

UNSC

Army-Wide Special Rules

Fire Teams:

Squads with the Fire Teams special rule may be divided into multiple smaller “teams” before or during deployment, in which case they are treated as entirely separate units for gameplay purposes until the end of the game. Individual teams must always include at least 4 squadmembers.

HEV Assault:

Rather than follow the default Deep Strike rules, a UNSC player may choose to commit every HEV-equipped unit at once in a mass initial aerial assault. If deployed in this way, all such units must Deep Strike at the very beginning of the UNSC player's first Movement Phase, and do not need to roll for Reserves in order to do so.

Joint Deployment:

Any number of infantry units (both full squads and teams) may embark upon a single UNSC vehicle, as long as the vehicle's maximum transport capacity is not exceeded (dedicated transports may still only carry the units/teams they were bought for upon deployment). Separate units aboard a single vehicle may disembark together in the same Movement Phase, but must end up at least 1” apart from one another; if an entire unit is unable to disembark at least 1” away from any another unit, and within 2” of an access point, then it may not disembark.

Note that a single unit/team may not be embarked across multiple vehicles.

Support Options:

Some (one at the moment) UNSC Force Organisation choices are not actual units, but various support powers. Such choices have special rules detailed in their profiles.

Force Organisation List

HQ

- Headquarters Element (command/orders and doctrines)

Elites

- ODST Squad (veterans/drop infantry)
- Spartan II Squad (heavy infantry/morale boosters)
- Spartan III Squad (shock troops/objective takers)
- Headhunter Team (infiltrators/assassins)

Troops

- Rifle Platoon (versatile core unit)
- Militia Squad (fodder/filler – don't take up FO slot)

Dedicated Transports

- Warthog Troop Transport Squadron (cheap ground transport)
- Falcon Squadron (light aerial transport)

Fast Attack

- Warthog Squadron (attack vehicles)
- Mongoose Squadron (light attack/scouts)
- Hornet Squadron (infantry support)
- Pelican Squadron (transport/light gunships)

Heavy Support

- Scorpion Squadron (tanks)
- Skyhawk Squadron (heavy gunships)
- Elephant (repair/HQ vehicle)
- Albatross (heavy transport/HQ)
- Orbital Support (omniscient weapon platform, represented on TT by models with target locators)

Special Characters

- Master Chief Petty Officer John 117 (may replace Spartan II Petty Officer)
- Sergeant Major Avery Johnson (may replace Marine Sergeant in Troops or HQ)
- Flight Captain Carol "Foe Hammer" Rawley (may pilot Pelican)
- Gunnery Sergeant Edward Buck (may replace ODST Sergeant)

Other

- Longsword/Shortsword Close Air Support (Apocalypse-only)

NOTES:

- I haven't included Halo Wars units... yet. That might change, especially if I can't muster up enough units to make a full and versatile list.

- Should the Albatross be Apocalypse-only? I've decided that the Longsword (and maybe Shortsword) will be, but I'm still a little undecided on the Albatross.

- I still need a little help with special characters... there are only four so far, and I can't really think of any special rules that don't just boost stats.

- Any other suggestions or criticisms, just let me know! I've tried to accommodate many of the suggestions I've already received, and will be happy to hear anyone else out.

HQ

Headquarters Element – (??? pts)

Unit Composition:

- 1 Lieutenant
- 1 Marine Sergeant
- 4 Marines

Special Rules:

- Field Commander (Lieutenant/Captain only)
- Doctrines (Captain only)
- Spotter (Forward Observer only)

Unit Type:

- Infantry

Transport:

- None

Wargear:

- Ballistic Armour
- Assault Rifle
- Close Combat Weapon

OPTIONS

The squad may be joined by either an Artillery Forward Observer or Mortar Forward Observer (60 pts)

The Lieutenant may be upgraded to a Captain (1 per Force Organisation Chart) (??? pts)

Any squadmember may replace his Assault Rifle with a Battle Rifle (free)

Any squadmember may replace his Close Combat Weapon with a Magnum (2 pts)

1 Marine may replace his Assault Rifle with:

- a DMR, Submachine Gun or Shotgun (free)
- a Flamethrower or Sniper Rifle (+5 pts)
- a Grenade Launcher (+10 pts)
- a Rocket Launcher or Spartan Laser (+20 pts)

1 other Marine may take a Radio (+5 pts)

1 other Marine may take a Medkit (+30 pts)

The Marine Sergeant may take either or both of the following:

- a Target Locator (+10 pts)
- a Bubble Shield (+25 pts)

The entire squad may take Trip Mines (+5 pts)

The Captain may purchase up to 2 of the following Doctrines:

- Rally Point (15 pts)
- Expert Sharpshooters (20 pts)
- Impeccable Planning (30 pts)
- Extensive Training (35 pts)
- Mechanised (40 pts)

ELITES

ODST Squad – (90 pts)

Unit Composition:

- 1 ODST Sergeant
- 7 ODSTs

Special Rules:

- Fireteams
- Infiltrate
- Preliminary Assault

Unit Type:

- Infantry

Transport:

- Unless equipped with HEVs, the squad may take Warthog Troop Transports or Falcons as Dedicated Transports (see relevant entries for details)

Wargear:

- Battle Armour
- Submachine Gun
- Magnum
- Close Combat Weapon
- Frag Grenades

OPTIONS

Any squadmember may replace his Submachine Gun with an Assault Rifle or Battle Rifle (free)

Any squadmember may equip his Submachine Gun or either of the above weapon options with a Suppressor (+1 pt per model)

Up to 2 ODSTs may replace their Assault Rifles with:

- a DMR or Shotgun (free)
- a Flamethrower or Sniper Rifle (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher or Spartan Laser (+20 pts per model)

Up to 2 other ODSTs may take a Radio (+5 pts per model)

Up to 2 other ODSTs may take a Medkit (+30 pts per model)

The ODST Sergeant may take either or both of the following:

- a Target Locator (+10 pts)
- a Bubble Shield (+25 pts)

The entire squad may take any combination of the following:

- Trip Mines (+5 pts)
- Shaped Explosives (+10 pts)
- Jetpacks (+20 pts)
- HEVs (+25 pts)

Spartan II Squad – (180pts) (1 max)

Unit Composition:

- 1 Spartan II Petty Officer
- 7 Spartan IIs

Unit Type:

- Infantry

Transport:

- Unless equipped with HEVs, the squad may take Warthog Troop Transports or Falcons as Dedicated Transports (see relevant entries for details)

Wargear:

- MJOLNIR Armour
- Assault Rifle
- Magnum
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Fireteams
- Scouts
- Fleet
- Move Through Cover
- Combat Tactics
- Stubborn
- Battlefield Heroes

OPTIONS

Any squadmember may replace his Assault Rifle with a Battle Rifle or Submachine Gun (free)

Any squadmember may equip his Assault Rifle or either of the above weapon options with a Suppressor (+1 pt per model)

Up to 2 Spartan IIs may replace their Assault Rifles with:

- a DMR or Shotgun (free)
- a Flamethrower, Sniper Rifle or Machine Gun (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher or Spartan Laser (+20 pts per model)

Up to 2 other Spartan IIs may take a Medkit (+30 pts per model)

Up to 2 Spartan IIs may take a Satchel Charge in addition to any existing wargear (+10 pts per model)

The Spartan II Petty Officer may take any combination of the following:

- a Target Locator (+10 pts)
- an AI Matrix (+15 pts)
- a Regenerator (+20 pts)
- a Bubble Shield (+25 pts)

The entire squad may take any combination of the following:

- Trip Mines (+5 pts)
- Shaped Explosives (+10 pts)
- Jetpacks (+20 pts)
- HEVs (+25 pts)

Spartan III Squad – (145pts)

Unit Composition:

- 1 Spartan III Petty Officer
- 7 Spartan IIIs

Unit Type:

- Infantry

Transport:

- Unless equipped with HEVs, the squad may take Warthog Troop Transports or Falcons as Dedicated Transports (see relevant entries for details)

Wargear:

- SPI Armour
- Assault Rifle
- Magnum
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Fireteams
- Fleet
- Move Through Cover
- Combat Tactics
- Stubborn
- Expendable Assets

OPTIONS

Any squadmember may replace his Assault Rifle with a Battle Rifle or Submachine Gun (free)

Any squadmember may equip his Assault Rifle or either of the above weapon options with a Suppressor (+1 pt per model)

Up to 2 Spartan IIIs may replace their Assault Rifles with:

- a Flamethrower, Sniper Rifle or Machine Gun (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher or Spartan Laser (+20 pts per model)

Up to 2 other Spartan IIIs may take a Medkit (+30 pts per model)

The Spartan III Petty Officer may take any combination of the following:

- a Target Locator (+10 pts)
- an AI Matrix (+15 pts)
- a Bubble Shield (+25 pts)

The entire squad may take any combination of the following:

- Trip Mines (+5 pts)
- Jetpacks (+20 pts)
- HEVs (+25 pts)

Headhunter Team – (70pts) (1 max)

Unit Composition:

- 2 Headhunters

Unit Type:

- Infantry

Transport:

- The squad may take a Warthog Troop Transport or Falcon as a Dedicated Transport (see relevant entries for details)

Wargear:

- SPI Armour
- Energy Shield
- Motion Tracker
- Active Camouflage
- Assault Rifle with Suppressor
- Magnum with Suppressor
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Infiltrate
- Fleet
- Move Through Cover
- Combat Tactics
- Assassins

OPTIONS

Either squadmember may replace his Assault Rifle with a Battle Rifle, Submachine Gun or DMR (all with Suppressors) (free)

1 Headhunter may replace his Suppressor-equipped Assault Rifle with:

- a Suppressor-equipped Shotgun (free)
- a Suppressor-equipped Sniper Rifle (+5 pts)
- a Spartan Laser (+20 pts)

The other Headhunter may take a Medkit (+30 pts)

1 Headhunter may take a Satchel Charge in addition to any existing wargear (+10 pts)

Either Headhunter may take any combination of the following:

- a Target Locator (one per squad) (+10 pts)
- an AI Matrix (one per squad) (+15 pts)
- a Regenerator (one per squad) (+20 pts)
- a Bubble Shield (one per squad) (+25 pts)

The entire squad may take either or both of the following:

- Trip Mines (+5 pts)
- Shaped Explosives (+10 pts)

TROOPS

Rifle Platoon

- 1-3 Marine Squad(s)

Marine Squad – (65 pts)

Unit Composition:

- 1 Marine Sergeant
- 11 Marines

Special Rules:

- Fireteams

Unit Type:

- Infantry

Transport:

- The squad may take Warthog Troop Transports or Falcons as Dedicated Transports (see relevant entries for details)

Wargear:

- Ballistic Armour
- Assault Rifle
- Close Combat Weapon
- Frag Grenades

OPTIONS

Any squadmember may replace his Assault Rifle with a Battle Rifle (free)

Any squadmember may replace his Close Combat Weapon with a Magnum (2 pts)

Up to 3 Marines may replace their Assault Rifles with:

- a DMR, Submachine Gun or Shotgun (free)
- a Flamethrower or Sniper Rifle (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher or Spartan Laser (+20 pts per model)

Up to 3 other Marines may take a Radio (+5 pts per model)

Up to 3 other Marines may take a Medkit (+30 pts per model)

The Marine Sergeant may take either or both of the following:

- a Target Locator (+10 pts)
- a Bubble Shield (+25 pts)

The entire squad may take either or both of the following:

- Trip Mines (+5 pts)
- Jetpacks (+20 pts)

Militia – (30 pts)

Unit Composition:

- 10 Militiamen

Special Rules:

- Auxiliaries

Unit Type:

- Infantry

Wargear:

- Assault Rifle

OPTIONS

May include up to 10 additional Militiamen (+3 pts per model)

1 Militiaman may be upgraded to a Militia Leader (+5 pts)

For every 4 models in the squad, 1 squadmember may replace his Assault Rifle with a Battle Rifle, DMR, Submachine Gun or Shotgun (free)

For every 10 models in the squad, 1 Militiaman may replace his Assault Rifle with:

- a Flamethrower or Sniper Rifle (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher (+20 pts per model)

1 other Militiaman may take a Medkit (+30 pts)

DEDICATED TRANSPORTS

Warthog Troop Transport Squadron – (20 pts)

Unit Composition:

- 1 Warthog Troop Transport

Wargear:

- None

Unit Type:

- Vehicle (fast, open-topped)

Special Rules:

- None

Transport Capacity:

- 4 models (may not transport Mongoose Squadrons)

OPTIONS

May include up to 2 additional Warthog Troop Transports (+20 pts per model)

Falcon Squadron – (50 pts)

Unit Composition:

- 1 Falcon

Wargear:

- Falcon Autocannon

Unit Type:

- Vehicle (fast, skimmer)

Special Rules:

- Deep Strike
- Scouts

Transport Capacity:

- 4 models

Fire Points:

- None

Access Points:

- 2 (one on each side of the hull)

OPTIONS

May include up to 2 additional Falcons (+50 pts per model)

Any Falcon may take a pair of sponsons armed with:

- Machine Guns (+10 pts per model)
- Automatic Grenade Launchers (+20 pts per model)

FAST ATTACK

Warthog Squadron – (35 pts)

Unit Composition:

- 1 Warthog

Wargear:

- LAAG

Unit Type:

- Vehicle (fast, open-topped)

Special Rules:

- None

Transport Capacity:

- None

OPTIONS

May include up to 2 additional Warthogs (+30 pts per model)

Any Warthog may replace its LAAG with:

- a Gauss Cannon (+20 pts)
- a Rocket Pod (+35 pts)

Mongoose Squad – (45 pts)

Unit Composition:

- 3 Mongooses

Special Rules:

- Scouts

Unit Type:

- Bikes

Transport:

- None

Wargear:

- Ballistic Armour
- Assault Rifle
- Close Combat Weapon
- Frag Grenades

OPTIONS

May include up to 3 additional Mongooses (+15 pts per model)

Any Mongoose may replace its Assault Rifle with a Battle Rifle (free)

Any Mongoose may replace its Close Combat Weapon with a Magnum (2 pts)

Up to 3 Mongooses may replace their Assault Rifles with:

- a Submachine Gun or Shotgun (free)
- a Flamethrower (+5 pts per model)
- a Grenade Launcher (+10 pts per model)
- a Rocket Launcher or Spartan Laser (+20 pts per model)

1 other Mongoose may take a Radio (+5 pts per model)

1 Mongoose may take a Target Locator in addition to any existing wargear (+10 pts)

Hornet Squadron – (60 pts)

Unit Composition:

- 1 Hornet

Unit Type:

- Vehicle (skimmer)

Transport Capacity:

- None

Wargear:

- Twin-Linked Hornet Missile Launcher
- Twin-Linked Machine Gun

Special Rules:

- None

OPTIONS

May include up to 2 additional Hornets (+60 pts per model)

Pelican Squadron – (85 pts)

Unit Composition:

- 1 Pelican

Unit Type:

- Vehicle (fast, skimmer)

Transport Capacity:

- 12 models (or 1 Warthog/Warthog Troop Transport, or 1 Scorpion MBT)

Fire Points:

- None

Access Points:

- 1 (at the rear)

Wargear:

- Twin-Linked Anvil Missile Pod
- Machine Gun

Special Rules:

- Deep Strike
- Heavy Transport
- Scouts

OPTIONS

May include up to 2 additional Pelicans (+85 pts per model)

Any Pelican may replace its Machine Gun with a Pelican Chain Gun (+10 pts per model)

HEAVY SUPPORT

Scorpion Squadron – (125 pts)

Unit Composition:

- 1 Scorpion

Unit Type:

- Vehicle (tank)

Transport Capacity:

- None

Wargear:

- Scorpion Cannon
- Machine Gun

Special Rules:

- None

OPTIONS

May include up to 2 additional Scorpions (+125 pts per model)

Skyhawk Squadron – (100 pts)

Unit Composition:

- 1 Skyhawk

Unit Type:

- Vehicle (fast, skimmer)

Transport Capacity:

- None

Wargear:

- 2 Twin-Linked Light Cannons
- 2 Scorpion Missiles

Special Rules:

- Deep Strike
- Scouts

OPTIONS

May include up to 2 additional Skyhawks (+100 pts per model)

Elephant – (80 pts)

Unit Composition:

- 1 Elephant

Unit Type:

- Vehicle (tank, open-topped)

Transport Capacity:

- 12 models (or 6 Mongooses, or 1 Warthog/Warthog Troop Transport)

Fire Points:

- None

Access Points:

- 2 (one at the front, one at the rear)

Wargear:

- LAAG
- Machine Gun

Special Rules:

- Mobile Command Post
- Repair Platform
- Heavy Transport
- Slow

OPTIONS

May take up to 3 Crewmen (+5 pts each)

May take an Enclosed Canopy (+10 pts)

Albatross – (15 pts)

Unit Composition:

- 1 Albatross

Unit Type:

- Vehicle (tank, skimmer)

Transport Capacity:

- 24 models (or 12 Mongooses, or 3 Warthogs/Warthog Troop Transports, or 1 Scorpion MBT)

Fire Points:

- None

Access Points:

- 3 (one on each side of the hull, one at the rear)

Wargear:

- None

Special Rules:

- Deep Strike
- Mobile Command Post
- Heavy Transport

OPTIONS

- None

Orbital Support – (40 pts)

Unit Composition:

- 1 Orbital Battery

Unit Type:

- None

Transport Capacity:

- None

Wargear:

- 1 Orbital Bombardment

Special Rules:

- Distant

OPTIONS

- May take up to 2 additional Orbital Bombardments (40 pts each)

SPECIAL CHARACTERS

Flight Captain Carol “Foe Hammer” Rawley

One Pelican Squadron in your army may replace a single Pelican with Flight Captain Carol “Foe Hammer” Rawley (??? pts)

Unit Type:

- Vehicle (fast, skimmer)

Transport Capacity:

- 12 models (or 1 Warthog/Warthog Troop Transport, or 1 Scorpion MBT)

Fire Points:

- None

Access Points:

- 1 (at the rear)

Wargear:

- Twin-Linked Anvil Missile Pod
- Machine Gun

Special Rules:

- Deep Strike
- Heavy Transport
- Scout
- ???

OPTIONS

- ???

Gunnery Sergeant Edward Buck

One ODST Squad in your army may replace its ODST Sergeant with Gunnery Sergeant Edward Buck (??? pts)

Unit Type:

- Infantry

Wargear:

- Battle Armour
- Submachine Gun
- Magnum
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Infiltrate
- Preliminary Assault
- ???

OPTIONS

- Sgt. Buck has access to the same wargear options as an ODST Sergeant.

Master Chief Petty Officer John 117

One Spartan II Squad in your army may replace its Petty Officer with Master Chief Petty Officer John 117 (??? pts)

Unit Type:

- Infantry

Wargear:

- MJOLNIR Armour
- Cortana (AI Matrix)
- Assault Rifle
- Magnum
- Close Combat Weapon
- Frag Grenades

Special Rules:

- Scout
- Fleet
- Move Through Cover
- Combat Tactics
- Stubborn
- Battlefield Hero
- Lucky
- Resourceful

OPTIONS

- John has access to the same wargear options as a Spartan II Petty Officer.

Sergeant Major Avery Johnson

One Marine Squad or Headquarters Element in your army may replace its Marine Sergeant with Sergeant Major Avery Johnson (??? pts)

Unit Type:

- Infantry

Special Rules:

- ???

Wargear:

- Ballistic Armour
- Assault Rifle
- Sniper Rifle
- Close Combat Weapon
- Frag Grenades

OPTIONS

- Sgt. Johnson has access to the same wargear options as a Marine Sergeant.

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	3	4	3	3	3	3	3	10	5+
Forward Observer	3	3	3	3	1	3	1	6	5+
Gunnery Sergeant Edward Buck	3	4	3	3	1	3	2	9	5+
Headhunter	4	4	3	3	1	4	2	9	5+/6+
Lieutenant	3	3	3	3	1	3	2	9	5+
Marine	3	3	3	3	1	3	1	6	5+
Marine Sergeant	3	3	3	3	1	3	2	7	5+
Master Chief Petty Officer John 117	4	5	3(4)	3	3	4(5)	3	9	4+/6+
Militiaman	2	2	3	3	1	3	1	5	-
Militia Leader	2	2	3	3	1	3	2	6	-
Mongoose	3	3	3	3(4)	2	3	2	6	5+
ODST	3	4	3	3	1	3	1	7	5+
ODST Sergeant	3	4	3	3	1	3	2	8	5+
Sergeant Major Avery Johnson	4	4	3	3	2	3	3	9	5+
Spartan II	4	4	3(4)	3	1	4(5)	1	8	4+/6+
Spartan II Petty Officer	4	4	3(4)	3	1	4(5)	2	9	4+/6+
Spartan III	4	4	3	3	1	4	1	7	5+
Spartan III Petty Officer	4	4	3	3	1	4	2	8	5+

VEHICLE TYPES

	BS	F	S	R
Albatross	3	14	13	12
Elephant	3	13	13	11
Falcon	3	10	10	10
Flight Captain Carol Rawley	3	11	11	10
Hornet	3	10	10	10
Pelican	3	11	11	10
Scorpion	3	13	12	11
Skyhawk	3	11	11	10
Warthog/Warthog Troop Transport	3	11	10	10

WEAPON TYPES

	Range	Str.	AP	Type
Artillery Strike	72"	8	3	Ordnance 2, Large Blast, Barrage
Anvil Missile Pod	48"	7	4	Ordnance 2, Blast
Assault Rifle	18"	3	-	Assault 2
Automatic Grenade Launcher	24"	3	6	Assault 2, Blast*
Battle Rifle	24"	3	-	Rapid Fire
DMR	30"	3	6	Heavy 1
Falcon Autocannon	36"	5	5	Heavy 3
Flamethrower	Template	4	5	Assault 1
Gauss Cannon	48'	7	2	Heavy 2
Grenade Launcher	24"	3	6	Assault 1, Blast*
Hornet Missile Launcher	48"	7	4	Ordnance 1
LAAG	36"	4	6	Heavy 4, Rending**
Light Cannon	36"	6	4	Heavy 3
Machine Gun	24"	4	6	Heavy 3
Magnum				
- Normal	12"	3	-	Pistol
- Scoped	24"	3	-	Heavy 1
Mortar Strike	72"	5	4	Heavy 4, Large Blast, Barrage
Orbital Bombardment	N/A	10	1	Ordnance 1, Large Blast, Barrage, One Shot Only
Pelican Chain Gun	36"	6	3	Heavy 2
Rocket Launcher	48"	7	4	Heavy 2, Blast***
Rocket Pod	48"	7	4	Heavy 4, Blast***
Rotary Cannon	48"	7	3	Heavy 4, Rending
Satchel Charge	6"	8	3	Assault 1, Large Blast, Barrage
Scorpion Cannon	72"	9	3	Ordnance 1, Blast
Scorpion Missile	72"	9	2	Ordnance 1, Twin-Linked, One Shot Only
Shotgun	12"	4	-	Assault 2
Sniper Rifle	36"	X	5	Heavy 1, Sniper
Spartan Laser	48"	8	2	Heavy 1
Submachine Gun	12"	3	-	Assault 3
Target Locator	36"	-	-	Heavy 1
Ventral Gun	60"	7	3	Heavy 2

* Any vehicles hit by this weapon are automatically Stunned, with the exception that they may still operate their weapons normally.

** Ignores Cover Saves granted to vehicles moving Flat Out or bikes Turbo-Boosting.

*** Counts as Twin-Linked when targeting Skimmers.

SPECIAL RULES:

Assassins:

- Headhunters are highly trained infiltrators used exclusively for high-risk covert operations, and are often able to turn the tide of battle where brute force would prove useless, via the elimination of enemy commanders and other high-priority targets. Wounds caused by Headhunters may be allocated by the UNSC player.

Auxiliaries:

- Militia are semi-trained citizens-at-arms who hail from local human population centres, assembled and integrated into UNSC forces whenever possible in order to provide companies on the move with precious additional manpower. Militia units count as Troops, but do not take up any Force Organisation slots.

Battlefield Hero(es):

- Having been publicly revealed to the rest of humanity in an effort to restore low morale, Spartan IIs and their incredible, superhuman battlefield feats command respect and awe amongst the men and women of the UNSC. Any UNSC unit within 6" of a Spartan II squad (or Team) that is at half-strength or above may re-roll failed Morale tests. Conversely, any UNSC unit within 6" of a Spartan II squad (or Team) that is destroyed loses -1 Leadership until the beginning of the UNSC player's subsequent turn.

Distant:

- Orbital batteries are situated far above the battlefield, and are not represented by any physical tabletop model. They are not subject to normal gameplay or rules, and exist only as a resource to be expended by infantry models equipped with Target Locators. Models that wish to initiate an Orbital Bombardment must fire their Target Locators at a target, which if hit, is then immediately targeted by an Orbital Bombardment.

Doctrines:

- Captains (but not Lieutenants) are able to purchase specific global bonuses called Doctrines. Below are details regarding the various options:

- I: Rally Point:

During deployment, the UNSC player may establish a Rally Point on the table, represented via a marker or token. UNSC units that are Falling Back may always choose to move towards this marker rather than the UNSC table edge, and will automatically go to ground when all models in the squad are within 6" of the marker. They may then attempt to regroup every subsequent UNSC turn, regardless of modifiers that would normally invalidate any Regroup Tests. Note that the unit will count as having gone to ground until it actually manages to successfully regroup.

- II: Expert Sharpshooters:

Any model equipped with a Sniper Rifle gains +1 BS.

- III: Impeccable Planning:

The UNSC player may add +1 to any of their Reserve rolls.

- IV: Extensive Training:

Marines and Marine Sergeants may re-roll failed to-hit rolls of 1 during any UNSC Shooting Phase.

- V: Mechanised:

Reduces the cost of all Dedicated Transports by 10 pts per model.

Expendable Assets:

- Only deployed when and where other UNSC troops would fail, Spartan IIIs are generally expected to suffer extremely high rates of attrition in battle, sometimes taking so many casualties that entire platoons (or even companies) are destroyed. Spartan III Squads count as Scoring Units. In addition, Spartan IIIs only ever grant Kill Points to the enemy when destroyed on a D6 roll of 4+, and grant only half the number of Victory points they would normally be worth (whether destroyed or at half-strength). Additionally, if any Spartan III dies within 3" of an objective, place a marker next to said objective. Unless subsequently contested by an enemy unit, the objective will count as controlled by the UNSC player at the end of the game.

Field Commander:

- Lieutenants and Captains are able to issue army-wide or unit-specific orders as a battle progresses, dynamically adjusting to battlefield conditions as they present themselves and providing unique bonuses to those under their command.

At the beginning of every UNSC Movement Phase, a Lieutenant or Captain may, after passing one Leadership Test per order, issue up to one or two orders respectively. If both the unit that includes the ordering model and the unit being issued an order are equipped with Radios, then any range restrictions may be ignored. Orders may not be issued by models that are embarked upon a vehicle unless both the ordering and receiving unit include a model equipped with a Radio (the ordering model may then draw line-of-sight from the vehicle's hull).

The various possible orders are as follows:

- I: "Go, go, go!"

Nominate a single infantry unit within 12" and within direct line-of-sight of the model issuing the order. The nominated unit may move up to 12" during the UNSC player's Movement Phase.

- II: "Advance!"

Nominate a single infantry unit within 12" and within direct line-of-sight of the model issuing the order. The nominated unit gains the Slow and Purposeful USR until the beginning of the UNSC player's subsequent turn.

- III: "Hold position!"

Nominate a single infantry unit within 12" and within direct line-of-sight of the model issuing the order. The nominated unit gains +1 to any existing Cover Save until the beginning of the UNSC player's subsequent turn.

- IV: "Take the Shot!"

Nominate a single infantry or vehicle unit within 12" and within direct line-of-sight of the model issuing the order. The nominated unit may count a single weapon as twin-linked during the UNSC player's Shooting Phase (excluding Mortar/Artillery Strikes).

- V: "Clear them out!"

Nominate a single enemy infantry unit within cover or within a building/ruin, and within direct line-of-sight of the model issuing the order. The nominated enemy unit must re-roll all successful Cover Saves until the beginning of the UNSC player's subsequent turn.

Heavy Transport:

- Powerful ground vehicles and atmospheric lifting craft are often used to ferry various types of vehicle into battle.

A unit with this rule may carry vehicle units as passengers (see relevant entries for details). Vehicles that disembark a transport with this rule differ from infantry in that they must be deployed within 4" of an access point, and count as having Deep Striked for movement and shooting purposes.

Lucky:

- Though not the strongest, smartest or fastest of the Spartan IIs, John is supposedly the bravest, the luckiest, and overall, the best.

Every game turn he may choose to re-roll a single to-hit roll, to-wound roll, Armour Save, Invulnerable Save, Cover Save, Morale Test or Pinning Test.

Mobile Command Post:

- Lieutenants and Captains embarked upon a vehicle with this rule may always issue orders (drawing line-of-sight and measuring distances from the vehicle's hull), and Forward Observers embarked upon a vehicle with this rule may always "fire" Artillery/Mortar Strikes as if the vehicle were Open-Topped.

Preliminary Assault:

- ODSs are regularly used to spearhead aerial assaults, and are often tasked with securing landing zones upon impact in order to provide a safe location for allied transports to unload troops, equipment and cargo.

Every time an ODS squad Deep Strikes, place a marker on the table underneath the centre model. Transports that Deep Strike within 6" of this marker do not scatter, and troops/vehicles inside may disembark and move normally during the Movement Phase.

Repair Platform:

- Often housing engineer crews, Elephants are useful for recovering and repairing UNSC vehicles in the field.

An Elephant in base contact with a damaged allied vehicle at the beginning of any Shooting Phase may attempt to repair it in lieu of shooting normally. Roll a D6, and for every Crewman aboard the Elephant, add +1 to the result. If the result is a 5+ or more, then a Weapon Destroyed or Immobilised damage result (owning player's choice) is fully repaired. A successfully repaired weapon may not resume firing in the same turn that it was repaired.

Resourceful:

- The Master Chief is highly resourceful on the battlefield, scavenging weaponry from dead friends and foes alike wherever and whenever he can.

If a UNSC infantry or jump infantry model dies within 3" of the Master Chief, he may immediately replace one of his own ranged weapons with one of the slain model's ranged weapons.

Additionally, the Master Chief may replace one of his equipped weapons with the weapon of any infantry or jump infantry model he or his squad kill during an Assault Phase (melee weapons replace his equipped melee weapon, ranged weapons replace either of his equipped ranged weapons).

Note that he may never attempt to acquire the weapon of a Necron or Tyranid model.

Slow:

- Elephants may never move faster than Combat Speed, but always count as stationary for firing purposes.

Spotter:

- Attached to infantry companies in order to coordinate and advise remote mortar teams and rocket artillery batteries, Forward Observers are able to safely guide down fire support that would otherwise be too dangerous to UNSC forces in the field.

During any UNSC Shooting Phase, an Artillery Forward Observer or Mortar Forward Observer may (in lieu of firing any other weapons) choose to request an Artillery Strike or Mortar Strike respectively (this counts as a normal shooting attack, using the Artillery/Mortar Strike weapon profile). Artillery/Mortar Strikes scatter an additional D6", but are otherwise identical to other barrage weapons (including reduction of scatter by firer's BS when firing directly).

WARGEAR:

Note that all non-weapon Wargear stat-modifiers are already included in the profile table.

Active Camouflage:

- Enemies that fire at a unit of models equipped with Active Camouflage must test to see whether or not they can see the target squad, just as if the Night Fighting rules were in effect. If the Night Fighting rules are in effect, then the test is made on an unmodified roll of 2D6, rather than 2D6 x 3.

AI Matrix:

- Able to both analyse and relay complex battlefield information at a rapid rate, AI greatly increase the situational awareness of their host. Units that include a model equipped with an AI (including Independent Characters) gain the Preferred Enemy and Tank Hunters USRs.

Ballistic Armour:

- Grants a 5+ Armour Save.

Battle Armour:

- Grants a 5+ Armour Save. During turns in which the Night Fighting rules are in effect Battle Armour also grants the Stealth USR, and checks to see whether or not a squad equipped with Battle Armour can be seen must be re-rolled if successful.

Bubble Shield:

- At the end of the Movement Phase, the UNSC player may declare that any squad leader is deploying his Bubble Shield. A single Bubble Shield may only be deployed once per game, and only if the unit to which the squad leader belongs remained stationary during said Movement Phase, and is not Falling Back, Pinned, or engaged in an Assault.

Once deployed, every model in the squad within 3" of the squad leader receives a 4+ Cover Save until the beginning of the UNSC player's subsequent turn.

Crewman:

- Though purchased in the same way that additional squadmembers are, Crewman count as part of the Elephant for which they were purchased, for all intents and purposes. They may not move, shoot or assault, and do detract from the Elephant's transport capacity. Other than supplementing an Elephant's vehicle repair capabilities, Crewmen serve no purpose whatsoever.

Enclosed Canopy:

- An Elephant with this upgrade no longer counts as Open-Topped.

Energy Shield:

- Grants a 6+ Invulnerable Save, and grants the Feel No Pain USR.

HEVs (Human Entry Vehicles):

- A squad with HEVs may Deep Strike. When Deep Striking, models with HEVs must be deployed at least 1" apart from each other.

Jetpacks:

- A squad with Jetpacks count their Unit Type as Jump Infantry.

Magnum:

- More than just pistols, Magnums are versatile side-arms able to complement almost any other wargear. Each Shooting Phase, a Magnum may fire using either its Normal or Scoped weapon profile. Note that a Magnum will always provide an additional close combat attack in the Assault Phase, regardless of how it was fired beforehand.

Medkit:

- Any members of a squad that includes a model equipped with a Medkit have the Feel No Pain USR. Models already equipped with Energy Shields may re-roll their Feel No Pain Saves.

MJOLNIR Armour:

- Grants a 4+ Armour Save, grants +1 Strength, grants +1 Initiative, and includes an Energy Shield, Motion Tracker and Radio.

Motion Tracker:

- Grants the Counter-Attack USR.

Radio:

- Squads that include a model equipped with a Radio may use the Leadership value of any other unit that includes a model equipped with a Radio when attempting Morale Tests.

Regenerator:

- At the end of the Movement Phase, the UNSC player may declare that any squad leader is deploying his Regenerator. A single Regenerator may only be deployed once per game, and only if the unit to which the squad leader belongs remained stationary during said Movement Phase, and is not Falling Back, Pinned, or engaged in an Assault.

Once deployed, every model in the squad within 3" of the squad leader counts their Feel No Pain Save as 2+ until the beginning of the UNSC player's subsequent turn.

Satchel Charge:

- Satchel Charges are "fired" just like any other blast weapons. However, a single Satchel Charge may only be used once per game.

Shaped Explosives:

- Models equipped with Shaped Explosives count as having Melta Bombs (see the 40k Rulebook for details).

SPI Armour:

- Grants a 5+ Armour Save, grants the Stealth USR, and includes a Radio.

Suppressor:

- When firing at an enemy unit for the first time during an entire game, a squad may count any Suppressor-equipped weapons as Pinning. Suppressors are of no use if the firing squad has previously been targeted by the enemy unit in question. Units that are equipped with Active Camouflage always count any Suppressor-equipped weapons as Pinning.

Target Locator:

- Target Locators are fired like any other ranged weapon, and are used to pinpoint targets for orbital guns. Orbital Bombardments may only target units that have been successfully hit (or "painted") by a Target Locator (see "Distant" special rule for details).

Trip Mines:

- Squads equipped with Trip Mines count as having Defensive Grenades.