. After all, in the far future there will be an instance where a Covenant warship is slaved together with a UNSC Cruiser for the purpose of utilizing both their Slipspace engines in tandem. Why not take a page from it? With this option, you also mix and match any aesthetic options you have to any degree you choose as well. You could have Forerunner style in the shape of UNSC architecture, just as an example. Style holds no boundaries.

-Laboratory Tools (100CP) (Free: Scientist): In order to create, one must have the tools. You cannot create if you do not have the means to create, after all. Knowing what you're looking at is also something of a concern when you're studying alien technology. That's where this little kit comes in. A large briefcase that's biometrically locked to you for security purposes, it comes with a powerful scanning tool to study various forms of energy along with a powerful laptop that makes 21st Century computers look like old children's toys, and laser tools to cut open parts and metals that you feel like being risky with. As a bonus, it also has a small pocket you can store samples in.

-Espionage Kit (100CP) (Free: ONI Officer): Going along with their reputation as spooks, members of the Office of Naval Intelligence need to be prepared to fully assume the role when the time comes. After all, if the shoe fits… but such a role requires tools for the job. This large briefcase is biometrically locked for you, while containing a small I.D. card printer and a special computer to input data and aid in falsifying documents. Another special tool is also contained here, which is a machine to not only brute force your documents onto databases to further add to your history but also to temporary 'wash' your Neural Interface so anyone pinging it will get the identity you're giving them. You could literally become someone else tomorrow with a kit like this. If anyone asks what the pipe wrench is for, just say it's useful for loosening things. It's technically right.

-Drop Pod (100CP) (Free: Orbital Drop Shock Trooper): More formally known as the Single Occupant Exoatmospheric Insertion Vehicle, this device has one purpose in mind: Get a human from high orbit down to the ground. Within the pod is an array of communications equipment, space for weapons, a crash seat, and rudimentary controls to direct the pod as it's falling down to its intended destination. The reason these single-occupant craft exist is so that should there be anti-air fire, each craft destroyed is only a single fighter lost rather than an entire group. As the pod falls and the ceramic skin burns away, the temperature inside the pod will climb to high levels, hence the nickname of 'Helljumpers'. While there's brake chutes so it slows down upon getting close enough, just be careful when using them. This item comes with blueprints to make more.

-Portable Spartan Support Module (100CP) (Free: SPARTAN): A soldier has to tend to their equipment. There is simply no way of getting around this, and the SPARTAN soldiers are no exception with their powerful armor. After all, the more complex something is the more likely it is to break down. It is for that reason this support module was made for them, comprised of a single long metal room with an airlock for small vehicles and cameras on the outside. Inside, space is cramped thanks to the large selection of tools, ceramic workbenches, cushioned shelving for helmets and repair racks to hang armors on. Upon selecting a location this module will be set up and ready for your use.

-Dumb A.I. (100CP) (Free: Scientist/ONI Officer): While a Smart A.I. is created by scanning a brain and using it as a template, a Dumb A.I. by contrast is made by simple programming. This makes them possess an indefinite lifespan compared to their counterparts while giving them a greater degree of customization in regards to appearance and personality, but they aren't really sapient. They know what they are programmed to do, and that's it. Yet this doesn't make them any less useful, as they're able to pull off extremely complex tasks and learn rather well. The A.I. Virgil is capable of keeping track of an entire battlefield and relaying tactical data to its owner while operating a motor vehicle, after all… while performing its primary function of managing the infrastructure of an entire city. Think of them as very powerful tools.

-Spoofer (100CP) (Free: Orbital Drop Shock Trooper/SPARTAN): Sometimes the way can be blocked by an annoying door. Sometimes just detonating the slab of metal isn't going to get it taken care of and would cause too much attention. That's when you need a subtler touch. The Spoofer is a device that can force doors to open and override certain pieces of equipment by sending in an electrical current. Through this, the door that may be locked, damaged, or unable to function is stabilized and opens the way to you. It's an extremely advanced piece of technology, and you could even open some Forerunner doors with it. Just be wary, as some doors are closed for a reason.

-M12 Warthog (100CP): There are some things that are just so reliable that any upgrades you make are just variants of the basic vehicle in question. Reliability that is needed in a war of survival. That reliability comes in the form of this four-wheeled ground vehicle that boasts impressive speed, traction, and torque at both the high end and low end. Using hydrogen-injected ICE I/C plant and a Graf/Hauptman Solar/Saline Actuator, this thing can go for four hundred and ninety miles before needing a refill and could use twelve liters from any fresh, brackish, or salt water to turn into more hydrogen on the fly. While the default variant comes with a light machine gun turret that can be wielded by a third person, you may take the machine gun out for four extra seats for troop transport instead. For an additional +50CP, you can make the turret a rocket pod launcher, a gauss cannon, or even flame turrets to get that perfect amount of pain.

-XRP12 Gremlin (100CP): In the early days of the Insurrection, there were concerns about what would happen if they were able to get ahold of nuclear weapons. After all, the war was problematic enough without them detonating weapons of mass destruction. After the Human-Covenant war began to break out, this vehicle was repurposed. The Gremlin is a six-wheeled vehicle that has considerable speed and maneuverability, and while it has no armor to speak of it does contain a powerful tool: The X23 Non-Nuclear Electromagnetic Pulse Cannon. Think of it as a focused EMP burst, being able to knock out powerful devices such as Covenant power generators and other relaying stations. Naturally, this means it's dangerous against vehicles. For an additional +50CP, it is upgraded with a Focus Lens that lets it even become a threat to infantry units by cooking them with electromagnetism. Vicious, but effective.

-M121 Jackrabbit (100CP): The desire for knowledge and notable information of anything related to a battlefield is always coveted by anyone who's even partially competent at wartime maneuvering. After all, the more you know the more you can work with. That can cause many to feel like they want the information sooner, and technology can reflect such desires. This rather fast bike has two wheels in the front and one in the back, and is often used as a scouting vehicle thanks to its speed. When it needs to go even faster it can combine both front wheels and focus everything on going faster. It doesn't have much in the way of armor, but it does come with an M68 Gauss Cannon for weapons. For an additional +50CP it also comes with a support drone that can be launched and scan for cloaked units along with helping scan the area and give repairs to the Jackrabbit should it be damaged.

-Fabrication Laboratory (200CP) (50% off: Scientist): It is good to have an understanding of what you're building, as well as what goes into such creations. But now you will need the tools in order to make your ideas a reality and withstand the attacks of the Covenant. This large room has a 3D printer, advanced forging equipment, and even a powerful supercomputer to aid you in the construction of weapons, technology, and potential armor for going out into the field. The more data you place into it, the more it will be able to extrapolate new ideas and potentially aid in improving the technology you have. It does require something to work off, however, so truly alien technology may require you to manually put in its properties or insert the proper data for it to begin. After your time here, you may choose to make it a property or a Warehouse attachment.

-System Worm (200CP) (50% off: ONI Officer): Control. No matter what anyone tells you, it is all about the idea of controlling the flow and spread of information that could aid or destabilize the current situation of Humanity during this crisis. If someone has useful information, you take it. If someone has dangerous information, you destroy it. Enter this disturbing little program. Upon insertion into a network or database, it will begin to datamine and scan for any information that might be related to the subjects you're tagging, such as weapons development or locations of dig sites. Upon finding anything related to it as well as the details of who put it on, you can have the choice of copying the data for yourself or ripping it out entirely and purging it from the system with disturbing effeciency. Knowledge is power, and there's no such thing as too much.

-Memorial (200CP) (50% off: Orbital Drop Shock Trooper): The truth of war is that not everyone gets to go home. It's a romanticized movie tale that the hero saves the day, gets to go home with the girl and is declared a hero. The movie does not take into account the thousands of people who died to let the hero get there. This memorial is rows of small metal poles that are three feet tall, made of stone atop marble flooring with a small torch lit at the top. Each torch carrying the name of one who has died either in your service or who has fought alongside you. Those taken here will feel powerful emotions as they are confronted by mortality, and will find their desires becoming clear as crystal. Maybe they want to live forever. Maybe they want to kill all the aliens. …they will know. Perhaps you could help them.

-ARGUS Drones (200CP) (50% off: SPARTAN): They say that all is fair in love and war. What they fail to realize is that in a matter of life and death, what's fair doesn't matter. What matters is what works. Take this one-meter wide unmanned drone shaped like a disc for example, with specialized bomb detection equipment and has a single shrouded rotor for propulsion. Along with their targeting equipment they also have targeting computers and a Lancelet micro-missile launcher to destroy the explosives in question if possible. A purchase of this grants you ten drones to use, so that anyone who thinks they can have a bomb in your presence will find themselves crying "foul" before they're crying in pain.

-Waypoint Network (200CP) (50% off: Scientist/ONI Officer): Think of the internet as it is now. Alright, now imagine how developed it would be in the 26th Century. Welcome to Waypoint. A communications network that works on both interplanetary and interstellar scale, this set of blueprints for relays and satellites means that you'll be able to set up shop and operate a massive system that you can allow others to use… and also grants you administration access to monitor, flag, and trace any communication or news broadcast that piques your interest. Control the flow of information.

-Training Camp (200CP) (50% off: Orbital Drop Shock Trooper/SPARTAN): Sometimes you need to put the fear of death into a bunch of new recruits. Sometimes you need to show them that actions have consequences, and use this to break someone before they can truly be remade into a soldier. That is what this stocked camp is for. Mess halls, firing ranges, dormitories, offices, parade grounds, and a great deal of exercise sections for any number of physical training one could think of that will seemingly encourage the pace and acquisition of skills for those who take part here by a significant degree. Want to have barbed wire in the mud with guns going off to motivate the recruits? Done. Obstacle courses with paintballs flying to sting recruits for any mistakes? Done. You will instill discipline. You will instill order.

-War Games Arena (200CP): And yet, why risk your better troops when they've passed all the requirements and have proven themselves in the field? Making sure that they can continue to hone their skills while not dying is something of an important thing, and sometimes it can be fun to blow off steam without the fear of death. Originally reserved for the UNSC *Infinity*, this machine is a prototype of the War Games simulation machine that can use multiple holographic projectors, millions of pneumatic risers, and even sensory information fed into the Neural Interface of those taking part to make it feel like a real place. Along with a slot for an A.I. to design and enact these simulations and multiple methods to watch the fighting unfold, it can be a valuable tool once people have graduated from boot camp.

-M9 Wolverine (200CP): With Insurrectionists in one area and Covenant in the next, the need for air supremacy is more vital than ever if Humanity is to survive into the future. While it's not a 'tank' in the traditional sense, its half-track design and framework has led it to obtain a classification of an anti-aircraft tank. It's a little slow as a result of its armor and speed, but its M260 Multiple Launch Rocket System with laser targeting systems means that missiles can hit targets with very high speeds and maneuverability, while boasting great accuracy. It also boasts a pivotal XM511 Heavy Grenade Launcher to fend off potential ground attacks. For an additional +100CP, it gains additional missile pods and can also be used to target ground units in order to deliver death no matter where it is.

-Bison (200CP): Even throughout the 20th century, militaries have been doing their best to get troops around a battlefield in relative protection. It doesn't matter how far technology has come, what matters is the movement of troops so that those troops can fight the needed battles. This armored personnel carrier is one such option, able to be repurposed as a recovery vehicle or even a supply runner in times of stress by ripping out all of the seating. Armed with a powerful grenade launcher, this vehicle is capable of moving quite a few things around. For an additional +100CP it gains a very strange upgrade that was created by the A.I. Serina, implementing powerful cryotechnology that launches freezing shells and can unleash waves of ice to slow down or even freeze various enemies in place. Sometimes the enemy just needs to chill out.

-SP42 Cobra (200CP): This vehicle is admittedly more akin to a mobile artillery platform that can lock down instead of an actual main battle tank. The Cobra was first deployed in 2497 during Operation: CHARLEMANGE and since then used throughout the Insurrection and continues to see service throughout the Human-Covenant war despite its light armor. Using six wheels, it's got surprising speed and maneuverability to find its location… and that's when the magic happens. While moving it can deploy twin M66 30mm light railguns and fire intermittently at a target of its choosing due to the power required for each one, but upon locking down in position it can combine both barrels to form an M98 105mm light railgun to fire a conventional explosive shell at supersonic velocities. This vehicle is without a doubt the definition of 'glass cannon'. For an additional +100CP it can be upgraded with additional armor plating and extra power to the railguns to give it a stronger chance to pierce enemy shields and armor.

-AV-14 Hornet (200CP): A lightly armored turbofan/turbojet VTOL aircraft, it's been reliably been in service ever since before the days of the Insurrection as the UNSC's primary aircraft in assault, search, and reconnaissance missions along with serving close air support roles. As an atmospheric aircraft however, it cannot fly into space or be deployed from space. It does however, come with two GUA-23/AW/Linkless Feed Autocannons that fire .50 BMG shells along with two Guided-Munitions Launch Systems that can fire one missile each upon target lock-on. While its skids can also be used to carry two soldiers each into battle as a quick troop transport, its light armor means that it is somewhat discouraged. For an additional +100CP this vehicle is instead upgraded into an AV-22 Sparrowhawk, which is not only faster and has more armor but comes with an M6 Spartan Laser cannon on the nose to deliver devastating attacks.

-Program Notes (300CP) (50% off: Scientist): Where did you get this. No, seriously. Where did you get this. This should even be copied, let alone in your hands. What is it? Well, it's the SPARTAN-II and SPARTAN-III augmentation procedures. Specifically, the documented genetic markers required to get maximum effectiveness, the list of chemicals and surgeries required at a certain age… as well as all the supplements and growth hormones added into each meal to ensure they get the needed vitamins and nutrients in preparation for the procedure itself. A lot of them are pretty risky and show all the ways that the procedure could go wrong, up to disfigurement and an agonizing death on the operating table. But such is the risk of advancing Humanity into a new age, is it not?

-Odin's Eye (300CP) (50% off: ONI Officer): Things can be rather grim in war. Sure plenty of the battles can be romanticized and painted as the creation of a legend, but then you have to consider the logistics behind those battles and events leading up to it. There's just so much that goes on behind the backdoors, after all… and sometimes you must live in the dark to conserve what little light remains. Also known as 'The Cage', this room can be installed where you wish but will have no visible crease for a door. As a Faraday cage, there will be no electronic signals that can enter or exit, and with the various biometric scanners to ensure only authorized people enter along with built-in mechanisms to destroy all evidence of what happens within, it is the perfect place for those who wish to keep discussions secret. Along with its solid white interior with only the black table in the middle, it's also very good for imposing onto others that what is inside is a matter of grave importance. How far will you go to get what you want?

-Reinforcements (300CP) (50% off: Orbital Drop Shock Trooper): Feet First into Hell, soldier. Get in there and do the job, or simply hold the line while some egghead runs around and does some kind of tech magic while you have to do the **actual** work of fending off the Covenant. That's when back-up is required, allowing you to summon a slew of drop pods that will let two squads of additional ODSTs that possess 'Eggbeater', 'Terrifying', 'Feet First' and 'INDOC'. They'll do what they can and try to help you secure the objective, and once that task is done they'll depart for other battles until you call them back once more.

-Green Team (300CP) (50% off: SPARTAN): You're not like any other soldiers, SPARTAN. You're better. This is no boast, simply an understanding that you have accepted as a result of your continued missions. Why wouldn't you try to increase the odds by having more of you? Upon pressing this button, a Pelican dropship arrives and quickly delivers four more soldiers of either SPARTAN-II or SPARTAN-III members that possess 'Inspirational', 'Adaptational', and 'Augmented' and clad in MJOLNIR Mark V armor. Precise, efficient, and coming in like wrecking balls until your objective has been secured, upon which they will depart the area and leave you to your deeds until you have need of them again.

-Superluminal Communicators (300CP) (50% off: Scientist/ONI Officer): The Forerunners could utilize many strange technologies that Humanity has yet to even scratch the surface of. Seemingly limitless energy, hard light technology, even the manipulation of Slipstream space as though it were their own playground. Through extensive tinkering Humanity has managed to crack the latter to some extent thanks to the capture of derived technology from the Covenant, and now you hold the first sample to the reverse-engineered technology. By tapping into Slipspace to send carrier waves, this technology allows virtually instantaneous communication no matter where one is in the galaxy, even when engaged in faster-than-light travel going across interstellar locations. It will take a great deal of energy to get it set up, but the results should be well worth it.

-Cryogenic Storage (300CP) (50% off: Orbital Drop Shock Trooper/SPARTAN): There can be times when you want to heal someone but do not currently have the means to do so. There can be allies who seem to be excited for battle, and will rapidly decline should they encounter times of peace. Whatever the reason, there comes a time where they must be put away for another day. A rather potent cryostasis unit, putting anyone in here will freeze them at that exact point, halting any disease or poison that may be eating away at their body or mind… depending on the type of affliction you are trying to halt. It is not a perfect solution, but it is also a way to ensure that you can work on the problem and not worry about being too late. Now you don't need to jump the gun and be sled to the wrong conclusion.

-D77-TC Pelican (300CP): A tried and true vehicle, ever since 2393 when it was first introduced and utilized by the UNSC and has been prized for its cargo capacity ever since. While it can carry ten people in its compartment normally with five additional people standing, it can also do this while carrying seventy tons on its back tail… which can include a Warthog, resupply canisters, a deployment pod to increase its passenger count to forty-six, or even a large tank. It's not to say this vehicle is unarmed either, being equipped with twin-linked M370 70mm autocannons and two air-to-surface missile pods, while the passenger bay can be equipped with an AIE-486H Heavy Machine Gun to give some covering fire. Along with the ability to go into space, it's almost the perfect dropship. If you seek an upgrade from this, you can pay an additional +100CP to a powerful G79H-TC Pelican variant, which also adds an M8C Nonlinear Cannon as a larger version of the M6 Spartan Laser on its nose and a 90mm gun turret on the back of the Pelican along with a railgun turret on each side.

-UH-144 Falcon (300CP): There comes a time that you can't use the Pelicans, however. It might be that the Pelican has too much mass, or you can't quite afford to use them when the Pelicans need to move supplies and troops from space to the ground. If that is an issue, pick up a Falcon. Rather discrete and quite fast for its size, the Falcon is capable of transporting a fully armed infantry squad faster than any other helicopter while still being able to shrug off most small-arms fire. Along with an extreme range of maneuverability, the Falcon also comes equipped with an M638 20mm autocannon and either side can come with an M274H 12.77mm heavy machine gun or an M460 automatic grenade launcher for passengers to help provide covering fire. Get in, deliver some death, and get out. For an additional +100CP, the armor plating and nose cannon is improved so that it can continue to function as an attack craft if pick-ups and drop-offs are a bit too hot.

-AC-220 Vulture (300CP): There are different groups that will insist that they have the best gunship. They are entitled to their opinion, but they are also wrong. This ship which has seen heavy combat in both the Insurrection and now the Human-Covenant war? **This** is a gunship. Equipped with four GAU-23/AW/Linkless Feed Autocannons, four A-74 Sylver Vertical Missile Launchers for air-to-surface striking, and Argent V missile pods to destroy whatever is in the air? Combine that with the amount of armor that it has on and you've got a boat that is all about the total annihilation of anything that isn't on its side. As a bonus if you pay an additional +100CP, it can get additional armor plating and double the amount of missile launchers and missile pods to become an absolute nightmare.

-M808B Scorpion (300CP): Sometimes you just need to murder everything around you. Sometimes you just need to prove that it's Humanity that has the right to live among the stars, not some genocidal aliens who think their gods told them to kill everyone. That's when you need this large battle tank covered in a ceramic-titanium hull and equipped with an M231 Medium Machine Gun and a beautiful M512 90mm cannon that shoots tungsten armor-piercing ballistic capped rounds. Along with an autoloader so that you only need one pilot, you'll be annihilating even the mighty Mgalekgolo with a single hit. If that's not enough, just dish out an additional +100CP to make it an M850 Grizzly, with extra armor and twin M310 120mm cannons instead. Drive this around, and everyone will realize that you know what the ladies *like*.

-M400 Kodiak (300CP): There hasn't been a need for something like a siege weapon with how technology has advanced in destructive power and availability, but when you need to go back to the classics or show them how warfare is truly conducted, a giant gun on wheels can do the job frighteningly well. Requiring anchor points to be locked down before the weapon can deploy, it boasts a very strong and powerful single-shot cannon that can launch a powerful shell far enough that it requires a spotter to be able to get to its longer ranges. For an additional +100CP this cannon can even be equipped with cryo shells so that it can deal tremendous damage on top of freezing the surrounding area to make things worse for the enemy. This kind of artillery is snow joke.

-YSS-1000 Sabre (300CP): The Covenant are somewhat matched if there's enough humans attacking them on the ground, but space has always been something of a rough gamble for them. Their technology, their fighters… it can all be overwhelming. But that's no excuse not to take the fight to the alien menace. No matter the odds, one must fight. This plane is designed for peak acceleration and maneuverability in orbital combat, with the ability to even compete favorably with the Covenant's Seraph fighters. It comes with two M1024 30mm autocannons and Medusa missile pods to lock onto and attack aircraft that could shake most projectiles. It even comes equipped with experimental energy shielding technology to increase its durability in combat. Meet the enemy and show them you will not go quietly into the night.

-Fury Tactical Nuclear Weapon (400CP): Many times people will say that bigger is better when it comes to bombs and weapons. To a certain degree they can be right. But there's also situations where it requires a more subtle touch… for a given definition of 'subtle' anyway. About the size of an overinflated football and holding a yield of slightly less than one megaton, this device has an extremely clean explosion with a radius of a little over a kilometer when it goes off. A device like this can still do tremendous damage when planted in the proper location, and so creative thinking is encouraged when utilizing this device.

-HRUNTING/YGGDRASIL Mark IX Mantis (400CP): More formally known as the HRUNTING/YGGDRASIL Mark IX Armor Defense System, it's a surprisingly advanced weapon that acts as an advanced exoskeleton that was developed back in 2403, but will make a powerful debut in the Battle of Meridian where it will take out eighteen heavily defended Covenant anti-aircraft cannons by itself. It may not be as armored as a main battle tank, but its speed and maneuverability mixed with its weapon loadout more than makes up for it. One pod contains an M655 20mm machine gun, with the second pod containing a pod with M5920 surface-to-surface missiles to deliver some true pain. Even more fun is that this variant comes with regenerating energy shields similar to the MJOLNIR Mark V power armor… just don't let ONI know you have it. **This option can be used to buy the Mark III Cyclops Serina/Isabel variant at 300CP instead.**

-M145D Rhino (400CP): Humans can be an inventive and innovative bunch. Humans can also display a habit of grabbing anything that looks shiny and trying to make it work for themselves. This six-treaded vehicle is one of their more substantial attempts, holding superior armor compared to the Scorpion line of battle tanks and holding one armament that can be engaged upon engaging lockdown mode: A Zeus 320mm plasma cannon. Working off the same idea as Covenant-based weaponry, this tank captures plasma in a magnetic field before launching them at surprising speeds to burn the enemy into a ball of molten slag. Know thy enemy, then steal everything they have to use against them.

-M510 Mammoth (500CP): When someone wanted a vehicle transport, they probably weren't thinking of a bigger vehicle so you could put your vehicle in your vehicle. Such is the way of things. Nearly seventy meters in length and twenty one meters in height, this thing is gargantuan as a six-wheeled transport that doubles as an anti-warship weapons platform thanks to its Mark 2457/35cm HRG "Mini-MAC" cannon topside and M79 Multiple Launch Rocket Systems on its sides. Along with the absurd armor that can laugh at Wraith plasma fire, taking this thing around is sure to get the enemy in a panic before they die.

-HAVOK Nuclear Mine (600CP): If you want danger and a near guarantee of destroying any enemy that doesn't have the luxury of a ship-based energy shield, then look no further. This tactical mine is one of the most powerful devices in the entire UNSC armory, holding a yield of thirty megatons while being a little over a foot tall and a little over half a foot wide at a weight of thirty one pounds. It holds no external indicators save for a thin slot on the device's face for the detonation key to be inserted. It can only be activated by a remote device as well… so please exercise caution. You also only get one of these a decade, replenishing should you have used it by then.



*Weapons*
Each purchase of these weapons comes with a replenishing supply of ammunition. You may also apply a +50CP surcharge if you wish to obtain an armory's worth of these weapons for use in some fashion. If you come across this section while possessing the 'Augmented' option, these weapons will be sized up in order to allow you to more easily wield them.

In addition, you may import a weapon of a similar type if you have a particular weapon you are fond of and wish to obtain a weapon in this world. Should you wish to install weapon attachments of some kind, you may pay a single +50CP surcharge and choose the attachments in question here: https://www.halopedia.org/Weapon_attachment

-M6C Magnum (Free): Something of a standard issue to the UNSC Marine forces, the M6C is a semi-automatic, recoil-operated, magazine-fed handgun that fires 12.7×40mm (.50 caliber) Semi-Armor-Piercing, High-Penetration rounds. While it does considerable amounts of damage towards flesh-based infantry, Covenant energy shielding might pose a problem and so this weapon is often relegated to a defensive role. If you wish, you may instead trade this for an M6C/SOCOM variant which integrates a sound suppressor, muzzle brake, and a VnSLS/V 6E smart linked 4× scope.

> -M6D Magnum (+50CP): Of course, you could always upgrade instead. Bigger is better, after all. A sized up striker-fed variant of the weapon, this one instead firing off bullets that are High-Explosive instead of High-Penetration. The outcome of this? When the round hits the target, the bullet will detonate almost immediately after to cause massive damage to the target while having a high chance of system shock. This also makes them decently effective against shielded units. You may also use this option to buy an M6H Magnum instead.
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> -Whispered Truth (+100CP): OH. Oh well you have something special here. The M6H is more of an officer's magnum, but it fires the same rounds as an M6D magnum. This variant however, fires off three-round bursts and has a magazine size of eighteen instead of the standard twelve-sized magazines of the M6 series. It also has a suppressor that lets it stay quiet, and surprisingly increases movement speed when it is equipped. Not sure how that happened.

-M9 Fragmentation Grenade (Free): When you can't shoot them, blow them up. Coming with a hard metal casing that's meant to break apart upon the explosion, this grenade has a safety feature in that it must hit a hard surface after it has been primed before it can detonate, ensuring that it does not explode in the user's hand. It can also come with a 'spoon' so that it must leave the user's hand before it explodes as well. Either way, a small button on the 'handle' is the method of priming these grenades.

-M7 Sub-Machine Gun (50CP): It may get a reputation as something of a bullet hose, but when you're in close-quarters combat you're going to want something that can tear apart enemies like they were wet tissue paper. A curious design choice saw this weapon use caseless 5×23mm ammunition in a sixty-round magazine, meaning that it uses a combustible adhesive to seal the bullet, propellant, and primer all together. This makes it a very good choice for dual-wielding and reduces friction inside the barrel that could cause it to malfunction. You may also use this option to obtain the M7S variant, which comes with a sound suppressor and a SLS/V 5B smart-linked scope.

-BR55HB Battle Rifle (50CP): Sure, you have things for close range, but what about long-range? There will be enemies who don't quite feel like getting up close to you, after all, and you need to ensure that they feel just as welcome as the ones in front. Firing off 9.5×40mm M634 Experimental High-Powered Semi-Armor-Piercing rounds from a thirty-six round magazine, it also comes with a x2 scope on the top while possessing both a three-round burst firing mechanism to deliver three hits in rapid succession. The Heavy Barrel likewise increases the range and accuracy of the weapon to ensure anyone in medium range is not going to be happy.

-M392 Designated Marksman Rifle (50CP): Yet, why settle for three-round bursts? You could be dealing so much more damage to the enemy if you had greater control over your shots. Enter this gas-operated bullpup rifle introduced in 2512, having served as the primary weapon for the Army for quite some time. While it does have a fifteen-round magazine, it offsets this by using 7.62×51mm ammunition and by being a very precise weapon when used in single-shot mode, meaning that it is a useful weapon against nearly any kind of Covenant infantry. In the event of an emergency, you may switch this rifle from semi-automatic to fully automatic. You may use this option to acquire the M395 DMR variant instead.

-MA5 Individual Combat Weapons System (100CP): Something of an iconic piece of technology in this world, this Assault Rifle was made by Misriah Armory during 2437 in a contract to the UNSC and has had variants in service for over fifty years. Being gas-operated and magazine fed, this weapon utilizes M118 Full Metal Jacket Armor-Piercing rounds at 7.52x51mm size, the same ammunition as the M392 DMR. However, this weapon is designed to be fully automatic instead, and is constructed from Titanium-A alloy to be incredibly rugged and durable in nearly any situation. This makes this rifle able to work where most rifles would fail. Upon purchase, you may select any variant of this rifle you desire.

-M45E Shotgun (100CP): There comes a time where you need a lot of force in a small area. Times where you're not so much killing the enemy so much as you're cleaning house. This tool right here is how you clean things up. Utilizing 8 gauge shotgun shells with a magazine size of twelve, this weapon features a dual-turbular non-detachable magazine that specializes in maximum stopping power while keeping in mind the risk of over-penetration. This option can be used to skin the shotgun as though it were an M90 variant instead.

> -Oathsworn (+100CP): It is a horrible truth that sometimes, we cannot protect everyone. Therefore, we must do what we can to honor them and gain vengeance upon the enemy for bringing this loss. Developed by Kelly-087, this shotgun variant is significantly more powerful with its smart scope allowing for the weapon to have a pump-action mode or semi-automatic mode. It also possesses noticeably increased damage, rate of fire, and accuracy compared to the standard model while managing to increase the user's speed when wielding the weapon. Maybe it is to achieve vengeance sooner, so that grieving can come after.

-M319 Grenade Launcher (100CP): Sometimes you need to throw a grenade pretty far, but find that your own arm isn't up to snuff. Or maybe you're saving energy. Who knows? But technology has you covered, and provides this single-shot break-action grenade launcher that has been so effective that it's been in use for more than three centuries. Using ammunition of 40mm grenades, it has two modes of firing. The first one is standard, firing off a grenade that detonates two seconds upon impacting a surface to discourage crowds gathering up. The second one is more useful, firing off a grenade that will only detonate when the wielder of the weapon hits a second trigger, allowing the user to set up traps or allow momentum to carry the grenade to its destination. Curiously, when detonated manually it releases a small electromagnetic pulse as well. Very useful against Covenant forces.

-Pro-Pipe (+50CP): No matter what, standard issue seems to never satisfy some professionals of war. That's why there's this modification, coming with rounds that adjust their own trajectory after ricocheting off surfaces in order to maximize its lethality. Creativity is encouraged when using this weapon.

-M739 Light Machine Gun (100CP): There comes a time where controlled bursts just won't do, and you need to fill the entire area in front of you with armor-piercing death to either deal some serious damage or to deliver suppressive fire so that your allies get some breathing room. Look no further than this machine gun introduced late into the years of the Insurrection, possessing a seventy-two round drum magazine that fires off 7.52x51mm FMJ rounds similar to the MA5 Assault Rifle series. Able to open right up and useful in prolonged engagements, you'll have plenty of firepower with something like this.

-The Answer (+100CP): But sometimes it's not about how much you have, it's how you use it. What's the point of a big gun if it doesn't have the right amount of force behind it? Such questions deserve an Answer. This variant fires at a slower rate, but in exchange it has projectiles with proximity-fused high-explosive warheads while possessing much less recoil and higher accuracy, to the point of minimal kick even when engaged in fully automatic fire. Silence their questioning.

-M7057 Flamethrower (100CP): Why shoot them when you can burn them all? See them all being purified by the glory that is fire and washed away so that your feet are not stained by their entrails. That's when you need flamethrowers like this, utilizing Pyrosene-V chemicals to effectively spray an enemy and force them to either move from their location or go up like fireworks. While it can go for three continuous seconds before it needs to stop to cool down, this can often by more than enough time to handle fortifications, battle emplacements, or the poor fool who decided hiding in a cramped space was a good idea. Light up someone's world today.

-Sniper Rifle System 99 (200CP): When you need to reach out and touch someone, you need some pretty heavy duty equipment. You need something that could pierce energy shielding and still keep going to help someone floss their brain. You need this sniper rifle firing 14.5×114mm APFSDS rounds in a semi-automatic fashion, from a standard four-round magazine with an effective range of over eighteen hundred meters. Having entered service during the Insurrection, this rifle became worth more than its weight in platinum with its effectiveness during the Human-Covenant war. Purchasing this weapon would let you obtain any one of the standard variants.

-Nornfang (+100CP): You could always upgrade with the power of this particular weapon, however. Originally manufactured for Misriah Armory's internal sharpshooting competition, the weapon went missing and was eventually recovered by Linda-058 before being modified with high-explosive armor-piercing ammunition instead of the normal rounds, while likewise obtaining a significant damage increase due to implemented alien technology that activates when the weapon is wielded. With something like this, even a SPARTAN-II would perish in a single shot.

-M247H Heavy Machine Gun (200CP): Even in the 26th century there can sometimes be a need to make a big impression and wield a huge machine gun to impress your allies and intimidate your enemies. Something that makes an impression and make you look like the most distinguished person in the area. Cue this weapon. Air-cooled, gas-operated, and electrically fired, this weapon packs 12.7mm high-velocity explosive rounds with a two hundred round drum magazine, which can effectively mow down scores of enemies and even take out light vehicles with relative ease. While SPARTAN soldiers can hip-fire this weapon effectively, it is discouraged for regular humans to do the same.

> -Etilka (+100CP): But why settle for merely mowing enemies down? Always room for improvement, after all. Jorge-052 had this machine gun as his signature weapon, and as such he spent significant time improving the handling and ammunition type while replacing the normal metal shielding on it. As a result this weapon manages to dish out even more damage while letting the wielder move more quickly. Put them up against the wall, with you being the wall.

-M41 SPNKR Launcher (200CP): It wouldn't be a military without some kind of heavy ordnance, and Misriah Armory once again delivers with supreme effectiveness. In service for decades as far back as the Insurrection, this weapon features twin barrels and fires ordnance of M19 109mm high-explosive shaped charge missiles with both a smart scope to possess longer range and an optional targeting system to lock onto vehicles. Once the first missile is fired, the barrels simply rotate and allow the second missile to be fired before the need for reloading arrives. Wielding this, you're going to make some noise. For an additional +50CP you can obtain the EM version that has a magazine of four missiles instead.

> -SPNKr EX (+50CP): Nothing like getting more bang for one's buck. The answer to that is simply to add more explosives to the mix, and this variant does not disappoint. Using a laser-guided system, this missile launcher instead fires cluster warheads that upon proximity to the enemy will detonate and create multiple smaller detonations to rack their bodies with pain and death. Maybe this is the actual way to cause fireworks?
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> -SPNKr Prime (+100CP): Hit them fast, and hit them hard. A tried and true tactic that seems to do wonders if one can properly take advantage of the chaos it can cause. This variant of the launcher can do just that, being tinkered with to fire missiles that hit the target significantly faster while exploding with greater force than normal missiles in order to break them utterly. While equipped the weapon can also sync with one's armor to let the wielder move faster and have stronger shields as well, just in case you wanted to get up close to your carnage.

-M57 Pilum Launcher (200CP): This little gem isn't supposed to exist yet until after the Human-Covenant war has concluded, but it has been on the board for some time… maybe you have the prototype? What you possess here is a two-rocket magazine launcher that uses 50x137mm high-explosive missiles, using a single fixed tube and a magazine feeder on the top that can be fed more missiles. If using a smart scope the missiles can lock onto aircraft, but if need be one can either dumb-fire the missiles or find specialist rounds instead. Maybe you'll make a good impression on the eggheads with this.

> -Ad Victoriam (+100CP): When you need bigger explosions, sometimes the answer is simply to use *more* explosions. This curious modification does just that, instead firing off three missiles simultaneously in a 'V' formation that possess an airburst proximity fuse. Of course, should you use the laser on the smart scope reticle you could instead guide them in a cluster towards your target.

-High Five (+100CP): Yet there's nothing wrong with the five-fingered discount to be applied to your opponents either. Why not? Make a scene and break some heads at the same time before you go make off with your objective. Instead being packed with five high-explosive airburst gyroc rockets each time you pull the trigger, these rockets automatically lock onto the ground or air targets that were in your scope by the time you fire. Whether it's a pat on the back or a punch to the face, a high five is always appreciated.

-MLRS-1 Hydra Gyroc Launcher (200CP): Precision has its place and its purpose. Precision in a place of chaos can bring order, and precision can save valuable resources. Cue this guided missile launcher firing gyroscopically stable micro-missiles from a six-chamber revolving cylinder. It's not meant to be around just yet, but perhaps like the Pilum you've managed to procure a prototype. While the gun can be used for direct-fire attacks, by looking through the scope one can lock onto infantry or vehicles to launch each missile with superior tracking, even letting you lock onto specific parts of a vehicle for efficient kills. For an additional +50CP, this weapon can come with micro-missiles that are non-nuclear experimental warheads capable of generating an electromagnetic pulse to knock out energy systems as well.

-Typhon (+100CP): Always room for improvement, and always room for an ace in the hole. ONI does enjoy building upon what they have, and so their Watershed Division took the Hydra and made a significantly improved variant to it. This variant comes with not only an upgraded and improved recoil compensation system, but it also comes with a system to allow faster reload speed while increasing the damage the warheads do upon striking the target. They'll be thinking a storm is coming in with what you're packing.

-M6 Spartan Laser (200CP): Fight fire with fire. Sure, that sounds good when you say it, but then you have to wonder how Humanity can do what when they're up against aliens with plasma technology. The answer is lasers. Originally meant to be a supplement to MJOLNIR as Project GUNGNIR, it was scaled back due to the ludicrous cost of producing it. The weapon works by painting a red targeting laser on the target, accompanied by a growing, audible whine as the weapon cycled up. So long as it does not charge for three seconds this process can be aborted and save battery, but upon firing a powerful microsecond-long pulse of energy bursts out which is capable of burning through thick plates of metallic laminates or hard steel. Targets within two meters of the strike seem to be damaged and light vehicles suffer damage due to this weapon, so perhaps the cost is worth it.

-Selene's Lance (+100CP): There comes a time where someone decides that a weapon must be better, damn the costs. This variant is one such example, created by the Smart A.I. Selena after finding materials in a lab in Seongnam. The result is a weapon that not only has the targeting laser become damaging, but also increases the battery life while possessing a faster recharge time and a longer beam duration to let you push out more damage in a shorter time period. The future is now.

-ARC-920 Railgun (200CP): What is with all these weapons that aren't supposed to exist yet? Once again you may have a prototype, for this weapon doesn't see development until after the Human-Covenant War has concluded. This weapon is a compact-channel linear accelerator that requires a small charging time before firing off 16×65mm high-explosive tungsten-ferric rounds with such speed that the weapon is actually enveloped by plasma. The explosive yield combined with the kinetic impact ensures that it is one of the most effective weapons the UNSC has available.

-Whiplash (+100CP): Naturally if you possess such a weapon, you want to be able to fire it off as many times as you can in an allotted time window. You also want to make sure that even a passing glance can deal damage. Enter the Whiplash model, developed to not only have a faster recharge time but also to have two rounds per magazine and to arm its projectiles with a proximity airburst fuse. Make 'close enough' count.

-Arclight (+100CP): Then of course, there is the option of simply fighting harder instead of faster. Make every shot count and make those shots feel like the wrath of God fell upon the enemy. Arclight will serve you well in that endeavor, with its ammunition being altered to not only be armor-piercing along with being high-explosive, but it can also hold its charge indefinitely while you take the time to aim and fire on your target. The charging time has a bit of a delay as a result, but if you're trying to aim your shots then that's hardly an issue. Slow and steady wins the race, after all.

-Covenant Weapon Cache (200CP): While it is technically illegal under Subsection Seven of the Cole Protocol to not bring any Covenant material to human-controlled space due to fear of tracking their technology, there are many soldiers who skirt around the order by fielding the technology on the same planet it was looted from. On top of that, SPARTAN teams are encouraged to bring back any Covenant weapons they can. Such as this cache, which contains a dozen Plasma Rifles with half Sangheili variant and half Jiralhanae variant, a few Plasma Pistols and Needlers along with a few Plasma Carbines, about a dozen Plasma Grenades and even a Fuel Rod Cannon. While ammunition and a Plasma Charging Conduit is provided, it should be noted that having any of these weapons on your person will make you look extremely suspicious and that ONI will mark you as a person of great interest should you be walking around with them. For an additional +100CP it also comes with a few Brute Shots, Maulers, a Particle Beam Rifle and even an Energy Sword.

-Forerunner Weapon Cache (300CP): Where did you get this. Stolen Covenant weaponry is one thing, but this treasure trove is something that ONI would literally kill for. Scavenged from various Shield Worlds and top secret excavation sites, these weapons are rather advanced compared to Human weaponry or even the Covenant weapons derived from them… which makes for hilarious times when you're killing the enemy with the tools they worship. You know, aside from the massive violations of protocols you're enacting. This cache contains a few Boltshots and Scattershots, some Suppressors, a couple of Light Rifles, about a dozen Splinter Grenades and even an Incineration Cannon. While ammunition is provided, the moment anyone finds out about this you will undoubtedly gain extreme suspicion from ONI and the absolute hatred of the Covenant. For an additional +100CP, it also comes with some Binary Rifles, Sentinel Beams, and a Hardlight Blade.

-Scarab Gun (1200CP): This option may be available, but it doesn't mean that it's a wise idea. Just think about it before you decide to acquire this machine of complete death. What is it? Well, someone managed to figure out how to put the focus cannon of a Type-47A Scarab into a Covenant Plasma Rifle, while somehow managing to remove such flaws like energy requirements and heating issues while ramping up the rate of fire. Combined with how each impact causes truly absurd amounts of damage via superheated plasma explosions in a radius of a few meters around it? You could probably erase entire battlefields like this. Just… don't fire it close to you. You don't want to be bathed in plasma.

## ARMOR CUSTOMIZATION:

You have the skills and the weapons you desire to fight against the Covenant forces. This is good, very good indeed. Humanity might possess the means to fight along with the will, lest they roll over and die like prey to a predator. There is one more thing you could do to improve your chances: Acquire armor. A powerful weapon will not do you much good if you cannot even take a single hit the moment you step upon the field. You need proper defenses. It is time to choose which defense you will seek.

-UNSC Marine Corp Battle Dress Uniform (Free): The kind of armor you will generally see on the rank-and-file troopers, this model has seen a great deal of use and has been spotted since the early days of the Insurrection. It comes with a CH252 Helmet that has a basic heads-up display to keep track of ammunition and your targeting reticle along with a flashlight and radio system, strong boots and fatigues to keep one protected from the elements while having quite a few pockets to keep things in, and ballistics armor over the torso, shoulder and shin. Ballistic armor may optionally include thighs, groin, and forearms as well for the cautious types. This armor provides good resistance against ballistic ammunition but does little against Covenant plasma rounds. Perhaps you could become skilled at dodging oncoming fire. This armor comes in any camouflage color scheme of your choice.

-ODST Battle Ballistic Armor (100CP) (Free: ONI Officer/Orbital Drop Shock Trooper): Special operations requires special gear, and so this armor produced by Misriah Armory has risen to handle that requirement for the men and women of the UNSC. Curiously enough there are technologies initially developed for the SPARTAN-II program in this armor, and so it provides much better protection across the board such as thermal insulation to aid against extreme temperatures in the environment or in one's Drop Pod, or even Covenant plasma weaponry while allowing the suit to be vacuum sealed to survive underwater or in space for fifteen minutes… provided you don't take away the original gloves and use the fingerless variants instead. The armor also has an advanced helmet derived from the CH252 model that is completely enclosed with a transparent faceplate that can be polarized, and contains an internal database that displays navigation data, intel, communications, and more while holding an advanced HUD that displays considerably more data than the standard issue variant. It also holds a special firmware called 'Visual Intelligence System, Recon' (VISR) that uses IFF data and outlines enemies and objects of importance while in areas of low light. Like the Battle Dress Uniform, this outfit comes in any camouflage color scheme of your choice.

-Semi-Powered Infiltration Armor Mark II (200CP) (Free: 'Augmented') (50% off: ONI Officer/Orbital Drop Shock Trooper): Secret soldiers requires armor that allows them to stay secret. You can't very well have private soldiers if people end up knowing about them. Part legionnaire mail, part tactical body armor and part chameleon, ONI's Watershed Division had stealth and assault in mind when it came to this armor. The body armor portion is composed of a layer of ballistic liquid nanocrystals that provide more protection than three centimeters of Kevlar without the bulk, with armored plates above it that provide additional protection. In addition to the vacuum protection the ODST Battle Armor provides along with a heads-up display similar to the ODST VISR firmware, it replaces the internal database and low-light mode with an advanced motion tracker with a range of twenty-five meters and a zooming function. It also contains its own internal oxygen supply and various TEAMCOMP and TEAMBIO data similar to the MJOLNIR armor. More beneficially, it has biofoam injectors and Rift-class gauntlets to resist shock and amplify force. Its main boon however is the photoreactive panels to not only blend the wearer into the environment, but also to become nearly invisible to infrared and passive light-gathering systems. Flashbangs and hits from Covenant plasma weaponry will disrupt this effect, however.

-MJOLNIR Mark V Powered Assault Armor (400CP) (Free: SPARTAN) (50% off: 'Augmented'): When one wants to see the pinnacle of human ingenuity in the face of danger, they need not look any further than Material Groups' very own MJOLNIR armor designed specifically for the SPARTAN-II program. It was a massive improvement over the Mark IV, as its design shows. The armor itself contains multiple layers of protection such as the multilayer alloy with refractive properties to provide limited protection against plasma weaponry, with a gel-filled layer underneath to regulate temperature and control its density for a variety of reasons. Along with the biofoam injectors and the heads-up display of the Semi-Powered Infiltration Armor, it also has a layer of polymerized lithium niobocene along a preferred axis that when exposed to an electric charge can double lifting capacity and increase reaction time by a factor of five. This is why it requires an augmented being to wear it without their own reflexes killing them.

While the neural interface issued to SPARTAN soldiers can interface with the suit and cause it to move as though it were an extension of the body, the Mark V contains two massive improvements that no other suit possesses. The first one is an additional layer of computer memory superconductors that allows the wearer to insert an A.I. into the suit and not only gathers intel in real-time but also increases reaction time to be nearly instantaneously. The second is the addition of a self-recharging energy shield that was reverse-engineered from Kig-Yar Point Defense Gauntlets in order to grant the suit an unparalleled level of protection compared to other armors in the UNSC. Should the shields go down you need only to hide somewhere and wait for the shields to begin recharging due to a lack of fire. Be mindful that the Covenant will see you as a demon with this. If you wish, you can reduce the price to 200CP if you downgrade to a Mark IV, which removes the energy shielding and A.I. data slot.

-Armor Import (50CP): None of the armors here appeal to you, do they? Or maybe you have one of your own armors that you want to influence with the technology of this world, hoping to create a potent blend that will see Humanity propelled forward into a new age. Either way, this option will have you covered and allow you to import an armor of your choice to use in the 'Armor Customization' table below. This option can also be used to make a custom armor. Step forward, soldier. Step forward unto dawn.

-Advanced Design (50CP): Ah. Well now, talk about a peculiar predicament. Much like how Dr. Halsey managed to implement new alien technologies to hybridize it with human technology, you too have learned how to hybridize the technologies of worlds together into an entirely new design to allow Humanity to step onto the greater stage of the galaxy. With this option, you may combine two armors together, allowing you to mix and match their aesthetics as you desire while combining their abilities and their budget. The final result must be classified as a Regular Armor or a Power Armor; it cannot be both unless you choose a specific option inside the following table. **You may only choose this option once.**

Regardless of the choices you have made, **you will be given +1000AP to use in the following table**. Do choose wisely, for what you collect here could very well mean the difference between life and death. But if you want to stack the deck further…

-Point Conversion (50CP): Pouring additional technologies into this suit will only increase your chances of survival, and so this option to convert CP to AP in a 1:1 conversion rate exists. You may select this choice multiple times to increase your point allotment.

**Should you purchase an armor and it comes with one of the options below, you do not need to purchase that option to have it. You can, however, buy that option to strengthen what you have if you wish. If your armor comes with the option, you only need to pay for the upgrade if you want it.**

*Regular Armor:*
-Thicker Fatigues (50AP): With all the worlds in the galaxy, it seems like a pretty fair assumption that some of them are going to be really cold or really warm. Regular pants and sleeves are not going to cut it as a result, which gives way to this particular upgrade. Specialized fibers and increased cloth thickness leads to increased comfort in extreme environments, and the Kevlar woven in them can grant increased protection against ballistic weaponry as well. It'll make you look comfy too!

-Utility Webbing (50AP): Better to have than to not need, rather than need and not have. It's probably why the UNSC sees its soldiers with an inexplicable amount of pockets on them with all manners of gear and items inside. Maybe they're just worried about being caught unprepared. Maybe they're hoping to raid some nice stuff. Who's to say? You can say, for you have a slew of pockets on your pants and around your belt that increases your carrying ability.

-Flashlight (50AP): Night Vision is all fine and dandy, but sometimes you just need to get back to basics when the Covenant are shelling your position with all sorts of electronic-destroying plasma bombs. A flashlight attached to your armor to light the way is pretty useful for those times, and it can even charge itself up as you walk around due to the piezoelectric battery inside. Light the way!

-VZG7 Armored Boots (50AP): There comes a time where you either need to land on something rough or just stomp the living hell out of a weakened enemy. You know, like any good engineer will tell you to do in the face of alien corpses on the floor. Protecting those feet are important, hence these thick and fully armored boots that could take a grenade and the soldier would break before the armor would. It does make for heavy walking however, so it might be for the juggernauts out there… or if you really like stomping alien corpses.

-Rucksack (50AP): What's that? You need to carry more things, but you've run out of pockets to carry them in? Fear not, for any well-respected army loves to ensure that the rank-and-file can carry whatever they need into the fields of battle. Just ask Sergeant Johnson! He loves to tell you all about it and why you should have one. Effectively an armored backpack, this will give you a lot more to work with as well as protecting what's inside so that if a bullet hits it, you don't have to worry about your tablet breaking. Won't do much against plasma, though.

-Additional Armor Plates (100AP): Inevitably when you're being sent into battle with ballistics and kinetic weapons while the enemy is coming in with energy shielding and plasma weapons… you're going to feel rather underwhelming. Many in the UNSC can feel the same, and not everyone can be a SPARTAN-II. The go-getters will often settle for this, placing extra armor plating on the armored sections they have already while putting new plates on unprotected areas. It might make one look like a knight or legionnaire, but the protection is worth it, no? For an additional +100AP, these extra plates can become explosive reactive armor plates that detonate to push away any impact or damage.

-External Command Network Module (100AP): In order for a soldier to lead, a soldier must have the adequate tools. As technology continues to develop in the 26$^{th}$ Century and the Human-Covenant war continues to rage, the need for these tools has never been more important. The UNSC proceeded to develop this attachment to the helmet for the sole purpose of acquisition of military intelligence, and as such it is filled with multiple recording functions and scanning devices to inspect and analyze anything the user sees. It is much more effective if one is connected to a database, but by itself the tool is amazing for information collection.

-Visual Intelligence System, Reconnaissance (100AP): Oh. Well, here's one such database connection you can use. A popular addition to the ODST armor, this system provides tactical data in real-time as its broadcast due to being connected to multiple databases as needed to provide navigational data and maps of the local area along with intelligence data regarding mission objectives and relevant data to complete said objectives. It also has a low-light mode that allows the firmware to highlight points of interest along with highlighting enemies, with these functions syncing to one's Neural Interface. For an additional +100AP, Rex Firmware is also installed that allows for the detection and flagging of units that may be hiding themselves with optic camouflage so that they cannot stay hidden for long.

-Optics Device (100AP): It sure would be nice if there was a way to zoom in on an enemy or link up with a sniper rifle that you had in your hands. Maybe a company like the Materials Group will be able to make such an advancement. Oh, wait. Implementing advanced firmware and smart-linking to the weapon you may be currently wielding, this upgrade lets you not only see considerably farther for the sake of reconnaissance but also can link any sensors to the extended range so that you can keep out of sight while obtaining intelligence to distribute as needed to your allies. Hawk-eye view, anyone?

-Fall Negation (100AP): It can be a long way down at times, and humans are only so durable. Especially non-augmented humans, who have been compared to squishy blood bag by some of the Covenant forces. You don't have the luxury of being able to find a soft spot to land at times, and sometimes you don't have the option of parachutes if say, your dropship got hit and you have to bail out in a hurry. This set of actuators installed in your boots and dampeners in your armor plating can aid you by spreading out the kinetic force of impacts in order to dramatically reduce the amount of damage or stress you take from falling at greater heights, along with reducing the kinetic knockback of being hit with kinetic weapons. It won't save you from attempted re-entry, but that cliff that would have killed you will only hurt a good bit now.

-Kig-Yar Combat Material (200AP): The Kig-Yar appear to be more like mercenaries and privateers rather than true devout of the Covenant homogeny. Opportunists who scamper around and collect what they can before heading back to sell the spoils of their efforts. As a result, stolen Kig-Yar combat vests have demonstrated basic protection but are much more flexible to allow both comfort and increased maneuverability compared to the bulky armor of the Sangheili or the Unggoy. Studying this material has allowed ONI scientists to apply that material flexibility to your armor plating, to allow it to slightly bend and contort to suit the person wearing it so that they can move much more freely without sacrificing movement. Naturally, you are under an NDA when it comes to the origin of this upgrade.

-Repurposed Unggoy Rebreather (200AP): The Unggoy are effectively cannon fodder as far as the Covenant are concerned, and they are treated as such. Yet with their bulk and height, they've been shown to be ferocious in battle when the time comes, and their remains have been among the most numerous on the field of battle as a result. By studying and repurposing the methane breather units that Unggoy rely upon to not suffocate in an Earth-like atmosphere, ONI has been able to improve their environmental hazard systems significantly to the point where you could walk around in a toxic environment and barely worry about even getting queasy. You could even move underwater with this and not have to worry about water filling your lungs. For an additional +100AP this comes with a unique technology to slowly withdraw and store oxygen in a small tank on your person.

-Translation Software (200AP): It is foolish to think that aliens would speak the same language as Humanity. It is even more foolish to assume aliens on a holy war would dare to use any language of humans beyond simply telling them how much they were doomed as well. Such things makes for poor intel. ONI has adapted this powerful auto-translator as a result, letting one listen in and eventually start to piece together what their words and symbols mean in order to understand what they are saying in real-time. When that kind of time can mean the difference between a saved world or the death of millions? Understanding your enemies becomes drastically more important than ever before.

-Grounding Layer (200AP): When it comes to the analysis and repairing of systems, one often needs protection and specialized tools so that not only can they do the job right but so they can also do the job safely. But if you're desperately trying to repair something while a Covenant invasion force is planning to glass the planet, you can't afford to pay attention to many of the safety protocols. You need to focus on being able to fix the thing *now*. With this insular layer on your gloves and specialized systems around your armoring, you could stick your hands inside a working computer system or active powered armor to mess with its internals without the issue of lighting up like a bug on a zapper. When time is of the essence, safety needs to learn to work with you rather than impede you. For an additional +100AP you can redirect this electricity into a pack you carry around so that you can charge other machines up as needed.

-Jiralhanae Plasma Plating (200AP): The Jiralhanae are comparatively different if one were to look at the Sangheili; vicious and brutal rather than noble and cunning. This has led to a stark difference in how their shielding is utilized, which has made it somewhat easier for UNSC scientists to engineer the pieces that were left behind by fallen soldiers. Projecting colored shells around the user to aid in identification of rank, this type of shielding is similar to the kind utilized by MJOLNIR and Sangheili armor in practice and provides protection against ballistics and plasma weaponry as a result. However, there is a catch. Upon overloading, these plates dissipate as the suit leaks plasma, shutting down and requiring a manual recharge to make them work again. It's not as versatile as shielding that recharges itself, but looking imposing with a layer of protection could be useful in of itself.

-Nanolaminate Material (300AP): The Covenant have many technological advances over Humanity at this point in the war, and it has been a costly attempt to fight against these advantages. One such advantage was their ability to make materials that were fully dense, ultra-grain solids that were superior in composition compared to any material the UNSC had. At prohibitive cost, Beweglichkeitsrüstungsysteme managed to figure the process out and made this upgrade. Any plating your armor has now is dramatically increased in durability and quality, allowing for a powerful armor system that can take a lot of punishment so you can get up close and personal.

-HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System (500AP): The predecessor to the MJOLNIR Project, this large piece of machinery is more like an exoskeleton or a fighting vehicle than an armor itself. This upgrade augments the armor tremendously, adding a nuclear fusion reactor and an integrated weapons system to move its armament. Along with an automatic 'Bubble Shield' that relies on the reactor to power itself, this upgrade comes with a large gatling gun, five missile tubes, six tubular claymore mines, a 105mm Recoilless Rifle, and comes armored with titanium alloy and nanocomposite titanium fibers. If needed the fusion reactor can be detonated as a last-ditch attack, but it's generally encouraged that you avoid this situation for obvious reasons. Like the Sword of Beowulf, may you never lose with this machine.

*Powered Armor:*

-Black Body Suit (50AP): More of an underlayer than anything, it could be useful if you want to ensure comfort and additional protection in a last-ditch effort. Used by the UNSC in operations regarding vacuum environments, it is a form-fitting suit of polymer body armor that can deflect small-caliber rounds and comes with both heating and cooling units to mask the temperature of the user for stealth purposes. While it could be uncomfortable to wear for extended periods of time, the fact that it's sealed up would be beneficial if you're suddenly spaced.

-Motion Tracker (50AP): One would think that something like this would be installed as a default software upon every single armor the UNSC could field. Alas, it seems to be reserved for the more powerful units. Utilizing a quantum mirror to sense and seek other enemies, this device is capable of sensing the motion of allies and enemies up to a range of twenty-five meters around you along with giving a generalized size in comparison to you. This variant can distinguish between what is a vehicle, navigation point, or infantry and will designate different symbols to assist in giving you proper intel.

-Memory Storage Unit (50AP): Powered armor is often sent behind enemy lines, and that is because powered armor is often worn by a SPARTAN-II soldier. As such it can become imperative that any relevant data or enemy intel is captured and sufficiently stored to be brought back to allied territory in the event that it cannot be transmitted out. This miniaturized crystalline hard drive installed within the armor is useful for such things, allowing camera recordings and stolen data to be dumped into it to be sorted later. It has a storage size of hundreds of terabytes, which you should hopefully find useful for collecting as much as you can. It is discouraged by every UNSC branch to use this as a music storage device.

-Waste Recycling System (50AP): Ultimately, Humanity has not been able to engineer out the issue of waste when it comes to their own bodies. They ingest, and then remove waste through the obvious means. When you're struggling to maneuver in a battlefield and only have enough time to eat a meal before moving on, the issue of waste becomes a concern. This issue is addressed for those who may be short on time and so the armor has engineered systems to process and recycle wastes produced by the wearer so that you don't have to stop for anything.

-Slide Actuators (50AP): Imagine that all that could stand between you and absolute death is that obstacle that was in front of you, a barrier that could block that fuel rod shot heading towards you. You'd want to get there as quickly as you could, right? All that armor is heavy, however… you'd need some way to boost yourself. Specially installed into the legs and the torso of the armor, these actuators detect when the wearer is going to make a dive or attempt to slide into a bunker and aids the movement of the suit in order to close the gap at an accelerated speed to ensure survival. It might not seem like much, but closing a gap like that could make all the difference.

-Force Multiplying Circuits (100AP): While the Covenant have many alien species under their banner, a few of them have truly impressive strength. The Sangheili, the Jiralhanae… the mighty Mgalekgolo Hunters that have decimated so many humans on the field of battle. The field needed to be swung in Humanity's favor. One of the most useful components of the MJOLNIR armor, these circuits are spread throughout the armor itself in order to amplify the force that the armor applies. Combined with a layer of polymerized lithium niobocene, this effectively amplifies the strength of the wearer to a significant degree. While you may be one person, this upgrade will ensure there is nothing mere about you. This option can be purchased multiple times.

-Biofoam Injectors (100AP): You're not always going to have a medic on hand when you're deep behind enemy lines. So if you happen to say, end up getting a collapsed lung or end up getting a hole in your side the size of a half-dollar coin, you need a way to be patched up immediately. Along the entire suit you have a series of injectors that when a large wound is detected, needles immediately pierce the skin and inject biofoam to ensure that the wearer can be held together for some additional time as a temporary measure, at least until they can make it to an actual medical facility to receive proper care. Something is better than nothing, right?

-Plane-reactor Couplings (100AP): Go fast. Go very fast. Speed is an important factor when it comes to war and you will ensure that you are the fastest one around. After all, the Covenant will not wait for you to make it to your destination, and so you must pick up the pace. By implementing additional upgrades to the suit's actuators and 'muscle' with these couplings that work with polymerized lithium niobocene, you can increase the speed that one can achieve while wearing the suit. Try hard enough and you could potentially run faster than a moving battle tank at maximum speed! You may purchase this option multiple times.

-Rift Gauntlets (100AP): When going on stealth missions or high-risk operations behind enemy lines you need to find ways to reduce the amount of gear you carry on yourself. This can mean the amount of weapons you would have normally carried may be dramatically reduced, which can leave one concerned. ONI's Watershed Division created these Rift-class gauntlets as a response to that, allowing one's own punches to be a weapon in of itself. Not only are they shock-resistant to be able to deflect blows but they also act as kinetic amplifiers so that your punches will *really* hurt once they connect. No weapons? No problem, *you* are the weapon.

-Magnetic Lock (100AP): It can be somewhat annoying to be caught with no way to move up a large wall, or to have no way of securing oneself in the event of a hull breach. Dr. Halsey and her team accepted that such an event might occur to her SPARTAN-IIs, and as a result there's specialized locks that can be installed in the hands and feet of the armor. Upon activation, they will immediately magnetize and lock the armor down so that they don't go flying elsewhere in the event of inclement weather or a need to maneuver a metallic surface. A creative person like an engineer might figure out how to time its activation to create a powerful stomping ability. An additional +100AP will see the installation of microthrusters to gain additional movement in vacuum environments or make your attacks even more dangerous.

-Electromagnetic Protection (200AP): For all the boons your suit can provide, it is still ultimately a machine. A machine that can break and be overwhelmed. Like everything else, you need to take steps to protect this machine. By hardening the electronics of the suit and employing various countermeasures in the circuitry the suit can withstand large amounts of electromagnetic pulses which could fry or damage the components inside. Pulses that could come from Covenant plasma weaponry. Massive amounts might still cause issues, but by that point you should be worrying more about the immediate effects like your flesh cooking inside the suit. For an additional +100AP, this protection is enhanced to protect the wearer from massive amounts of radiation that could be found in starship reactors or truly obscene amounts of Covenant weapon detonations.

-Empowered Stabilizers (200AP): Things move. Ships move, the ground can move, people can move. Everything moves, and even the slightest movement can throw off how you're planning to get somewhere or aim your rifle to ping that Kig-Yar's head so he doesn't give your support a new breathing hole. Tweaks to the joints and computer systems of your suit can adjust to these sudden movements or movements of the self, enabling you to compensate and shave off precious time you may have needed to adjust for the movement in question. Should you have some manner of flight these stabilizers can even keep you perfectly in place to do whatever it was you needed to do!

-Reactive Circuits (200AP): With such speed and strength under your command, you could tear through Covenant forces like a hot knife through butter. At least, you could do so with much greater ease than an average human. Yet there is more to it than physical speed and strength. After all, speed of body is useless without speed of mind. These circuits are installed throughout the power armor and become linked to one's Neural Interface in order to connect the thoughts of the wearer to the suit itself. This effectively makes the suit a second skin, and lets the user react and act much quicker than a human could. In fact, you could even dodge bullets if you had help from an A.I. inhabiting your data port.

-Modular Construction (200AP): Wouldn't it be great if you could reduce the complexity on your armor? It took the SPARTAN-II soldiers weeks to figure out how to eventually take apart their own armors for the sake of on-site repairs, and it took even longer for them to figure out ways to give small tune-ups without the need for entire teams to help take the suit apart. Fix things up with this upgrade, which streamlines and alters the suit so that it becomes easy to not only take apart and fix, but also to modify the suit and impart new technologies upon it on a dime. There's still dangers involved such as toying with the power supply if you're one that has a small nuclear fusion reactor strapped to their back, but at least this way you won't break everything if you want to make some additions to your helmet.

-Energy Shielding (200AP): Arguably the largest advantage that the Covenant has over Humanity is the utilization of energy shields to grant truly empowering defenses upon their ships and their Sangheili ground troopers. With it, a single ship could destroy three UNSC warships and a Sangheili could erase squads of humans. It is why this option is considered extremely useful, reverse-engineered from Kig-Yar Point Defense Gauntlets. Essentially a field of energized particles that's wrapped around the user, it deflects objects that attempt to impact the surface while being close enough to the wearer that they can still manipulate objects like weapons. This variant is relatively durable against plasma weaponry, sustained fire can bring it down quickly and require the wearer to hide somewhere to let it recharge. For an additional +100AP, the technology of the shield is upgraded to allow the user to shape it and direct more energy to a part of the shield as needed.

-Pinch Fusion Reactor (300AP): Stolen from a Sangheili forge platform dedicated to the production of combat harnesses, this installation in the powered armor is above and beyond what many UNSC scientists could whip up for powered armor thus far. This reactor uses artificial gravity to replicate and sustain the conditions inside of a star via fusion reaction, in order to generate an enormous amount of power. While this version is smaller than the ones on Covenant warships, it's still very potent and could power any system on the suit with surprising ease.

-GEN2 Upgrade (500AP): This upgrade shouldn't even exist yet. Though all technologies must be tested somewhere, and this is no exception. Designed for the eventual SPARTAN-IV program, this upgrade is an all-around improvement to the MJOLNIR system. Any strength multiplication is increased, the suit is lighter and more durable while integrating many of the vital systems within itself, and it even comes with supercomputer circuits and VISR systems to handle a truly massive amount of information and intelligence gathering. To handle this information, a series of micro-sized Dumb A.I.s are integrated into the suit to handle the flow of information along with aiding in the suit's functions and everyday actions while keeping the user's preference in mind. The future is now.



*Shared*:
-Crossing the Streams (200AP): Sometimes one side has toys that you want to incorporate into your suit of shining armor. Sometimes you just feel like you need to upgrade and get out of those fatigues into some protection that will get you beyond just a single blast of plasma weaponry.. or maybe you want to cherry pick the best of both worlds. No one will judge you much, save for the entirety of ONI wondering why you would put together such a contraption. Either way, by purchasing this option you can let your 'Regular Armor' take options from the 'Powered Armor' section, while 'Powered Armor' can take options from the 'Regular Armor' section. It'll be interesting to see what the final result of your creativity is. Well, either creativity or greed. There's a lot of overlap there.

-Customized Shape (50AP): While there is a specific design function for armors to ensure that they work effectively, there is some amount of wiggle room after all the essentials have been taken care of. While the UNSC will eventually enact Regulation 3A-950 for the purpose of making sure any armor permutations are within parameters, using this option here will help you out some. Want to make your armor look more bulky and like a tank? Go for it. Give it sharp angles and make it look angular to seem alien? Its your choice, and no one is going to tell you no. Well, except for the scientists giving you death glares.

-Customized Aesthetics (50AP): In accordance with UNSC Equipment Code 20.00.62, the eventual SPARTAN-IV candidates will be given permission to customize their own armor with various equipment and combinations. However, it is heavily discouraged to do so purely for cosmetic reasons. …let's just put this option here and not tell anyone, alright? While the prior option let you dictate shape, this one will allow you to decide a theme and a color to really help you fine-tune things. Want glowing lines and the idea of a Forerunner suit? Or maybe you want the permutation of the Project: HAYABUSA armor that was eventually incorporated into the MJOLNIR Project? Who's to say but you, and with this option it's you who has the final say.

-Tactical Hard Case (50AP): It can be a pleasure when finding small but valuable things to bring back to base with you. It can be equally depressing if the enemy attacking you caused your sequestered loot to be destroyed in the crossfire and negate your hard work as well. This hard case is for such things, a small section on your armor that's plated and heavily protected as far as your armor goes so that you could sleeve an important item inside and not have to worry too much about the trials of battle with something that could be fragile. Of course you could always bring it into battle too.

-Breacher Collar (50AP): It's amazing how much the face can be protected if one just extended a bit of armor around the collar just an inch or two. It's not even that much, just enough to deflect any oncoming fire and prevent some egregious things like one's neck getting shot up by bullets or being burned away by plasma. A terrible fate to suffocate on one's own blood after all. A purchase of this will add a bit of additional armor around the front collar section of the armor to help with any ricocheting fire, so that you don't have to worry. For an additional +50AP, this raises a larger collar section around the sides and back of your head so that they get additional protection as well.

-Polarized Visor (50AP): Protection from bright lights can be important when fighting during the daytime or when dealing with large flashes of light such as the ones generates by Covenant weaponry. The few seconds you can spend while not blinded is a few seconds you can use to pop some Unggoy heads with your rifle, after all. This option grants your suit a defensive visor that can polarize itself when needed to either hide your identity or to protect yourself from strong lights, all while being able to turn off the polarization at will. As a bonus, it'll turn the visor to any color you want.

-Stealth Upgrade (100AP): With the advances in technology, the need for ensuring stealth was maintained was always high on the priority list. When the Covenant arrived and began to systematically glass worlds, that need catapulted to an absolute requirement in order to do one's duty to Humanity. Thus, advances were made in short order. The first version gives your armor a special coat of paint to reduce your infra-red signature in order to fool enemy radar to get closer. A second purchase of +100AP places photoreactive paneling on your suit in order to effectively mimic the environment around you akin to a chameleon changing its colors. Finally, a third purchase of yet another +100AP grants you stolen Covenant Active Camouflage to actually bend light around you to grant you true invisiblity, making you an absolute terror on the field… just don't get hit. The field tends to have trouble keeping up if someone shoots you.

-Vacuum Pressure Seal (100AP): Being spaced can suck no matter where you are or what the situation is. The temperature is horrible, there's the issue of cosmic radiation, and unless you've got some kind of movement system going on you're more or less at the mercy of momentum and any stupid mistakes you happen to make. It's because of these reasons that living long enough to turn the situation around or contemplate just how badly you fucked up is something of an important requirement for the higher-end armors. This upgrade not only ensures your armor is completely sealed up and keeps the internal pressure at a proper level, but it also comes with an advanced air tank that can hold ninety minutes of air. More than enough time to make peace with whatever god you worship if you're tumbling into deep space as a result of your failures.

-Sensor Warp (100AP): The enemy may have much more advanced technology than Humanity does, yes. They could see things humans could only begin to dream of. Yet machines all have one common trait among them: The more complicated they get, the easier it can be to break them. This technology integration may not be what it takes to break them, but you can certainly screw with them to no end. By transmitting powerful radio waves and short micro-bursts of communication signals on Slipspace carrier waves it can render nearby detection and sensor methods confused and inaccurate at best and completely useless at worst. While it'll have the enemy in a tizzy no doubt, it would also give you quite the opportunity to sneak in and mess with their heads too. Mainly by splattering the contents of said heads across the floor.

-Data Crystal Port (100AP) (Free: 'Dumb A.I.'/'Smart A.I.'): When the Mark V for the MJOLNIR Powered Armor was introduced, the inclusion of a data port was one of the biggest advances of the time. Not only for the sake of connecting to and downloading data, but also to host an A.I. and allow them to optimize the armor's performance. It was a true achievement by Dr. Halsey, and influenced power armors to follow. This option is much the same, allowing you to slot in an A.I. of your choice to help review, control, and optimize the functions of your suit while helping augment the data flow between your mind and the suit itself. For an additional +100AP there is an additional microframe installed to host concurrent A.I. slots for even greater control and coordination.

> -A.I. Fork (+100AP): …oh. Talk about a dangerous addition, but if you're willing to risk it… Covenant A.I. almost appear to be formed by taking coding of other A.I. and making copies to start fulfilling additional tasks. Any A.I. you slot into your armor will have the same option, being able to 'fork' off shards of itself for the purpose of express tasks it wants to offload to a splinter mind. They will be loyal to the main A.I., but are optimized for that function… think of it like a Smart A.I. making Dumb A.I., or a Dumb A.I. creating advanced programs.

-Heads-Up Display (100AP): When data is being presented it's to make sure that you can see it without it obstructing your view from anything that's too important. You know, things like that wave of suicide Unggoy running at you with plasma grenades lit up screaming about their holy ways. That's why the data needs to be presented in adequate terms while keeping your vision clear for you to eye up what's in front of you, and that's where this software comes in. Automatically organizing relevant data like general health, energy levels, and ammunition stores while linking into other databases you may have access to, it also ensures that the data won't block your view so you can turn that suicide charge into a fireworks show. On them, of course.

-Jetpack (200AP): Sometimes the only way to go is up, and there's nothing wrong with admitting you might need help with that. Whether it's the portable jump-jet utilized by the Orbital Drop Shock Troopers known as 'Bullfrogs' or an integrated variant of the Series 12 Single Operator Launch Apparatus, one thing remains clear: You can use it to fly around in the sky for a decent period of time while you take aim and laugh maniacally at the poor fools stuck on the ground. For an additional +100AP this option not only comes with significantly more fuel but can also act as a finely tuned thruster pack in a vacuum environment so you can be a space ranger! We would have used 'Space Marine' but apparently that's trademarked.

-Sensor Enhancements (200AP): It's no secret that the Covenant have technology far greater than the kind Humanity possesses. It's one of the major reasons the UNSC is losing this war even with the arrival of the SPARTAN-IIs stemming the tide. How fortunate that selective looting of specialist Sangheili corpses can yield curious findings. This advanced technology not only increases the amount of data your equipment can take in, but it also increases the variety of scanning tools that you have available to find more information. Different forms of radiation or material composition, biology detections, even approximating the age of someone based on the data from their skin composition… such things and more are available to you.

-Technician Upgrade (200AP): Where Humanity and the UNSC goes, they bring their technology with them. It's lead to the proliferation of machinery and ease of life. But what happens if you're in a spot where you can't easily access a battlenet? Then all your fancy toys might as well be worth the materials they were built out of for all it matters. The higher-ups recognized this risk and so have created this integration of data servers that allows your armor to act like a mobile diagnostic center. In essence, you're a battlenet node that allows allies to access and distribute intel as needed while boosting a powerful broadband signal to let you coordinate an entire battlefield by yourself. While a warship in orbit is preferable, you would be a close second with this option.

-Evasion Module (200AP): Speed can be key. Speed is everything when it comes to avoiding enemy fire, and the more speed you have the more you will be saved. This module embodies everything about that ideal, and upon installation you will have a rare ability. By overcharging the functions of the suit it can aid in breaking lock-ons by immediately rolling towards a direction with dramatically increased speed, which would in turn create a smaller profile and allow for rapid evasion of attacks. While abusing this option too much could cause a power overload, this function does scale with the abilities of your armor… meaning the faster you were to begin with, the faster this function will make you when dodging.

-Re-Entry Shielding (200AP): It sure would be nice if you could land on a planet without splattering into a bloody red smear on the ground. At least, if you were coming in from high orbit. There's just a few problems like friction from entering an atmosphere, and slowing down once you got inside. Such petty things shouldn't keep you down, and so this integration of technology was implemented to incorporate a drag chute and specialized machinery to handle the intense heat generated from the journey down. One might question the wisdom of simply throwing oneself down, but then one must realize the benefit of moving with as small a window for detection as possible. Plus there's stories on making wishes upon a shooting star… maybe you'll grant someone's wish when you land.

-Nanotechnology Self-Repair (300AP): Sometimes you simply do not have the tools to conduct proper self-repairs on your armor. This can be worse if you're going on a long flight through space or you have enough time to yourself through one method or another. How fortunate then that breakthroughs by UNSC scientists have lead to the development and utilization of nanotechnology. While normally utilized in the conversion of fuel for warships and nanotubes for various purposes, this version carries blueprints of one's suit and can slowly self-repair the armor given time and an ample power source in order to save on resources and other issues. In the hands of a Smart A.I., the nanotech could even be used to improve and overhaul a suit over a long period of time. Time that is now your ally.

-Slipspace De-Insertion (300AP): The nature of the Slipstream dimension is as complex as it is dangerous. There's a reason that it takes warships to be able to handle the entry and exit of Slipspace, with Long Range Stealth Orbital Insertion Pods being the smallest transport possible for a human to exit Slipspace… and even then it's more like launching a large torpedo with a person inside of it while being a very bumpy ride. Leave it to Dr. Halsey to try and make sure her SPARTAN-IIs could one-up the attempt. This incorporated technology ensures that the suit would be capable of being launched out of a ship by itself and exit Slipspace on its own. In translation? This upgrade would let you jump out of a ship moving at faster-than-light speeds and enter realspace. Just be sure your suit has vacuum capabilities… or re-entry capabilities if you're planning to land somewhere.

-Trevelyan Skinning (600AP): One of the biggest finds the UNSC and ONI had ever uncovered was the Forerunner relics left behind on the world of Onyx. It was one of the main reasons why the planet was scrubbed from all human databases after all. With time and eventual help from sequestered Huragok, the knowledge eventually began to pour out and led to the secrets of the Prefect Forerunner Skin being uncovered and hybridized. As a result this upgrade carries tremendous advances like being able to link up with and control said linked technology remotely through the armor systems while creating constraint fields to effectively mimic telekinesis powerful enough to throw a SPARTAN-II around. Yet this is not the most impressive feat, as any A.I. equipped into this suit will find themselves growing and developing, becoming significantly more intelligent and capable of handling more complex tasks like managing the wearer's consciousness and negating the need for sleep while eliminating the side effects of such prolonged states of being awake while being able to aid the wearer if psychological damage was taken. Many will wonder how such a thing could be powerful, but with time comes knowledge… and knowledge is power.

## SHIP CUSTOMIZATION:

It's a large galaxy out there. Humanity at its peak had over eight hundred worlds to its name, and billions upon billions of humans were able to make their living out in the stars. The Covenant changed that, and proved that this endless sea of lights was filled with dangers and horror that had no desire to see Mankind grow. They also showed that Human technology is woefully outclassed against the might of the alien threat… yet for all of that, sometimes a single ship can make all the difference. The UNSC *Iroquois* was one such ship, able to take out four Covenant frigates by itself using superior tactics to show them that Mankind was willing to fight. One ship cannot win the war… but one ship could maybe change the way it's going. Maybe it'll be your ship… it's time to choose which ship that will be.

-*Gladius*-class Heavy Corvette (Free): While this ship is more meant for patrols and security roles rather than an actual ship of war, the Gladius-class serves its function well. Its armaments are somewhat smaller than most ships as a result, carrying only one small Magnetic Accelerator Cannon and two Archer missile pods with six Rampart point-defense cannons, but it does come with an extensive sensor suite to scan for anomalies and actively track targets for other ships to find and utterly obliterate. Seeing as it's two hundred and forty-three meters in length however, it would be wise to simply retreat from any Covenant space presence. If you wish to purchase this ship a second time, it will cost 100CP.

> -Prowler Upgrade (+200CP) (Free: ONI Officer): Well… at least you can hide more effectively now. While Corvettes must rely on their low profile to avoid detection, the Prowler sub-class of Corvettes are primarily built around the idea of hiding. What you have here is a *Sahara-class* Prowler, at two hundred and eighty-one meters with the express purpose of staying undetected and moving around the field of battle without anyone knowing. Equipped with an active camouflage field and buffers to avoid detection while having a stealth ablative coating, it could stay hidden for weeks… though the closer one is to a Covenant fleet the more risky it gets. This vessel is equipped with nonlinear pulse cannons, Shiva-class nuclear missiles and a Hornet mine system to deploy nuclear weapons while hidden and let the enemy foolishly fly close enough to be destroyed. Go forth.

-Stealth Cruiser (400CP) (50% off: ONI Officer): It goes without saying that the bigger a ship is, the harder it becomes to keep it in stealth. That's why stealth vessels tend to be small. So when someone got the idea of making a Prowler the size of a frigate it was seen as comical before ONI went and did it anyway. Coming in at four hundred and eighty-five meters, this large vessel is completely radar-invisible and when the baffled engines run below thirty percent the thing is as dark as interstellar space. Along with a more powerful version of the active camouflage unit that Prowlers have, the ship has a truly impressive array of sensors and data transmission methods to stay in the know while being large enough to ferry things around… in essence, this ship acts like a top-secret mobile command center. It also has room for a special conference center that is completely sealed off from the rest of the ship for the sake of secrecy.

-*Stalwart*-class Light Frigate (400CP) (50% off: Orbital Drop Shock Trooper): Designed with planetary defense in mind while being able to serve as a support ship, this vessel seems to strike a perfect balance between fleet support and troop transport due to its unusually large amount of weapons and have seen use since 2531 within Admiral Preston Cole's fleet. Coming in at four hundred and seventy-eight meters in length and having six hangar modules, the ship is more than capable of ferrying around nearly three hundred troopers and a small fleet of dropships and vehicles to deploy. It is also unusually well-armed for a frigate, carrying a large Magnetic Accelerator Cannon while holding sixteen Archer Missile Pods and seventy-six Streak Missile Pods. It also has six Rampart point-defense cannons and fifty-two Bulwark Point Defense guns in the event that you just needed to fill the entire air with nothing but bullets. This ship will serve you well.

-*Halberd*-class Destroyer (400CP) (50% off: Orbital Drop Shock Trooper): Hit them hard, and hit them fast. That's what it means to be a destroyer, and this arrowhead-profiled vessel first serviced in 2517 fulfills that goal in spades to the point of being able to inflict heavy damage on even the largest of Covenant ships. While technically small at four hundred and eighty-five meters, it has a rather thick hull with high-quality armor made with Titanium-A alloy and partly of vanadium steel, while being rather fast thanks to its large amount of engines. While it only has a single hangar bay for moving and transporting troops, it does have an obscene amount of weaponry in the form of a spinal-mounted Magnetic Accelerator Battery composed of twin-linked 1170mm/647mm high-velocity coilguns, twenty-six Archer Missile Pods, four Rampart point-defense cannons… and three Shiva-class nuclear missiles with a rather impressive yield. Along with emergency thrusters on hardpoints for expert maneuvering and gravity generators to slow down small incoming craft, this vessel is completely dedicated to making its enemies miserable.

-*Autumn*-class Heavy Cruiser (600CP): So you've seen frigates and destroyers and stealth ships. All fine and dandy, but the UNSC can't quite win the war without some serious heavy-hitters or capital ships. The top brass recognized this and began retrofitting a *Halcyon*-class light cruiser in preparation for OPERATION: RED FLAG and to try and fix up the many weaknesses the ship originally had. What you have here is what happens when the production is streamlined after the war, so consider this a prototype. Coming in at one thousand, four hundred and twenty-five meters it sports truly thick amounts of Titanium-A alloy while having multiple, smaller shield generators that flare up only when a point of impact is detected after the armor has been sloughed away by enemy attacks. It also comes with an advanced and extensive set of long-range scanners along with reverse-engineered Covenant hyperscanner detectors, along with a battle network on its dorsal superstructure. It also comes with a few large hangers and drop bays in order to field hundreds of troops and multiple vehicles in the event you just need to wreck anything on the ground. Its armaments are nothing to scoff at either, carrying four coilgun batteries, thirty-two Archer missile pods, six Sentry autocannons and six Rampart point-defense cannons along with a Mark IX Heavy Magnetic Accelerator Cannon that can shred many of the smaller Covenant vessels in a single hit. They aren't kidding when they said this thing is heavy.

-*Epoch*-class Heavy Carrier (800CP): The more important a ship is, the bigger it seems to get in order to handle greater damage. Such is the case with this ship coming in at two thousand, five hundred and sixty-three meters and being a true example of what it means to be a tank. It has been shown to take extreme amounts of damage thanks to its impressively thick hulls of Titanium-A alloy and its size, along with being divided into three parts to ensure that it can compartmentalize any damaged sections. But what makes this vessel impressive beyond its size isn't the large amount of troops it can field or the large hangar bays that can deliver multiple ships. It's the armaments. Armed with a rapid fire variant of the Magnetic Accelerator Cannons found on *Stalwart*-class frigates, the cannon is complimented by two naval coilguns while also possessing twelve Sentry autocannons and twelve Rampart point-defense cannons for any ships or projectiles that get close. Supplementing those weapons are twenty Helix point-defense cannons and seventy Archer Missile pods, and twenty Bident Missile pods for any larger ships that felt the need to get close. In the entirety of the UNSC fleet, this is easily one of the biggest ships out there.

-*Infinity*-class Supercarrier (1200CP) (50% off: Scientist): What…why do you have this. No, seriously. Why. The moment the UNSC and ONI find out you have this, Section 0 trying to hunt you down will be the least of your worries. This is supposed to be a multi-role vessel built from stolen and reverse-engineered technology from both the Covenant and ancient Forerunner sites and constructed in the Oort Cloud within the Sol System. While the UNSC *Infinity* itself isn't complete yet… think of this as the testbed. It's also absolutely ginormous at its size of five thousand, six hundred and ninety-four meters in length to make it the largest ship the UNSC has ever built, while having truly impressive defense in the form of massive Titanium-A3 hulls and energy shielding similar to Covenant warships. Along with its fusion-powered engines and translight drive of Forerunner design and origin, it can make pinpoint Slipspace jumps with impressive accuracy.

It also has rather massive cargo holds to carry thousands of soldiers and hundreds of vehicles if need be, with hundreds of smaller hangar ports to release fleets of ships on demand. As a research vessel, its main boons are the sixteen-wave Slipspace wavecom datalinks for superluminal communication along with scanners so powerful it could give a hyper-accurate real-time image of a planet's surface while in orbit, along with long-range hyperscanners and a Forerunner Luminary that can detect alien technology. For the purpose of psychological health, numerous recreational areas are included in the ship including an atrium memorial park. As for weapons… while it does indeed possess four Series-eight Magnetic Accelerator Cannons and Anti-Aircraft networks, it only carries a hundred missile pods and a few HAVOK tactical weapons while its complement of *Strident*-class frigates seem to be missing. As a prototype it didn't come with all of its weapons. But with this amount of technology, you could go places. To Infinity… and Beyond.

> -Complement Fleet (+600CP): It appears you really won't be exploring the unknown alone. An *Infinity*-class supercarrier has very large hangar compartments, and the scientists at the UNSC took full advantage with this option. Docked inside the ship are ten *Strident*-class frigates, each at five hundred and seventy-five meters in length and able to maneuver around with surprising ease for the sake of support against fleets. They each come with a single Heavy Magnetic Accelerator Cannon, six Ramparat point-defense cannons, two Archer Missile Delivery Systems, six Arena point-defense guns, and five naval coilguns to each deliver some serious hurt. This combined with the supercarrier's own defenses and you'll be hard-pressed to find anything that could threaten you in this galaxy.

-Ship Import (50CP): You have a different ship in mind, then? The introduction of differing technology in this world will be suspicious at best, but if it will offer Humanity a greater chance to survive the Covenant? It is unlikely that many will see an issue with it. By purchasing this, you may import a space-faring vessel into this world to be used as your own ship, traversing the stars and going from world to world to aid Humanity in its time of need. Just be sure you have the proper weapons to be able to fight the Covenant, or barring that the speed to escape them.

-Refit (50CP): There is no shame in realizing when a ship has grown past its time. The old must make way for the new, after all, and the UNSC requires as many new ships as it can get its hands on if it is to ensure Humanity's continued survival. Yet the old is still of use, and can be used to fuel the new ships that come in to act as a defense. By using this option, you can combine two space-faring ships together into one singular vessel, with all its properties mixing into this new ship and both budgets combined for this new super-warship. **You may only choose this option once**.

Regardless of your choices, **you now have +1000SP to make your decisions in the following table**. The Covenant are vicious and are continuing to move into the Inner Colonies with the purpose of destroying all of Humanity… you will need all the help you can get if you are to survive. Whether you are choosing to fight or choosing to flee is a choice only you can make, but know that choosing the latter will only see more lives cast aside like ashes in the fires of the Covenant's hate.

Should you have purchased 'Complement Fleet' with the supercarrier, they can access the table with their own budget. However, they cannot benefit from 'Refit' and they all will share the same purchases. In essence, treat them like a single vessel you are buying for.

In the event that you feel like you need more points to fix up your ship, however…

-Point Conversion (50CP): To augment and develop your ship to travel the stars will only aid you in your fight against the Covenant, and so this option to convert CP to SP in a 1:1 conversion rate exists. You may select this choice multiple times to increase your point allotment.

**Should you purchase a ship and it comes with one of the options below, you do not need to purchase that option to have it. You can, however, buy that option to strengthen what you have if you wish. If your ship comes with the option, you only need to pay for the upgrade if you want it.**



*Weapons:*
It should be noted that there is no mention of how many weapons you get per ship. There is a reason for that. Because these ships can vary in size and design the amount of weapons a ship can carry will differ significantly. Please exercise caution and sensibility when determining how many weapons your ship obtains with a purchase of a weapon to place upon it.

-M870 Rampart Point Defense Gun (50SP): Even with the Covenant fielding large capital ships and energy weapons, they still have fighters. They still use torpedoes. …and there's still the matter of the Insurrection remnants that still wish to cause trouble among the UNSC.As a result, point defense is still important. Twin barrels, these turrets pack 50mm rounds and will work off of a ship's scanners to attack any incoming targets like enemy fighters or approaching projectiles to keep the ship safe. It's simple, but it's effective.

> -M910 Rampart Point Defense Network (+50SP): Or you could go bigger. After all, bigger can be better as far as weapons go, right? Granted that seems to apply with a lot of things Humanity enjoys… anyway. This defense network is much more effective at shooting down fighters, but it can also be used to destroy oncoming missiles as well with their upgrade to 105mm rounds for armaments. Show them that you mean business.

-M965 Fortress Point Defense Network (50SP): Stack on more projectile weapons for greater effect. It seems like a sensible act, it's just not often utilized unless it's a larger ship, which makes sense as more weapons means more to keep track of. This network could aid you in that last part, being a connected series of 70mm cannons that are linked to sensors you have in order to find and track different fighters and missiles that have the gall to enter your personal space… before turning them into burning fireballs. Need to set the ambience before you show them what a real ship can do, right?

-M810 Helix Point Defense Gun (50SP): Of course if you're filling the air with bullets to take out different fighters or missiles, why chance it with needing pinpoint accuracy? Just fill the surrounding airspace with bullets and make it that much more difficult for anything to get through. That's what these gatling autocannons are for, letting one spin the barrels and dump quite a bit of ammunition to pepper incoming objects so they know it's you who runs the immediate area. Not them, you. By allowing an A.I. to control the guns, they become significantly more potent due to the accuracy they gain.

-Archer Missile Pods (100SP): They say that space is like an ocean. Obviously they are wrong in so many ways it doesn't even merit credit as a joke, but some parts of the analogy do still apply. A good example would be these ship-to-ship missiles, being able to cause quite a bit of damage to an unshielded Covenant vessel and even being capable of being repurposed as a ship-to-surface weapon for quite the explosive impression. Each missile pod carries two dozen missiles per pod, and it should go without saying that the more missiles you fire the more effective they become.

-Howler Missile Pods (100SP): More missiles? More missiles. The UNSC seems to enjoy stocking their warships with quite a few pods to fire off missiles, though at least these ones have some additional punch to them. Each pod carries about twenty missiles, but one hundred missiles flying in could easily neutralize a fully shielded Covenant destroyer… which is pretty useful if you find one that's bearing down upon you. Naturally this means firing them off as support towards other vessels will only assist in taking down any enemy capital ships or support fleets. Make like a firework, and show them what you're worth.

-Mark 55 Castor Naval Coilgun (100SP): Point-defense guns and missiles are plenty useful when it comes to ensuring there's a lot of explosions where you prefer them to be and not on top of you, but what about taking the offensive to an enemy? Missiles can only do so much, after all. Cue what could be seen as a smaller cousin to the Magnetic Accelerator Cannon, being a gauss cannon that launches projectiles out at rather rapid speeds to strike the enemy with great force and precision. Shielded enemies might be able to take it, but most fighters and unshielded ships will not enjoy being near this thing.

-Electromagnetic Pulse Cannon (200SP): Even before the Covenant arrived there was a need to disable enemy equipment rather than actually destroying it. The more resources you saved the more you could take and use for later. The Covenant just made it even more important with their plasma technology relying so much on magnetism. Enter the EMP cannon, large enough to affect warships that may be unhardened against electromagnetic pulses and turn them into so much floating debris. You could use it to line up shots for the kill, or unleash what makes Humanity so persistent and begin plotting ways to take everything that isn't nailed down. Either option works.

-11A2R1 Naval Coilgun Battery (200SP): When you need something bigger than a standard coilgun but don't want to design your entire ship around having a Magnetic Accelerator Cannon, you have this piece of work. Much larger than a Mark 55 Castor and twinlinked with dual barrels, these batteries are capable of providing orbital fire support for its crew on the surface, which in layman's terms means you can bomb the hell out of the ground with death from above. Its main function is as a ship-to-ship weapon however, and is quite capable of being used for defense against a Covenant Heavy Destroyer and its complement. Slam them down.

-Bident Missile Pods (200SP): Speaking of making things bigger. Archer Missiles tend to be numerous and require as much to even be effective against a larger Covenant vessel, shields or not. Yet there comes a time when you need to show them that size matters, and the arrival of these heavy munitions missiles becomes the main attraction for a ship's offensive capabilities. Using a scaled down fusion drive for propulsion, its payload is a nuclear-pumped x-ray laser warhead which when detonated causes the nuclear energy to focus the laser and become a terrifying weapon capable of carving through an enemy like a cooked turkey. Of course if that doesn't appeal to you, you can always replace the warheads with kinetic rod bundles for the purpose of planetary bombardment and have none of the fallout with all of the fun.

-Magnetic Accelerator Cannon (300SP): The inevitable result of what happens when you increase the size of a coilgun while ramping up its power, this weapon has become a mainstay against Covenant vessels in space in the constant war to survive. The system works the same as a regular coilgun, consisting of a linear motor which hold a series of magnetic coils which accelerate a projectile through a barrel up to high velocity. A shipboard MAC cannon does draw power from the reactor of the ship it's installed on however, and requires a charging up of the coils before the cannon can be fired. As a result, the ship's reactor and its size are direct factors in how large the cannon itself can be. The size of the ship along with its classification is also responsible for how many cannons a ship can carry, so keep that in mind.

> -Super MAC (+200SP) (Larger ships ONLY): …are you compensating for something, or do you just really hate the idea of anything surviving an encounter with you? Nicknamed "the big stick" for a reason, this absurd weapon is bigger than most UNSC ships thanks to its ability to fire three thousand-ton projectiles at four percent of the speed of light to impact with a catastrophic amount of damage. It goes without saying that most Covenant and UNSC vessels would be obliterated by a single shot of this weapon if you hit them, so best make it count.

-XEV9-Matos Nonlinear Pulse Cannon (300SP): Energy weapons are mostly synonymous with the Covenant now thanks to the impression they've made, but contrary to popular belief Humanity has had the technology for some time now. However, they haven't seen ship-based use until 2531 thanks to the requirements. Pulse-based weaponry is superb for disabling electronics and other devices to destroy sensitive materials without destroying the framework entirely, and it also has an adjustable output level if you just wanted to cook the enemy outright. Finicky, but it is very good at what it does.

-Shiva-class Nuclear Missile (500SP): A troubling armament for a ship, but with the onset of the Covenant and their penchant for burning world after world, it would do well to begin a little burning yourself. Primarily meant to be a space-based ship-to-ship weapon, these thermonuclear missiles are capable of annihilating smaller Covenant vessels and can be useful in helping take down the shielding of capital ships. However, they are reserved for tactical situations that demand such firepower or when Human forces are drastically outnumbered. This means if you just start throwing nuclear missiles around willy-nilly that you're going to start making enemies among your own side very quickly.



*Support:*

-Slipspace Drive (Free): The Shaw-Fujikawa Translight Engine finally allowed Humanity access to faster-than-light travel in the form of Slipstream Space, and thus opened their path to the stars themselves. This device works by creating ruptures in between normal space and Slipspace while surrounding the ship in a quantum field to protect them from the dangers of the alternate dimension. The engine itself does not propel the vessel through Slipspace however; it relies on the engines to do so. The more powerful the traditional propulsion of the ship, the faster it goes. However, normal models tend to be erratic and jumps can take from several weeks to months of travel time depending on the distance, with exit destinations becoming off by a matter of hundreds of thousands of kilometers. A dangerous gambit, but it's better than nothing.

> -Alien Advancements (+300SP): Yet as science progresses the study of Slipstream Space and the intricacies of its navigation also increases. It also helps that the Covenant and ancient Forerunner sites happen to find their technology goes missing occasionally. Not sure who would be responsible for it. Alas, their loss is Humanity's gain and this improvement in Slipspace engines reflects that. Not only does this variant give much greater accuracy to within a second of expected arrival time and within a kilometer of expected destination, but it's also much faster than regular UNSC Slipspace engines to the point of being on par with Covenant models. This right here is a game changer.

-Self-Destruct Function (Free): When it was clear that the Covenant were engaging in a war of extermination rather than one of conquest, the Cole Protocol was initiated. One of those requirements was that in the event of capture, a UNSC ship is to self-destruct to prevent the alien menace from collecting vital data such as navigation coordinates. It's a drastic measure, but ultimately necessary to prevent them from finding the most important of Human worlds like Reach or Earth.

-A.I. Data Network (50SP) (Free: 'Dumb A.I.'/'Smart A.I.'): While a human crew is capable of operating and maintaining a UNSC vessel on their own, it can become so much more easier to slot in an A.I. and have them overseeing everything while looking for ways to optimize the vessel. That's generally why a good majority of UNSC vessels will have some kind of datacore in their ship, but this purchase places a Tier III datacore in the ship instead which allows for a powerful A.I. such as a Smart A.I. to fit inside and control almost every facet of the ship itself. This can reduce the amount of crew required for the vessel along with granting greater control and efficiency. For an additional +50SP this can be upgraded to allow additional A.I.s to be placed in the vessel and allow each A.I. to control a facet of the ship to create a unified network of great power… maybe akin to a super-network?

-Recycling System (50SP): When you're going to be in the vast depths of space for an uncertain amount of time, you want to be sure to make everything count. Nothing can be wasted left you make an emergency become that much worse for yourself. That's why there's a slew of nanoreagent hydrocarbots, a collection of nanomachines that render nearly all carbon-heavy matter into useable fuel for the internal combustion power plants the majority of the UNSC vehicles employ. After all, all those scraps and waste matter humans produce need to go to some use, although it should be noted that if you felt like it corpses can be fed to this system as well…

-Holographic Imaging Suite (50SP): Screens are more or less commonplace among UNSC ships. You need them to display data and imaging that your ship can detect along with making sure you have a way to see what's going on in the differing parts of your ship. Yet screens only give one side of the story, so to speak. You need something better. Implementing this holographic display technology along your ship can let you display images and data in three-dimensional imaging along with presenting a lot more details so that you get the bigger picture of what's going on. Also, it just looks cool while letting any ship A.I. appear in front of you. For an additional +50SP you can also install holodecks on your ship for even more interaction with your A.I. along with… potential recreation options.

-Translation Algorithms (100SP): Isn't it kind of funny how so many conflicts can be resolved before they even begin if two sides were just able to communicate with each other? That is, funny beyond how troubling and horrifying that so much death could come from a simple lack of communications. Taking a page from the various technological advances Humanity has made, this software upgrade to your ship can allow you to analyze and translate alien languages in rather surprising order if you have a base to start with, and can even translate realtime communication so that you could talk with other alien species without that pesky language barrier. The galaxy is a big place, why destroy others just for more room?

-Stealth Augmentations (100SP): The importance of superior firepower and maneuverability cannot be overstated when it comes to measuring up to the Covenant homogeny. However, not all victories are won with head-on conflicts. Sometimes it is those who slink through the darkness and keep hidden that can win battle on account of knowing when to slide in the knife. This upgrade aid you in that sense, giving your ship stealth ablative coating to hide it from infrared scans, along with heat sinks and systems like ablative baffles and engine dampers to mask the temperature of the engines as well. So long as you use astronomical objects and carefully maintain your systems you'll stay invisible, but a word of warning: The bigger the ship, the more you will need to maintain these functions. It gets rather hard to hide a giant ship after all. For an additional +200SP, this package also includes active camouflage similar to the kind the Sangheili use to significantly augment your stealth capabilities and literally become invisible. Just keep in mind you'll give yourself away if you fire your weapons.

-Hardpoint Thrusters (100SP): Everyone's seen these kinds of battles. An enemy fires on a different ship. The projectiles are coming in, and while the targeted ship tries valiantly to get out of the way, it's not enough and the projectiles hit. Amazing if you're on the giving end, horrible if you're on the receiving end. For the latter, you can install emergency thrusters on the hardpoints of the ship to allow for rapid repositioning of the vessel for many different reasons, ensuring that you can escape or set things up to turn the tables on those who would think you in their targeting scanners.

-Augmented Sensor Array (100SP): All the power and defenses in the world won't matter for squat if you can't even so much as see the enemy. They have all manners of technology that keeps them hidden until the last moment, and so you need to remove that edge they possess. Purchasing this grants you a much stronger suite of sensors and detection scanners that not only expands your range of scannable frequencies and energies but also increases the detailing distance your ship can scan so that you won't be caught with your pants down. So to speak, anyway. For an additional +100SP you can also install a reverse-engineered Covenant variant of a Forerunner Luminary which can scan and detect for various alien technologies that may be giving off unique signatures. Let nothing escape your sight.

-Support Crew (100SP): Having a ship is pretty useful, especially when you're on the galactic stage with an enemy bearing down on you. But the bigger your ship is, the more important it is that you have a crew to man the ship in question. After all, while A.I.s are pretty prevalent here robots aren't quite the case. Purchasing this will grant you a UNSC Navy Crew, who count as followers and are trained to pilot, maintain, and repair your ship to ensure it's at top condition at all times. Just don't let their faith in you down.

-Back-Up Reactors (100SP): It would probably be a good idea to relieve some of the stress from your ship's reactor at times. That or have a way to quickly charge the system in the event of an emergency, like a Covenant fleet bearing down on you that came out of nowhere. After all, a reactor can only take so much of going from low power to maximum power in a short period of time, and they can only pump out so much. A purchase of this will graft two smaller, additional reactors similar to the ones on your ship in order to ease the stress on your main power source in times of importance. In the event your main power source starts malfunctioning, these reactors can pick up the slack as well… or just be used to kick your ship into overdrive. Your call, really.

-Hull Reinforcement (200SP): You want to be strong. There is nothing wrong with wishing to be someone with strength and power, but such things are useless without the means to keep your own ship intact. If you cannot survive in a fight then all of your strength is just so much wasted bravado. This option grants you that survivability, overhauling your ship's hull to be internally structured by a series of cross-bracings and interstitial honeycombs to grant said ship the means to take a critical amount of damage and still continue to function despite the enemy's every intention to take you down. It will be difficult, but you'll show them what strength really means.

-Experimental Cooling System (200SP): One of the biggest concerns when using a ship in space is the heat of the reactors when you're in the thick of battle. Fusion reactors create a *lot* of heat after all, and if that reactor melts from all that overheating then you've turned your ship into a spaceborne coffin. Don't be caught in that situation. Installing this new cooling system will solve it, utilizing a laser-induced optical slurry of ions chilled to near-absolute zero in order to eradicate any excess heat. In essence, the amount of excess heat that is removed increased by the output of the ship's reactor. This self-regulating cooling system will make such heating problems a thing of the past, which is one less thing to worry about in battle.

-Augmented Reactors (200SP): Reactors are kind of important. Yes that goes without saying, but there are some out there where it should be emphasized to. The bigger and better your reactor, the more you can get out of it. The more you get out of it, the more you can do. Thus, you'll want this. Your ship's reactor and power systems will be overhauled, increasing the efficiency of your ship's power systems to near superconductor capabilities while noticeably increasing the output of the reactors by three hundred percent to utilize for all manners of vicious tactics. The UNSC *Pillar of Autumn* would be able to charge and fire off three Magnetic Accelerator Cannon rounds simultaneously with an upgrade like this… who knows what you could do?

-Jamming Suites (200SP): What's worse than a well-coordinated enemy? A weakened enemy calling for help. What's worse than that? The enemy *succeeding* at it and bringing down reinforcements upon your head. It's stopping the little things like communication and the enemy finding you that can sometimes make all the difference. This slew of jamming technology will aid you in that regard, allowing you to spoof incoming projectiles and missiles or completely mess with enemy radar to make them unable to find you. Or you could just jam any communications in the area and laugh as they scream in vain for a savior that will never come as you burn them where they stand. It's really your call with this.

*Utility:*

-Escape Pods/Life Boats (Free): While going down with the ship is often seen as an honorable act so that the Covenant do not gleam anything useful from your mind, that doesn't always have to be the case with everyone else. What if you're transporting some VIPs or you want the rest of your crew to survive? Don't make the same mistake as the ships of old. This gives your ship a slew of escape pods and lifeboats dotted all along the vessel, allowing the whole crew to evacuate on a moment's notice if something goes wrong. It could be a lifesaver.

-Life Support System (Free): People need air to breathe. There's just no way of getting around this, as even the mighty SPARTAN soldiers have an air requirement. That's why every ship has air scrubbers and environmental control so that not only can you keep a stable atmosphere going but also to stay comfortable while on these long journeys as well. For an additional +50SP you can weaponize the life support systems to some terrifying effects… those Covenant boarders will think twice when they're going through a section of the ship and find the atmosphere in said section vented into space to suffocate them, or worse, the temperature starts climbing high enough for flesh to cook and Unggoy methane tanks start popping like firecrackers.

> -Fire Suppression (+50SP): But you should probably do something if your little trick sets an important part of the ship on fire. That or plasma bombardments gets through the hull and you need to put out some flames to begin with. This chemical fire suppression system will do just that for you, putting out flames rather quickly and allowing teams on the ship to salvage what remains and repair the damage if they can. The only one who does the burning around here is you!

-Ship Redesign (50SP): UNSC ships for the most part tend to be boxy and grey. There's nothing wrong with that, as it tends to work and it fits the mindset of the UNSC; work with what you need and don't overdo it. Yet there are some who might feel disappointed at the appearance and want a change in pace. Fear not, for a special shipyard somewhere is willing to accommodate you for a price. This option will allow you to change the general aesthetics and the shape of the ship itself along with the theme and design of the interior, so long as it still functions and possesses structural integrity. The point is, be reasonable with what you're doing, please.

-Hangar Bays (50SP): People need to board your ship somehow. While most vessels do come with a hangar bay of some sort to allow something like a Pelican or a civilian transport to arrive aboard, having only one or two can be a problem if you expect things to get busy. Purchasing this will add additional hangar bays to your vessel so that you can handle a higher traffic load, so you could field a small fleet of Pelicans or have your hangars be a hub of activity rather than waiting in a queue. For an additional +50SP you can install specific hangar sections in order to deploy drop pods for any ODST-style insertions into the field, while another +100SP will allow your ship to accommodate fighter bay so that you can release them for space combat or any other job. It takes a lot for a vessel to be prepared for it all, but it's often worth it.

-Expanded Crew Quarters (50SP): On a ship, you have barracks. It's not anything against the crew members, it's for the purpose of saving precious space while making room for the weapons systems and other functions on the ship. However, morale of the ship can also be important. While much of the UNSC top brass will disapprove, this option can expand the crew quarters to allow the crew to split into groups of four while sharing a living space, which can give them some much needed breathing room. For an additional +50SP this turns into giving each crew member a luxury room of their own that they can adjust and tailor to their own needs while having plenty of comfort and privacy… to say nothing of how luxurious the Captain's Quarters would be.

-Recreation Center (50SP): All work and no play makes plenty of people go crazy. Maybe not as crazy as the Covenant and believing the gods are telling them to commit genocide, but still relatively crazy. Psychologically, humans need something to feel like they're able to relax and take a load off so that they're not constantly in war mode. This recreation area can aid the crew in that regard, holding various communication centers to talk to loved ones and holding many pictures of landscapes while allowing for crew members to intermingle. For an additional +50SP this is augmented to have a small atrium-like location that has both a spa center and a swimming area, along with a small arboretum if your ship is large enough to sustain it or if you wish it. It may be wasteful in resources from a utilitarian viewpoint, but the mental health benefits cannot be overlooked.

-Cryogenics Deck (50SP): Inevitably there will be some who wish to simply sleep a Slipspace journey away. Others may have suffered terrible wounds and need to be frozen until they can be properly treated, or even just want to be frozen to preserve supplies for any number of reasons. Regardless of the reason, these tubes can be calibrated to start freezing others and putting them in effective stasis until the time comes to wake everyone up. Just be careful with how you use this… and please take it slow when freezing or waking someone up.

-Training Areas (50SP): When you're traveling through Slipspace or have to patrol a relatively quiet section of interstellar space, making good use of one's time can be very important. After all, just sitting on one's bottom and letting microgravity take its toll on you is a one-way ticket to becoming squishy and more prone to getting shot at by the Covenant. Plus you can't just let those SPARTAN-IIs with their fancy augmentations be the only strong ones, can you? This option installs a fully furnished fitness center into your ship along with a boxing ring to help you train and become stronger while you're passing the time on board. Plus if you have any soldiers in your crew, they'll appreciate being able to stay sharp. For an additional +50SP, you also install a firing range and an armory so that they can train with infantry weapons as well while keeping well stocked for a fight. Like any ship, the crew must also be maintained.

-Food Supply (50SP): Even the mighty SPARTAN soldiers need to eat. Humans are not machines, nor are they A.I. that can go entire years without anything beyond the electricity needed to function. Food is required. Most vessels will come with a mess hall or a few packages of food for the crew to obtain sustenance with, but it's primarily just to ensure the crew gets all of their required nutrients and calorie intake so that they can keep doing what they need to do. Simple, yet effective. For an additional +50SP this is upgraded to account for luxury meals that one might find in a high-class restaurant on Earth somewhere, or a bountiful feast during one of the lavish celebrations on Harvest. Costly and high on resources, yes. It's also a huge morale boost for anyone serving on the ship, too.

-Medical Bay (100SP): Did someone call for a doctor? It's a long way from home, and depending on the type of ship you're on you could be really out of luck with needing a limb re-attached or fixing up half your organs after suffering burns from Covenant plasma rifles. You sometimes don't have the luxury of being put in a cryo tank or waiting to get home, and that's when you need a dedicated medical bay on the ship. Full surgery suite, stocked pharmaceutical section and even a rehabilitation section all comes with this purchase so that anyone who's got problems can be relatively handled provided the ship isn't going up in flames. For an additional +100SP you also get a fully decked laboratory that can analyze and study what you bring aboard in order to figure out what it is you brought on board. Some might see it as wasteful, but the more you know immediately, the more you have to weaponize against the Covenant.

-Repair Bay (100SP): Sending soldiers and vehicles out to complete objectives and stop the enemy from completing theirs is just common sense. You win the war by denying the enemy their win. But the constant battles and struggles will cause some wear and tear on your equipment, to say nothing of the damages that can be accrued by your ship. You need to keep it in order. This installation into your vessel gives a rather substantial repair center so that you can repair and salvage various parts of both vehicle and personal equipment, while having a supply of spare parts for the ship on hand if you needed to lick your wounds after a battle with the Covenant. For an additional +200SP your ship is also equipped with fabrication modules to essentially 3D-print pieces and parts to make repairs and adjustments to gear relatively easy. If your ship is large enough you could even print out vehicles… provided you had the resources and the power to feed into it.

-Cargo Bays (100SP): The bigger a ship is, the more cargo they can carry to and from places. Cargo space can be important as it carries things like well-needed supplies or potential spoils of war from a dig site or from the burning wreckage of Covenant forces. Therefore, the bigger the hold the more you can carry. Each purchase of this will grant you larger cargo holds in order to hold more supplies and other such things, letting you embody Humanity's skill of taking everything that isn't nailed down quite well. Just be sure that you don't go too large, or you'll just end up making a bigger target of yourself to catch all those plasma torpedoes.

-Automated Internal Defenses (100SP): Boarding parties are rare as far as the Covenant are concerned, but they do tend to happen. There is also the matter of the Insurrection and their annoying habit of attempting to steal additional ships for themselves. Having some kind of deterrent to keep them from moving into the ship would be nice… or just a way to start giving the ship floors a new coat of paint with the blood they're so willing to donate. Automated autocannons, bulkhead doors to start funneling enemies into certain places, even explosive traps that are primed for the moment someone without the proper IFF tags start to walk on by. It's a little vicious, but anything to protect the ship, right? Just be sure you don't make them decide to vaporize your ship out of spite.

-Additional Thrusters (100SP): Speed. Along with firepower and durability, speed is very important when it comes to the specifics of a UNSC warship. In a sense, speed is even more important than those two aspects because a ship's regular speed dictates how fast they can travel within Slipspace. Ergo, the faster you go the better off you are. Attaching these additional thrusters to your ship can give you some extra speed, and provided you have the reactor power it can make for some interesting maneuvers as well. For an additional +100SP your thrusters are replaced with repulsor thrusters similar to the kind the Covenant use on their ships, which is much faster than what UNSC ships can offer. Hopefully you have a good story behind having them.

-Superluminal Communications (200SP): Slipstream space is still barely understood if one were to compare Humanity's knowledge with Forerunner mastery of the dimension, but that does not mean that Man hasn't managed to learn a few tricks to hold a better chance against the Covenant. By tapping into Slipspace to send carrier waves, this technology allows virtually instantaneous communication no matter where one is in the galaxy. More importantly when it comes to these ships, communications will work even when engaged in faster-than-light travel going across interstellar locations. This alone is pretty important, though you best be sure your allies can properly receive your signals somehow.

-System Protections (200SP): Intrusion into your ship's systems aren't always an issue when it comes to the war with the Covenant, as they're often more focused trying to kill you than they are trying to take what they can from you. The Insurrection on the other hand are more than willing to try and hack into your systems and ply what they can. You could have some very valuable data there, data that you would rather the enemy not get ahold of. Protections are required. This option turns your ship's computer systems into a veritable fortress with a great deal of firewalls and different encryption techniques that seem to constantly change so that the enemy must try something new each time. It also installs a Dumb A.I. that is dedicated to the defense of your computer systems, making it very, *very* difficult for the enemy to penetrate your ship in that respect.

-Compartmentalization (200SP): You know what can really suck? When a ship is hit and it begins to vent atmosphere regardless of who's in the room at the time. If the crew isn't quick about it a hull breach could turn the entire ship into nothing but a floating graveyard. It would be good to not have to worry about that. This upgrade installs sealant foam inside your ship along with multiple shutter doors so that if a hull breach is detected the foam will automatically fill to cover the leak while blast doors can cover the windows that were shattered. This upgrade also ensures that bulkhead doors can close if the enemy is approaching a critical area and you want to cut them off from such a place, forcing them to go the long way around or waste valuable time trying to cut through. Time you could use.

-Troops (200SP): Point defenses are good for keeping enemies out, but what happens if they already get inside? Automated defenses can only do so much, and they don't have the creative thinking that living soldiers would have. For maximum defensive capability, you need soldiers. Soldiers that this option offers, giving your ship a complement of UNSC Marines as followers that will run ship detail and help keep everything in order along with defending its borders from anyone stupid enough to come inside. Of course if your ship is safe, you could have them blow off steam by letting them deploy down to the ground and start taking the fight to the enemy instead of the other way around. For an additional +200SP you can also have a small complement of Orbital Drop Shock Troopers who will be the pinnacle of your forces… people who you can rely on while making sure your Marines know they have to pick up the slack.

-Energy Shielding (300SP): When the Covenant arrived in all of their glory and terror, their defenses were one of the scariest things about them. Thanks to their terrifying defenses they could soak up damage that would have destroyed a UNSC ship four times over before the shield even goes down, if not more than that. It's an advantage that has made overkill a requirement for the UNSC while seeing four ships destroyed for every one Covenant vessel taken out. That's why with this you'll level the playing field just a bit, installing a stolen Covenant shield system pieced together from pieces of a wrecked vessel after Admiral Cole retook Harvest in 2526 and installed into your vessel to grant it a layer of protective energy similar to the kind the Sangheili use in their own armor. It can be overwhelmed however, so don't go assuming you're invincible now.

-Hull Retrofit (400SP): This option is expensive for a reason. See, the UNSC tends to be very careful with its resources when it can. So the idea of making a ship larger than it needs to be is often met with derision and disappointment before moving those resources to something more useful. Yet much like the *Halcyon*-class cruiser, something always slips through the cracks before the UNSC realizes what happened. Taking this option upgrades and adds to the infrastructure and hull of the ship to grant it an additional fifty percent in size in order to have enough room and defenses for… something. More weapons? Additional laboratory? That swimming pool you wanted? It's your call, hopefully you have a good reason if you come under questioning.

## DRAWBACKS:

With so many abilities and so much technology available to you, it's only natural that you might find yourself falling short of what you need to afford what you want. There is no shame in wanting more on occasion, so long as you're aware of what it will cost you. Should you seek more points, **you may take additional drawbacks to gain up to an additional +1000CP.** You can take more drawbacks beyond that, but you will not gain the points for it. Just be sure you know what you're doing… never make a promise if you know you can't keep it.

-First Contact (+0CP): It would appear that you go farther back than anyone anticipated. By choosing this, you can instead start during the year 2525, the year that Harvest comes into contact with the Covenant for the very first time. How will things change depending on your actions? Who's to say, but treading carefully would be wise.

-Time Extension (+0CP): While you are placed here in the year 2547 and it will let you see how things go after the Human-Covenant war should it end on time, you just know there's more to come. More to see. Should you wish it, you may extend your stay here for an additional ten years so that you can watch it all unfold. Just be wary of the additional dangers that might come.

-Odd One Out (+0CP): …so there's some good news and some bad news with this. The good news is that you're in a different variant of the Halo universe, where things get a lot more action-packed and a lot of the events are ramped up and more entertaining, almost like something out of a Japanese animation series. Things like Covenant bio-weapons that have to be taken down in hand-to-hand combat, cartoonish supervillainy, and you'll always have a challenge so things won't get boring. The downside is you can't take anything from here that you wouldn't normally get from the prime timeline… and you're stuck as the traveling partner for SPARTAN-1337 as these sorts of things happen to him all the time. On the plus side, if you manage to survive this world then you may gain SPARTAN-1337 as a companion for free.

-Cassandra (+100CP): There is often the desire to see a world turn out for the better if you have the chance to change the course of events. To see everything turn out alright. But sometimes the future will refuse to change no matter what you attempt. No matter what you do, no matter what you say, no one will ever believe anything you say about the future or how to alter history if you take this. Initially people will only think you're joking or trying to scare others with horror stories, but if you continue to press the matter they'll try to lock you up and label you insane for how deluded you're sounding. Perhaps you could do some background work.

-Purists (+100CP): To scavenge like diseased lepers while fighting a war is disgraceful. These monsters with their alien technology have destroyed countless worlds, and some of these people have the gall to be blinded by greed and steal that technology? Absolutely shameful, like spitting in the face of those who died to this technology. This choice grants you a mental compulsion to only use Human made weaponry to fight your battles. Even the thought of using anything those alien bastards have made sickens you to your core, and you mentally can't will yourself to use their weaponry, even if the alternative would leave you dead. This applies to both Covenant and Forerunner tech, and will force you to rely on good, sensible Human material to save the day.

-Like a Machine (+100CP): One needs to be careful when in the field, where seeing the horrors of war and death on a regular basis can change a person. Where after going for so long and seeing it all blend together, you just lose any ability to emphasize with them… you become a machine. Taking this option gives you a minor mixture of sociopathy and post-traumatic stress disorder, making you incapable of having anything beyond a soldier's mindset. People could die in your arms and you would feel nothing. Your loved ones could scream and you would be focused on trying to complete the mission, only helping them if it helps the mission or you have time to spare. Some would say it's a good trait… but those people don't know what can be lost like this.

-Loot Goblin (+100CP): To win against an enemy, one must know their enemy. They must understand the enemy's tools and abilities, and if possible derive something from what they find. …someone forgot to mention the last part to you. You seem to have a compulsion that makes you want to steal everything of value that you can think of even in the middle of a combat zone. Covenant technology, mangled UNSC vehicles, even dropping everything to hit up a Forerunner site if you thought you could get away with it. What do you do with it? Mostly store it away, believing you'll have a use for it even if you likely will never do so. Hopefully you can keep this under control, for the UNSC might not take kindly to you looting their own dead… or tearing off pieces of a Human ship that they need just because you don't have one yet.

-Tag Along (+200CP): When one is traveling into a setting they enjoy, priorities tend to change depending on the setting in question. The primary goal however tends to be obtaining excitement in some way. You wanted excitement, well here it is. You have the inexplicable ability to get drawn into major events and large battles that could decide the fate of Humanity both during the war and after it. If something important is about to happen, you will be involved in it in some way. Unfortunately, this doesn't guarantee that you will survive such events once you're in the thick of things, so you should probably be careful lest this is just your way of trying to write a suicide note.

-Rival (+200CP): The Sangheili appear to be more than just the best soldiers that the Covenant has to offer in their holy war. They hold aspects like honor and glory in the highest regard, and will often seek out strong opponents to slay them and prove their prowess to the rest of their race. One of them has decided that you are their target. A Sangheili of considerable rank and status, this warrior fills a similar position within the Covenant that you do within the UNSC and has taken an almost unhealthy obsession with your actions in this universe. They will do their utmost to sabotage your efforts, and considers ending your life painfully a worthy challenge. Do keep an eye out, will you?

-Absolute Arrogance (+200CP): If everyone just told you what they knew, you could solve all the world's problems. That's not bragging, that's just fact. You're simply better than any of them and people getting in your way are just plain wrong… at least, that's how you'll feel if you take this option. Like a certain doctor or an eventual SPARTAN-IV soldier, your arrogance is nearly limitless along with your entitlement. Someone is in your way? Remove them. A.I. giving you trouble? Hack them. It doesn't matter what they think of you afterwards, because they'll understand once you're done. They just don't see the bigger picture, and there's no point explaining it to those who only care about the size of their guns.

-Ancient Worship (+200CP): The Covenant believe that they walk the path of the Forerunners, who have gone on the Great Journey and went to become gods. That their technology is simply what was left behind, to guide others along the path and allow them to seek glorious salvation from this wretched universe of pain and turmoil. While many at ONI would think them crazy… you think the Covenant is right. You have quite the unhealthy view of Forerunners, believing all their technology sacrosanct and that by studying and mimicking the Forerunners that you shall become one yourself… a god. You'll react to others claiming that it's all lies quite poorly, to say nothing of what you might do upon getting access to actual, legitimate Forerunner technology. Speeches and sermons will be common with you, and even the Covenant might pause at the sheer devotion that you show. Try and keep a lid on it, okay?

-A Legendary Jinx (+300CP): It's bad enough that you have aliens coming down on you and destroying everything you own. It's also difficult enough to handle blatantly advanced technology that can destroy your fellow warships and practically annihilate anyone on the ground as well. …so it is with no small amount of concern that you are implored to reconsider this drawback. Simply put, things tend to go wrong when you're around your allies. Your enemies will be tougher, your intel for missions will be incorrect, your friends will die more often, and equipment will fail at crucial moments in the heat of battle. This affects both you and nearby allies, to the point of eradicating any boosts to your luck you may have gained somehow. It's going to get really rough.

-Target (+300CP): It's one thing to have to deal with the Covenant's constant attempts to murder and burn all of Humanity. It's another entirely if you have to deal with your own Human allies as well. One would think that such petty concerns for the fellow man would be removed in times of war, but apparently not. If you have chosen to have a background in this world, then the UNSC has deemed you an insurgent traitor and will attempt to kill you in the name of trying to protect themselves after the Covenant have been removed, sparing no expense in trying to erase you from this world. If you have chosen to arrive without any background to speak of, then ONI knows that you're from another universe, and they'll do everything they can to capture you for study, horribly torturing you as they rip you apart limb by limb over the course of several months. You shall have no allies here, no one who you can depend upon beyond yourself.

-Pacifist (+300CP): Wartime brings out the bloodlust in most who participate in it, if only so they had the strength and fortitude to survive. It's only a natural instinct within living beings; if it's a choice between one or the other then you will find most humans are willing to murder the other as their instincts tell them to live. However, 'most' is the key word here. This doesn't apply to you, for you are a strict pacifist and refuse to engage in violence of any kind even when the alternative is a painful death. You will run, you will bargain… but you will not fight. You cannot fight. Nothing will make you change your mind on this, and whenever possible you will try to make sure others in your presence do not fight as well. Killing each other is wrong, and what point is there in doing wrong?

-Skull Activated (+300CP): Are you sure that this is what you want? It will certainly mean that you get a more authentic experience, but are you sure? It will be significantly more dangerous here as a result. The activation of this option will strip away all abilities and modifications you had before coming into this world, effectively turning you into a true native that must get by with what you obtain in this world. You will need to rely on your wits and your strengths obtained here to survive against the alien threat, to say nothing of winning the war. Just be sure that it is not your skull that is obtained next.

## END CHOICE:

So you survived. Good. Very good. It's a dangerous world and not everyone survives the dangers that can wait for them beyond the stars… it's a testament that you were able to. Upon the end of your stay here, all injuries or mental maladies are repaired should you wish it in order to ensure you are not burdened too badly by your stay here. You also have one more choice to make:

**Go Home:**

There has been too much war. Too much death. You're done with dealing with all the pain that the alien threat has given you and have decided that this is the end. You return with all you have gained along the way, along with an additional +1000CP to spend on choices as a consolation prize. Hopefully Humanity will have a better future than the one you have witnessed here, with all that you are bringing them.

**Stay Here:**

Something about this place has entranced you. Maybe it's all the advanced technology, or maybe the realization that Humanity still needs to assume their rightful place and attain the Mantle of Responsibility. Who's to say but you now that this is your new home? Affairs back at your point of origin are taken care of down to debts and pets, and no one will find you despite knowing you're perhaps happier where you are now. You also gain an additional +1000CP to spend to set up your new home. It's time to explore the stars and see what's out there.

**Move On:**

There are other worlds out there to explore, other forms of Humanity that are in need of help… and you have your own Great Journey to follow. You continue on to the next world with everything you have gained so far, eager to see what awaits you now that you've overcome what this world has thrown at you.



## NOTES:

-Original jump by KOTOR and Quicksilver, with permission given for this update

-Being a SPARTAN-IV would only cost 200CP and not 400CP
-'Erudition' allows you to make Smart A.I.s
-For 'Augmentation' if you are a full SPARTAN or pay full price, you may choose between the SPARTAN-II and the SPARTAN-III packages
-Blueprints to replicate any armor you bought or have put through the Armor Customization Table comes free.

-If you happen to have followers, you may import them into the 'Support Crew' or 'Troops' of the Ship Customization if it pleases you.

-Details for what comes standard on the armors can be found here:
https://www.halopedia.org/ODST_armor
https://www.halopedia.org/Semi-Powered_Infiltration_armor
https://www.halopedia.org/MJOLNIR_Powered_Assault_Armor

-Details for ships can be found here:
https://www.halopedia.org/Category:United_Nations_Space_Command_ship_classes