

HALO 4

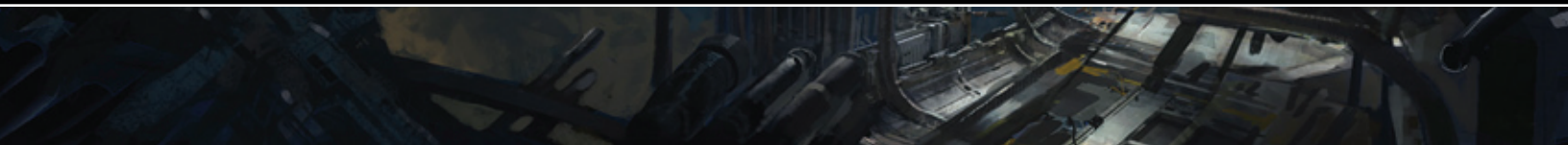
FIELD GUIDE



The war has ended, the threat of the Covenant extinguished.

For three decades mankind struggled to survive against a merciless alien collective dedicated to Earth's complete destruction. As the vastly spread human colonies dwindled and the light of their species grew dim in the galaxy, a lone figure emerged: the Master Chief.

This singular hero represented the hopes and dreams of the entire human race as it faced the threat of extinction, but also an unwavering tenacity, not only to survive, but to claim victory over the enemy and to do so against all odds. That victory, however, would find the Master Chief sealed aboard a stranded UNSC frigate, lost in the remote darkness of space.







THE MASTER CHIEF

The Spartan known as the Master Chief is an unparalleled specimen of human strength, speed, agility, and courage. As the Covenant War came to a violent close on the remote Forerunner installation known as the Ark, the Chief sacrificed his own safety to put an end to the threats of both the Flood and the Halo Array.

Now, stranded aboard a UNSC frigate, the Master Chief remains sealed away in cryo-sleep with only Cortana, his artificial intelligence companion, to watch over him. With their fates inexorably entangled, what's left of their ship approaches a mysterious world which holds a dark and ancient mystery.

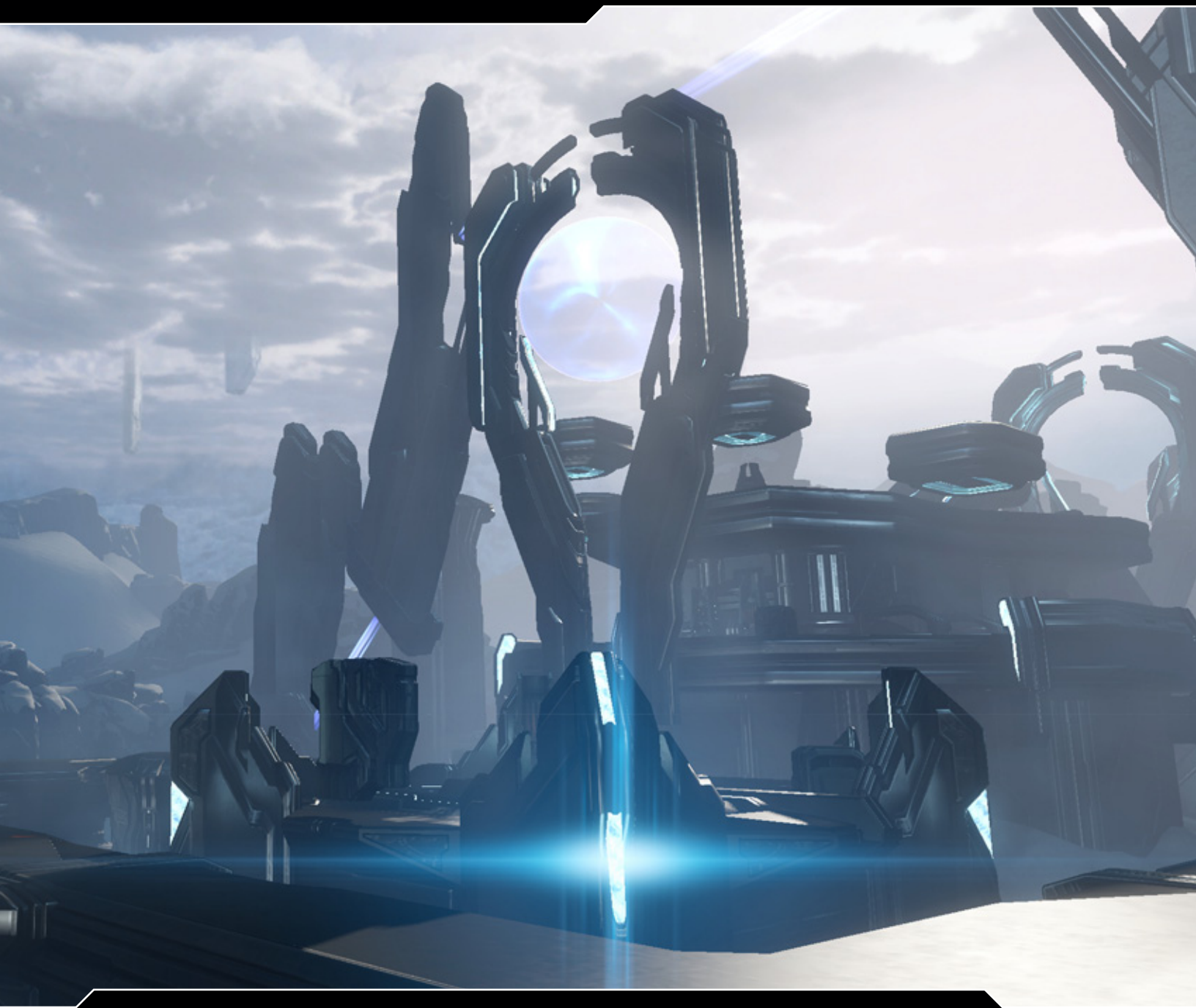




WELCOME TO REQUIEM

Four years after the Covenant War came to an end, the Master Chief and Cortana find themselves on Requiem, an artificial world filled with wonder and mystery. Built by an ancient race of beings known as the Forerunners, this planetoid has drawn their derelict frigate into its gravity well, forcing the Chief and Cortana to face secrets buried for a hundred millennia. The challenges of this new world will be far greater than anything they have ever faced, as an ancient evil hidden for ages is finally awakened.

Although Requiem holds its own threats, the Covenant threat is far from ended. Not quite the massive empire of the previous decades, this newly reformed alien alliance has arrived on Requiem and they are not looking to forgive and forget.



THE COVENANT

The Covenant originally began as an alliance between the San'Shyuum (Prophets) and the Sangheili (Elites) over the pursuit of Forerunner relics, sacred artifacts that both species believed were divine. In the centuries which followed, other civilizations were integrated into their alliance including the Lekgolo (Hunters), the Yanme'e (Drones), the Kig-Yar (Jackals), and the Jiralhanae (Brutes).

When they encountered humanity, the resulting conflict would last three long decades, eventually bringing an end to the Covenant as the Prophets were forced to split with the Elites when the true purpose of the Halo Array was finally discovered. In the aftermath of the breaking of the Covenant, the Elites returned to their homeworld only to find a bloody civil war waiting for them.

From the throes of this homegrown war some Elites would emerge with a score to settle against humanity. They would pursue an ancient, powerful mystery that would eventually lead to the forming of a new Covenant, galvanizing a fanatical sect of religious zealots more than willing to reignite conflict with the humans.





THE PROMETHEANS

Protectors of the artificial world known as Requiem, the Prometheans are an ancient class of warrior used by the Forerunners during their epic battle with the Flood. Legend speaks of an elite sect of Forerunner Warrior-Servants possessing impressive strategic and tactical abilities—these warriors were known as Prometheans.

It was believed that all Prometheans perished when the Forerunners fired Halo, but the Prometheans on Requiem, though markedly different than their predecessors, appear to have survived and now hunt the Master Chief.

Requiem's extensive Promethean force has three main classes: Crawler, Watcher, and Knight. Promethean Crawlers are aggressive and fierce quadrupeds, explicitly designed to hunt down and eliminate any foreign threats, whereas Watchers hover high above the battlefield, providing protection for other classes, even reviving them from death during combat. Knights lead all other Promethean classes; they are extremely competent, well-armed combatants and will stop at nothing to protect this Forerunner world.







UNSC INFINITY

Commissioned toward the end of the Human-Covenant War as a last ditch effort against the seemingly undefeatable Covenant, the UNSC *Infinity* is a warship of unparalleled power and size. When a signal leads this ship to Requiem and it gets pulled into the artificial planet's maw, the Master Chief and Cortana find that they aren't the only ones needing to be rescued.

Unmatched in scale or armament for a human vessel, *Infinity* was originally built in secret, intended to be a vessel capable of stopping the Covenant's rampage through the last remaining human colonies. When the war ended during the last few months of 2552, the ship was commissioned as a vessel of peace and planned to be used for the exploration of new worlds. This plan was permanently altered upon its arrival at Requiem.

Inside this massive warship are many surprises. Not only is it powered by Forerunner technology, allowing it to travel across the galaxy at record speeds, but it also has the weaponry of four normal human warships, and even maintains its own self-contained fleet. Perhaps most importantly, *Infinity* plays host to SPARTAN-IV supersoldiers, a newly augmented human infantry unlike anything the UNSC has ever seen before. Aptly dubbed 'Halo Infinity Multiplayer,' this warship houses the entirety of Halo 4's new multiplayer experience, becoming a centralized location where players will engage each other in simulated combat and embark on actual missions together, all as *Infinity*'s heroic Spartan-IVs.





SPARTAN-IV

Forged in the burning heart of the Covenant War, the individuals who comprise the SPARTAN-IV program are the very best the UNSC has to offer. Experienced and resolute military veterans culled from the front lines of service, the Spartan-IVs are unlike the two previous SPARTAN projects in that the Office of Naval Intelligence is no longer using children to build soldiers from an early age.

Select individuals who have proven themselves over years of combat and meet a stringent list of requirements are now allowed candidacy into the program and, once accepted, become part of the newly formed Spartan branch. The vast majority of currently deployed Spartan-IVs reside on the UNSC *Infinity*.

Halo 4's entire multiplayer component (appropriately called 'Halo Infinity Multiplayer') focuses on these Spartans in both familiar and unexpected ways...





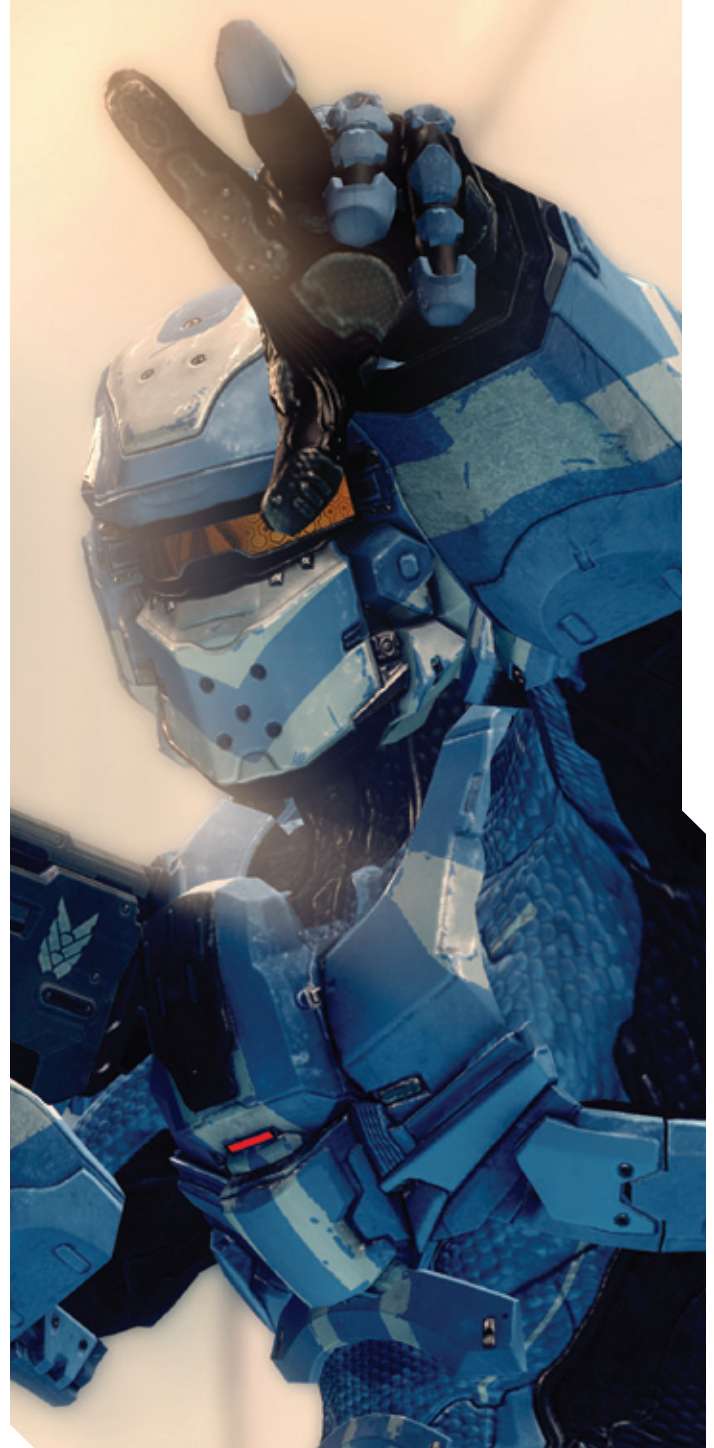


WAR GAMES

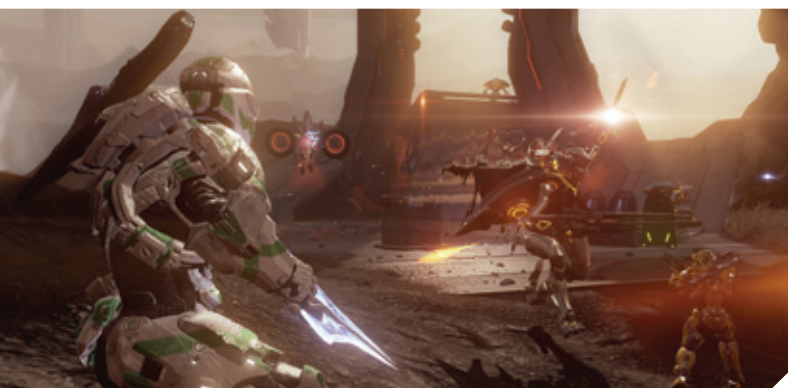
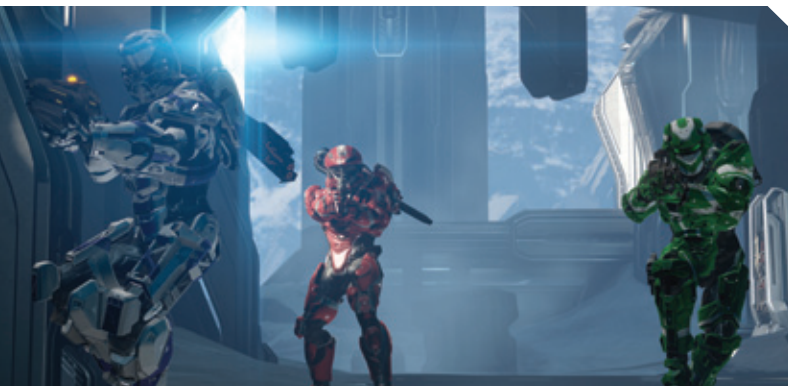
To ensure the highest level of combat performance, Spartan-IVs constantly hone their skills in the competitive combat simulation known as War Games. Set in a cavernous room within the UNSC *Infinity*, the War Games facility uses millions of pneumatic risers and holographic projectors to generate remarkable life-like environments in which combat simulations are initiated. Many of these simulated environments, or ‘maps,’ are recreated from real locations in order to provide the most immersive experience possible for the Spartan combatants—and like other previous Halo titles, other maps will be available as downloadable content after the game’s launch.

In War Games, Spartans are pitted against each other in a variety of game types, including standard modes such as Slayer, where a team gains points by eliminating another team’s players during combat, Capture the Flag, where a team is tasked with capturing an enemy-protected flag and returning it back to their own base, or even King of the Hill, where the goal is to hold a specific territory on the map longer than their opponents, among many others. All of these have been optimized for play in Halo 4, featuring the inclusion of a number of new features and attributes.

The UNSC *Infinity*’s own version of War Games also includes a variety of completely original game types such as Infinity Slayer, which allows Spartans to dynamically call in ordnance during the course of a match and Regicide, where the point leader is always tagged, forcing players to battle for the top spot in the match.



These are just two of the variety of new game types used in War Games to hone the Spartans into the cutting-edge of infantry expertise. In addition, there are a number of brand new, highly-classified game types for Halo 4 that will forever change Halo's multiplayer.



SPARTAN OPS

The designation “Spartan Ops” has been given to any and all on-record missions conducted by Spartans of the UNSC *Infinity*. For longtime Halo fans Halo 4’s Spartan Ops represent a watershed moment of immersive, story-driven cooperative gameplay delivered in addictive episodic pieces.

Through a weekly series of cinematic episodes on Xbox LIVE, Spartan Ops will tell the continuing story of the UNSC *Infinity*, following the events of the game’s Campaign. These episodes will center on the UNSC *Infinity*’s crew, including two new teams of Spartans – Majestic and Crimson Squad, and will provide the backdrop for the weekly Spartan Ops gameplay missions. Playable in single-player mode or cooperatively with up to three additional friends, Spartan Ops will give fans unprecedented access to Requiem in these objective-based missions, and help uncover the secrets of this mysterious Forerunner world. The first season of Spartan Ops will feature 10 weeks of unique episodic content. Each week of the season will include five 10 to 15-minute missions, all starting with the game’s global launch on November 6th.



Through both War Games and Spartan Ops, players can increase their Spartan's rank, gaining points to spend on items such as armor sets, armor components, and emblems to customize their identity in the field. Increasing rank also gains credits, which can be used to purchase weapons, armor abilities and armor mods used to customize a player's default loadout, which allow you to choose exactly how your Spartan is equipped when entering battle.

While armor pieces, player emblems, and skins do not impact gameplay or player performance, unlocking weapons, armor abilities, and armor mods for a player's loadout can change the way a player enters combat and how they exact victory over their opponents, both in War Games and in Spartan Ops.

WEAPONS

Halo 4 will showcase an incredible selection of weapons both old and new. Alongside classic UNSC and Covenant weaponry, Halo 4 will also introduce the extremely advanced arsenal of the Forerunners. Here's a just peak at a handful of weapons you'll wield in Halo 4:



ASSAULT RIFLE [MA5D ICWS]
Effective Usage: Close-range/Mid-range



BATTLE RIFLE [BR85HB SR]
Effective Usage: Mid-range



RAILGUN [ARC-920]
Effective Usage: Close-range/Mid-range



SAW [M739 LMG]
Effective Usage: Close-range



NEEDLER [T-33 GML]
Effective Usage: Close-range/Mid-range



STORM RIFLE [T-55 DER/A]
Effective Usage: Close-range/Mid-range



COVENANT CARBINE [T-51 Carbine]
Effective Usage: Mid-range



BEAM RIFLE [T-27 SASR]
Effective Usage: Mid-range/Long-range



SUPPRESSOR [Z-130 DEAW]
Effective Usage: Close-range/Mid-range



SCATTERSHOT [Z-180 CCR/AEM]
Effective Usage: Close-range



LIGHT RIFLE [Z-250 DEEW]
Effective Usage: Mid-range/Long-range

VEHICLES

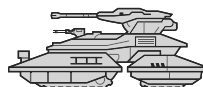
One of the keystones of Halo's exciting gameplay is its fluid transitions from first-person shooter to third-person vehicle combat—and in this respect, Halo 4 most certainly delivers:



WARTHOG [M12 FAV]
ARMAMENT: Vulcan Machine Gun



MONGOOSE [M274 ULATV]
ARMAMENT: N/A



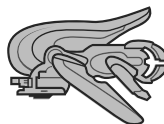
SCORPION [M808 MBT]
ARMAMENT: Primary Cannon, Machine Gun



MANTIS [Mark IX ADS]
ARMAMENT: Machine Gun, Missile Launcher



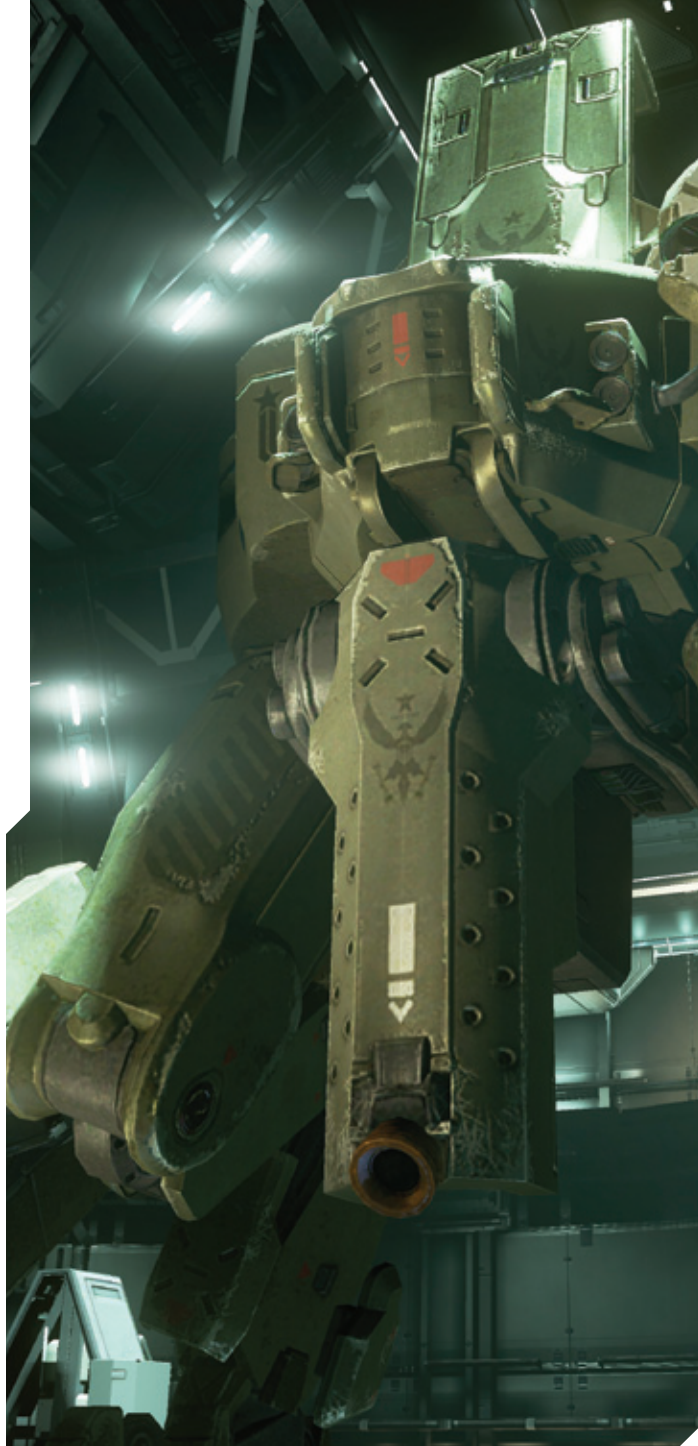
GHOST [T-32 RAV]
ARMAMENT: Plasma Cannons



BANSHEE [T-26 GSA]
ARMAMENT: Plasma Cannons,
Fuel Rod Cannon



WRAITH [T-26 AGC]
ARMAMENT: Heavy Plasma Mortar,
Plasma Cannon



ARMOR ABILITIES

Halo 4 features the return of Armor Abilities, which are individual pieces of hardware that can be fixed to a Spartan's armor, giving them specialized abilities for a limited amount of usage before needing to be recharged. Halo 4 will include the following Armor Abilities:



ACTIVE CAMOUFLAGE:

Generates a visual effect astonishingly close to invisibility.



HARDLIGHT SHIELD:

Forms a protective barrier which stops most small arms fire and some explosives.



PROMETHEAN VISION:

Detects enemy signatures through walls and other hard surfaces.



HOLOGRAM:

Deploys a nearly identical holographic decoy to deceive enemies during combat.



JET PACK:

Provides limited flight through a vertical lift propulsion system.



REGENERATION FIELD:

Allows users to release a short-range energy field that heals any nearby Spartans.



THRUSTER PACK:

Enables a burst of movement to evade or quickly close the gap on an enemy.



AUTOSENTRY:

Deploys an automated turret to defend its user or command a key battlefield chokepoint.

ARMOR MODS

Halo 4 will also see the introduction of Armor Mods which come in two types: Tactical Packages and Support Upgrades. Both of these round out a Spartan's ability loadout, allowing incremental improvements for such things as speed, mobility, ammunition capacity, and durability. Armor Mods allow people to play the style they want to play and experience the parts of the sandbox they like on a more frequent basis. Here is just a sampling of the armor mods available in Halo 4:



FIREPOWER PACKAGE:

Allows the use of a primary weapon in the secondary weapon slot.



RESUPPLY PACKAGE:

Player can now recover grenades from fallen allies and foes.



WHEELMAN PACKAGE:

Vehicles have more stamina and durability for the player.



FAST TRACK PACKAGE:

Player can rank up slightly quicker than they normally would.



SENSOR UPGRADE:

Motion sensor range is increased for the player.



STEALTH UPGRADE:

Dampens footfalls when sprinting and speeds up assassinations.



EXPLOSIVES UPGRADE:

Slightly alters nearby grenade explosions to favor the player.



DEXTERITY UPGRADE:

Speeds up reloading and weapon swapping for the player.



SPECIALIZATIONS

In Halo 4, acquiring Armor Abilities and Armor Mods, as well as various default loadout weapons, occurs when players advance their Spartan rank. This rank goes from SR-1 through SR-50, comprising of fifty individual rank levels. Once players have advanced through the standard fifty levels, they will get the option to enlist in a Specialization. Players can choose the order in which they tackle any available Specializations, however, once they select one, they must advance through it completely before enlisting in a separate Specialization.

Specializations are effectively distinctive rank paths which cater to a specific look and play style. These paths are composed of ten levels each. As players level up through these dedicated paths, they will automatically unlock armor sets, emblems, visor colors, weapon and armor skins, and armor mods—which will provide them with even more options to customize their Spartan-IV to fit their preferred role on the battlefield. Keep in mind that any of the items unlocked during this path can be used individually, and do not need to be used together. For example, players can choose to use their Specialization's armor mod, while wearing a different armor, or vice versa.

At launch, two Specializations will be immediately available to all players (Wetwork and Pioneer) while the remaining six (Engineer, Tracker, Rogue, Stalker, Pathfinder, and Operator) will be rolled out in the months to follow. Players, however, can gain early access to all Specializations by purchasing the Halo 4 Limited Edition or through other promotional offers.



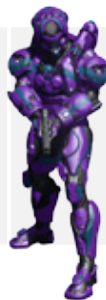
WETWORK

Wetwork armor set
Wetwork visor
Shard armor skin
Noble DMR weapon skin
Stealth armor mod
Four player emblem pieces



ROGUE

Rogue armor set
Rogue visor
Focus armor skin
Reign Covenant Carbine weapon skin
Stability armor mod
Four player emblem pieces



PIONEER

Pioneer armor set
Pioneer visor
Adept armor skin
Fracture Plasma Pistol weapon skin
Fast Track armor mod
Four player emblem pieces



STALKER

Stalker armor set
Stalker visor
Crush armor skin
Dunes weapon skin
Nemesis armor mod
Four player emblem pieces



ENGINEER

Engineer armor set
Engineer visor
Edge armor skin
Shatter Suppressor weapon skin
Drop Recon armor mod
Four player emblem pieces



PATHFINDER

Pathfinder armor set
Pathfinder visor
Core armor skin
Predator Assault Rifle weapon skin
Gunner armor mod
Four player emblem pieces



TRACKER

Tracker armor set
Tracker visor
Adroit armor skin
Piston Boltshot weapon skin
Requisition armor mod
Four player emblem pieces



OPERATOR

Operator armor set
Operator visor
Surface armor skin
Static Magnum weapon skin
Wheelman armor mod
Four player emblem pieces



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