

- - - HALO:SPARTAN-OPS - - -
- - - STORY REDEFINED & INDEPENDANT - - -

- - - AUTHOR - - -

“RamboBambiBamboBingoBongoBoiyo”

- - - FOREWORD - - -

If Halo Reach caused a small rift in the Halo community, Halo 4 was the game that decided to grab hold of both sides and tear that rift into a canyon. There were a lot of things that players disliked about the game. From the story retcons to the art style change. From the campaign's weapons sandbox versus enemies balancing to the multiplayer that felt foreign and disconnected from the rest of the franchise. There was A LOT that upset the fans of the series in Halo 4.

The amount of players returning to play the game dropped SIGNIFICANTLY after just six-months of the game being live and it only ever picked up nearly a decade later when Halo The Master Chief Collection got its fixes and released on PC, finding some following there. Due to this sudden drop in player-count, DLCs were scrapped. Nearly twenty reported maps being worked on by Certain Affinity were now cold projects and entire customization DLC bundles were forgotten and left behind. But why did 343 have so many expansions planned? Well it was something that was in the initial plans that also failed alongside everything else.

Halo 4 - Spartan-Ops

Halo 4 tried to cram in two separate campaign modes. One with the story that tells of The Master Chief and his struggle with Cortana going through Rampancy, while the other was an episodic campaign mode that would've featured a few seasons planned of content. Kind of like a playable TV show in which players would get a comprehensive bridge between Halo 4 and Halo 5, with the books just being extra fluff content... but there were a few problems with Spartan-Ops.

Like with the regular Campaign of Halo 4, it shared the same issue of the enemies being too bullet-spongy and the weapons giving you so little ammunition to fight them. However Spartan-Ops was intended for you to play with your friends as it had a competitive element and it had the narrative of you being a part of a Spartan-IV Fireteam. The issue however is that if you played the game solo or with only one friend... it was a hard fight even on Normal difficulty in some chapters as you had only a couple players in encounters made for four players. If you play Dungeons and Dragons, you know the annoyance of over-stacked odds in enemy encounters.

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Spartan-Ops also had a couple other issues that plagued it. For one, it re-used mission areas all too often and very rarely in the first-half did it use any new locales. Most of the maps you dropped into were pulled from the campaign or were from the multiplayer. It is okay to do that on occasion. But every episode had five chapters, with four of them often being the same exact map. For example, the second chapter of Episode 1 “Sniper Alley” gets reused *constantly* throughout the entirety of Halo Spartan-Ops. And it is a reused combat area from the fifth playable mission in the main campaign.

This resulted in stagnant gameplay. The dev team had recognized this and decided to actually give us more custom locations in the second half of Spartan-Ops. But even that did little since the second half released well beyond when most of the dedicated players had left the game in favor of playing the previous Halo titles or some other game that caught their attention.

What also made the gameplay stagnate was the fact that each chapter of Spartan-Ops was essentially just Firefight... but instead of fighting waves for a score, you are tasked with eliminating all the enemies and then either pressing a button or advancing forward to a certain spot for the next small wave to spawn in, usually resulting in three-waves of combat. Fans wanted Firefight in Halo 4, many crying out on the forums demanding for Firefight to come back. But Spartan-Ops was the only multiplayer PvE mode that players got and it was sub-par compared to the previous PvE multiplayer experience offered.

The next thing wrong with Spartan-Ops was the fact that you didn’t even play as the star characters. In Halo CE, Halo 2, Halo 3, and Halo 4; you played as The Master Chief himself - star of the franchise. In Halo 3 ODST you played as all the ODSTs in your team, save for Veronica Dare. In Halo Reach you played as Noble-6 and were a vital part of Noble Team. But in Halo 4 Spartan-Ops you see the five members of Fireteam Majestic in all the cutscenes, being colorful characters. But instead of playing as them you instead play as their rival team of Spartans - Fireteam Crimson.

Imagine discovering Halo CE and after hearing about how awesome The Master Chief is and what cool things he did in the cutscenes... only to play as Private First Class Chips Dubbo instead and be a guy who secures objectives that happen to coincide with what the main characters are doing? Imagine playing any game where you do all this hard work, but all the cutscenes and thanks go to the guy next to you? That is the taste that this story-telling style gave us in Halo Spartan-Ops.

But the final thing that put people off? I know that the narrative of Halo 4 was Master Chief beginning to realize that he was not just a machine of war but actually was Human. And to contrast that, the writers of Spartan-Ops decided to make some strange choices. For one, Fireteam Crimson and Fireteam Majestic are rivals. For some reason these two teams were being bet on and pitted against each other when it came to serious mission objectives, an action encouraged by their commanding officer Commander Sarah Palmer. The second thing they did is make the characters in Fireteam Majestic do some stuff that was very childish.

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You have a part in the story where they are looting some gear off of a dead Sangheili Elite that they killed saving Gabriel Thorne. And how do they react? They act like kids fresh out of high-school and discovering awesome toys and not like soldiers deep in enemy territory. Spartan DeMarco gets the Energy Sword and swings it around like a kid who just got a lightsaber for his birthday. Gabriel Thorne shows off an active camouflage module and the other Spartans act amazed that he can turn invisible.

What made this so out of character is because the multiplayer of Halo 4 was the training sessions. Spartans getting in their suits, reporting to the War Games simulation deck, and USING these very tools on a daily basis. So why are they acting so surprised when they get these same tools in the field, acting like that for years they haven't seen or used these very weapons or gadgets of war? The writing choices in many cutscenes of the episodes were illogical and broke character.

Wait... illogical writing? Characters not acting like themselves? Story writing that is dangerously close to terrible fan-fiction? Hold up, who wrote Halo 4 Spartan-Ops? Oh no... not him...

Brian Reed was the Halo franchise lead writer at 343 Industries.^[1] Previously employed by Marvel Comics, his first Halo work was *Halo: Fall of Reach*, a comic book adaptation of the Eric Nylund novel *The Fall of Reach*. He served as a writer for *Halo 4* and was the lead writer of *Spartan Ops*.^[2] Reed later wrote the comic miniseries



Brian Reed in the *Halo 5: Guardians* ViDoc: A Hero Reborn.

Well... it all makes sense now... at least the story part of this situation anyway. Must I always be the one to point out and fix your mistakes Brian Reed? Honestly, with how *Spartan-Ops* was considered to be a failure and Seasons 2 and 3 having to be canceled due to a lack of interest and commitment of players to the story it set up and presented, I am honestly shocked and amazed that someone in 343 Industries had decided to promote you from Lead Writer to ***Narrative Director of the Franchise***.

Okay, now that that little jab and bit is over, it is time to continue the Foreword part a bit more seriously.

How Halo Spartan-Ops should've been done is to make it its own stand-alone title. Reusing the engine and some assets of Halo 4, they should've made it a spin-off game that would help bridge the gap between Halo 4 and Halo 5. Since 343 took over the Halo franchise they made a promise of making games yearly for the series. Which is why Halo CE Anniversary was made and a year later Halo 4 was presented. But there is an issue with this.

Halo 4 had many problems that were caused by such a stunted development cycle when compared to the other Halo games in the series. Halo CE took YEARS to make from initial concept to final product. But three years later we saw the release of Halo 2 in 2004, which itself had a troubling development cycle. And three years after we were graced with Halo 2, we received Halo 3 for the Xbox 360 in 2007.

Halo 3 ODST was a spin-off title made by reusing assets and the engine of Halo 3 with minimal tweaks, releasing in 2009. Halo Wars was made by Ensemble studios and was intended to be its own game until Microsoft insisted that Project_Phoenix become another Halo title instead of its own separate identity. And then after three long years of development by the main development team of Bungie, we were given Halo Reach in 2010.

Meanwhile Halo 4 had two years to develop rather than three. And on top of that they had a lot more effort as they redesigned the art style from the ground up, added a new enemy faction as well as redesigning the old one, and crammed in two story modes rather than one along with the multiplayer. Had Halo 4 been given that same two year development time BUT the dev team members in charge of Spartan-Ops been focused on the actual campaign or multiplayer mode; the game would have had a more sturdy release and proper amounts of playtesting to balance out the weapons sandbox and multiplayer system presented.

Halo Spartan-Ops could then still be made, but in the same vein of Halo 3 ODST - a game developed in one year of time, BUT by reusing the assets of the previous game and some of the feedback provided by the fanbase after Halo 4; they could re-release Halo 4's multiplayer with new contents such as maps, weapons, armors, and forge accessories, while also presenting a more direct narrative of a campaign mode rather than a cheap gameplay loop.

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How would I have done it? Well Halo 5 established some new characters in books. And since it seems only 10% of the Halo fanbase is interested in reading novels and Halo Spartan-Ops was supposed to contain three separate seasons of content, I would have three separate campaigns released for Halo Spartan-Ops.

The first of which would be similar to how Spartan-Ops Season 1 was, focusing on Gabriel Thorne, the introduction of Jul 'Mdama, and the acquisition of the Janus Key half while losing Dr. Halsey in the sequence of multi-faceted events.

The second story would focus on Spartan Olympia Vale as she works with the Swords of Sanhelios in joint-forces operations, earning their respect as being worthy of the title of a Spartan as they compare her to Master Chief, and prevent the assassination of The Arbiter in the end.

The final story would be a tale that tells of Jameson Locke, seasoned ONI operative and hunter as he is tasked with pursuing a couple rogue Spartans and preventing MJOLNIR armor secrets from being released.

Since the game is focused on Spartans working as a team, I would make it similar to Halo 5 in which Co-Op play would have you assume the roles and identities of certain characters in the team, while playing single-player still surrounds you with A.I. Bots that are competent enough to hold their own in battle and revive fellow players if they enter a D.B.N.O. state.

UNLIKE Halo 4 Spartan-Ops, my redefined version of Spartan-Ops would have each of the stories play like your typical Halo Campaign. Locations and objectives would be varied and more memorable. The “missions” wouldn’t just boil down to *“Firefight but with small objectives mixed in to progress to the next wave”*. Each story would be self-contained, introducing elements and characters that would make a return in Halo 5. And each story would be a DLC update while the multiplayer would see a free content update that expands the armory and multiplayer-maps roster.

In hindsight, Spartan-Ops should never have been an episodic pseudo-campaign released alongside Halo 4. Instead, it should have been a spin-off game built off of Halo 4’s engine and released a year later, with DLC campaigns coming out once every 6-9 months to help build a bridge between Halo 4 and Halo 5.

Now enough with the Foreword section, this has gone on longer than I have ever made a Foreword before. Now it is time to start giving you a full on summary of how each campaign would go.

- - - CAMPAIGN I - MAJESTIC - - -

FIRETEAM MAJESTIC is now made up of four Spartans rather than five. This is done to allow co-op play to fill up all squad slots and so that it starts testing the teamwork A.I. and mechanics that would carry on into the other Spartan-Ops Campaigns and Halo 5 Restored. The members are -

- **Spartan Paul DeMarco** (*Soldier-Class MJOLNIR*), Fireteam Leader
- **Spartan Tedra Grant** (*Recon-Class MJOLNIR*), Sniper
- **Spartan Carlo Hoya** (*Operator-Class MJOLNIR with CQB Gen-I Helmet*), CQB Specialist
- **Spartan Gabriel Thorne** (*Recruit-Class MJOLNIR*), Rifleman and the main character.

FIRETEAM CRIMSON returns. Since **Spartan Madsen** has that personality that screams “*I am a cocky egotist and I like to rub things in your face*” I think it is right to have him be the Fireteam Leader of Crimson, so as to have some sort of rivalry attitude remain between the two fireteams. So the team makeup is -

- **Spartan Anthony Madsen** (*Scout-Class MJOLNIR with Enforcer Helmet*), Fireteam Leader
- **Spartan Jessie O’Neil** (*CIO-Class MJOLNIR with Deadeye Helmet*), Marksman
- **Spartan Grace Berry** (*Engineer-Class MJOLNIR*), Combat Engineer
- **Spartan Owen Greene** (*EOD-Class MJOLNIR*), Heavy-Weapons Specialist

Fireteam Majestic and Crimson are still rivals, but only in the War Games simulations, though Spartan Madsen will challenge Majestic to little bets during some missions that feature them as NPCs, but Commander Palmer shuts that down most of the time. Being a Spartan is serious, leave the bets to the War Games Arena, not in the field. Other Fireteams make an appearance in some missions, such as -

- Fireteam Cerberus
- Fireteam Warlord
- Fireteam Heracles
- Fireteam Phoenix
- Fireteam Uriah
- Fireteam Xerxes
- Fireteam Whisper
- Fireteam Shadow
- Fireteam Wolfgang
- Fireteam Odin
- Fireteam Raptor

MAJESTIC MISSION 01 - ARRIVAL

Fireteam Majestic and Fireteam Crimson are introduced as they are actively engaging the Storm Covenant in a city under siege from a Carrier up above. Their end-goal is to secure a secret military installation on the outskirts of town and raise a MAC Cannon to target the Carrier that is suspected to start glassing the city! Fireteam Crimson and Majestic split up and make it to the location at around the same time.

Upon the roof of the outpost, the Spartans activate the defenses to bring up a MAC cannon from beneath the sculpture display outside. And then they must fight their way to the MAC cannon and target the Carrier. At the end of the mission, the scene pauses. It is revealed to be a simulation within the UNSC Infinity's War Games deck. Fireteam Majestic was the first to secure the objective so they won the match, but Crimson scored the most points; which Madsen boasts about as they depart from the deck and prepare for a slip-space jump, entering cryo.

The cutscene then plays out similar to how it did in the original Spartan-Ops. We get a suit-up sequence as Commander Palmer announces the UNSC Infinity's arrival to the Shield World Requiem and begins a space battle against the Storm Covenant as Pelicans drop our Spartans and Marines to the surface. Thus it leads directly into Mission 2.

MAJESTIC MISSION 02 - OPERATION: LANDGRAB

Spartan Fireteams are deployed en-masse across the 1st Layer of Requiem just beneath the opening that the UNSC Infinity has secured. OPERATION_LANDGRAB is all about locating and securing ideal places to establish Firebases and FOB Outposts. The team spots a good location, but a lot of Covenant forces are on the ground at the position. So they are dropped off a kilometer away.

Fireteam Majestic, Crimson, and Cerberus are all dropped off in the same general area, a meadow which will serve as a location for an FOB to be established. The teams split off as they will each take different routes to attack this location from, establishing FOBs along the way as they make their approach. Finally they get to infiltrating and demolishing the Covenant Base, allowing for the UNSC Infinity to send down the first steps of establishing Firebase Apex, the first of many to be deployed on Requiem.

MAJESTIC MISSION 03 - DIGSITE LIMA

Nearly two weeks have gone by since they first arrived on Requiem. Patrols have been Fireteam Majestic's usual duties. But things just got interesting. Digsite Lima was a site that was captured from the Storm Covenant a while ago and they are now trying to siege the facility that the UNSC have erected around it. They really want whatever is inside this place.

Fireteam Majestic is sent in to secure DSL and find out what the Covenant are after. They have to land away from the facility however, since the Covenant forces have set up defenses and the facility is on lockdown; you must approach the facility in vehicles and on foot as you make your way up the road to secure the outposts along the way and then get inside the facility, wiping out the enemy forces within.

Dig Site Lima has been busy trying to clear out the cave that the Covenant had collapsed when the UNSC first took the site from them. And now that they finally opened the site, the Covenant were trying to take whatever was buried away to begin with.

MAJESTIC MISSION 04 - THE LONELY TOMB

Spartan Fireteams Crimson and Shadow are en-route to fortify Digsite Lima's defenses while Majestic's mission directives change from securing the facility to clearing out the digsite cave itself. The Storm Covenant are after something and it clearly must be a high-value asset. Time to make sure they cannot use whatever it is they are after.

Fighting in the rocky caves soon becomes fighting in an underground Forerunner repository of sorts. The place is empty and winding, almost as if it were a tomb. Eventually they find and clear out what appears to be a large cathedral-like room. The Covenant have definitely found what they were looking for, as they activated a gravity lift that takes them to the surface. Fighting through the large room, they give chase up the grav lift to find that the dig site led up to a small Forerunner facility just a little more than a kilometer away from Digsite Lima. A short fight later, and sure enough a Pelican comes to pick up the Forerunner Artifact and Fireteam Majestic.

MAJESTIC MISSION 05 - CURSED SARCOPHAGUS

Now on the Infinity once again, the Forerunner Artifact, being referred to as “The Sarcophagus” for the time being by Dr. Henry Glassman (*who isn't a stereotype nerd now*), due to its size and potential significance. While transporting The Sarcophagus, it suddenly stops floating and slams against the floor of the research bay and nearly drags the ship into Requiem the wrong side up. Dr. Glassman fixes the problem and the ship becomes locked in orbit. As Glassman is reporting to the Captain, he is suddenly absorbed into the artifact and Prometheans begin to teleport into the research bays!

Spartan Fireteams Majestic, Warlord, and Heracles are ordered to respond to the research decks and assist in clearing out The Prometheans. Blasting through R&D, testing, repair-bays, and other such areas; Majestic finally makes their way to The Sarcophagus and begins to clear out the Prometheans. Spartan Natalie Woods from Fireteam Heracles is absorbed into The Sarcophagus as well, but she managed to shut-down whatever was attracting the Prometheans.

MAJESTIC MISSION 06 - OPERATION: GLASS SPLINTER

It didn't take long for the UNSC Infinity to discover that The Sarcophagus was capable of teleportation. Spartan Woods' transponder pinged on the inside of Requiem, from one of the towers that hung from the ceilings in the layers. She was alive which meant that Dr. Glassman was possibly alive. On the off-chance that they would encounter heavy resistance, four Spartan Fireteams are sent in to retrieve them - Crimson, Phoenix, Majestic, and Heracles.

While Crimson and Phoenix take a couple pelicans to fly up from their positions inside the ring, Majestic and Heracles fly in from the UNSC Infinity. Crimson and Phoenix will land at the lower tip of the spire and fight their way up, while Majestic and Heracles will descend from the base of the tower. Fighting through Prometheans once more, you eventually find and secure Spartan Woods. Heracles stays behind to extract Woods and get her some medical attention, while Majestic continues the search for Dr. Glassman.

What they do find is that Cloaked Elites are also after Dr. Glassman. After our Spartans save him from Prometheans they are ambushed by the Covenant as they grab hold of Glassman and then vanish through a portal installation nearby, blowing up the portal device with powerful bomb as they stepped through with thier prize. This was not a mere accident. This was a heist.

MAJESTIC MISSION 07 - THE "GOOD" DOCTOR

GUNS DOWN MISSION, I don't do these often thankfully.

Nearly a week has passed since the incident with The Sarcophagus. Desperate to find answers, Captain Laskey has been approved of the transfer of an HVT that specializes in Forerunner technologies : Doctor Catherine Elizabeth Halsey. Fireteam Majestic has just been assigned as her Security Duty for the first week of her stay aboard the UNSC Infinity.

This Guns-Down Mission is one where Dr. Halsey explains that she is NOT Dr. Glassman. She knows better than to just touch Forerunner things. She is a scientist not a "curious monkey" as she puts it.

This Mission is unique as it is a longer chapter where it is more like The Elder Scrolls or Fallout, in the sense that you have opportunities to have lines of dialogue with Dr. Halsey and the other star members in between her expositions about what The Sarcophagus really is and what is likely happening with it. Of course players can just streamline the mission if they wish, which makes it take far less time; but the ability to talk to Captain Laskey, Sarah Palmer, and Dr. Halsey will give lore junkies and story fans more to chew on.

Dr. Halsey will show some interest in Gabriel Thorne. With how her eidetic memory suits her, she decides to ask Thorne why he became a Spartan. Upon hearing his answer, she now suspects that he might be one of the recruits she was hoping to obtain for the second class of Spartan-II, before the project was canceled in favor of Spartan-III being green-lit without her knowledge. She only alludes to this however, with her dialogue being vague yet for those in the know; it would be inadmissible evidence.

The setting changes from The Hangar Bay to The Research Labs to The Engine Room. Captain Laskey will be in The Hangar Bay to greet her arrival. Commander Palmer will be in The Research Lab, and then finally both will be in The Engine Room. Just as Spartan Hoya comes to swap shifts with Spartan Thorne, the engine scene plays out very much the same way as The Engines fire up and Spartan Palmer draws her sidearm. Dr. Halsey clearly explains that The Sarcophagus is now communicating with The Engines, as well as non-Forerunner systems, and something down on the surface. The Mission Ends with Spartan Carlo Hoya escorting Dr. Halsey to her "quarters" in Brig Alpha Cellblock A.

MAJESTIC MISSION 08 - THE BLACK TOMB

Fireteams Majestic and Crimson are sent in to investigate the Forerunner Tomb at Digsite Lima once again. Dr. Halsey's findings have shown that there is more to this site than meets the eye. Crimson is on security duty with Dr. Halsey while Majestic takes on the role of front-line scouting as she has opened a new wing of the tomb.

Fireteam Majestic must clear out the Prometheans that have responded to their intrusion, and they are surprised to find that there are even Covenant deep within this tomb. At first they are suspected to have been hiding there since the dig-site was captured, but it is eventually revealed that they have been teleporting into the lower wing through an access node. Their plans are likely to ambush the UNSC at the digsite and ensure that whatever artifacts within are secured. The mission is now one to deactivate the teleporters and clear house.

However, things go awry. As they are shutting down the portal, Spartan Thorne is incapacitated and pulled through as it closes. The Elite that pulled him in had dropped a plasma charge to destroy the teleporter device and prevent pursuit.

MAJESTIC MISSION 09 - JAILBREAK

Gabriel Thorne is now captured by The Storm Covenant and presented to The Didact's Hand, Jul 'Mdama. Though he was not the prize he had hoped for, it is still something that could be of use to him. Jul throws Gabriel into his holding cell across from Dr. Henry Glassman. The Doctor reveals that the Covenant are claiming to have a live Forerunner within the facility that they are currently being held in. They are trying to get him to cooperate in getting the Forerunner known as The Librarian to be freed so that she can grant them her knowledge.

It doesn't take long for their conversation to be interrupted however. The facility quakes and power fluctuates as the guard is being changed at their cells. The lights and shields go out, allowing for Gabriel to subdue the guards. Taking up arms and providing Dr. Glassman with an Active Camouflage device, they begin to take advantage of the attack on the facility to escape. Dr. Glassman will do what he can to open doors and pathways with his tech expertise while Thorne does what he can to single-handedly eliminate the Covenant threats.

Eventually as they near escape of the facility, the reports over the comms channels indicate that the attack was thwarted and the UNSC are on the run. The Covenant deployed jammers to prevent the escapees to communicate with the UNSC and request an extraction. The cutscene later reveals that the attack was staged and that Jul had let Gabriel escape with Dr. Glassman. He has a scheme that is being unfolded.

MAJESTIC MISSION 10 - ON THE RUN

Spartan Thorne and Dr. Glassman have managed to escape from the facility and have made some distance, evading patrols and avoiding capture. Though their comms are being jammed, they can still listen in on enemy frequencies. From what they can tell, they have not left much of a trail to follow and they are nearly out of the jammer's range.

The first section of the mission is mostly quiet, a stealth mission where you must not disturb the wildlife too much or be spotted by patrols. You are nearly out of the woods, quite literally in fact as you will find yourself in a more open and exposed terrain. Eventually you will reach a Forerunner spire where you are finally able to arrange for an extraction. And then the fighting really kicks in.

Dr. Glassman is able to use his knowledge of Forerunner technology to shore up some defensive cover and turrets that will target the enemy rather than yourself. He will remain cloaked of course as the combat begins. Thus begins a round of firefight. Five waves of Covenant and Prometheans will come for you in order to prevent you from escaping. Eventually a Pelican supported by a Condor Gunship will fly in, deploying Spartan Fireteams Majestic, Raptor, and Cerberus to clear out the final wave and secure extraction. Thorne tussled with Gek 'Lhar, the lieutenant of Jul 'Mdama, causing heavy damage to his right eye and making him flee.

All according to plan.

MAJESTIC MISSION 11 - TO SPRING A TRAP

Returning to the UNSC Infinity, Thorne and Glassman report on what they found out during their time detained at the facility. However, shortly after giving their report the UNSC Infinity comes under attack! Prometheans begin to teleport in on multiple decks!

Fireteam Majestic's current objective is to secure the Captain's safety by clearing out The Bridge and surrounding decks from assailants, while Dr. Glassman tries to work on deploying The Athena Shield, a defensive array to prevent teleportation attacks. A little something that was cooked up by Dr. Halsey while he was away. With the Athena Shield array deployed, the Prometheans are now restricted to less essential areas to teleport within place.

As they fight to clear out the decks of Prometheans, Roland reveals that he is detecting a signal that they are likely teleporting towards. They seem to only be targeting areas nearby this signal. Eventually it is revealed that the signal is mobile and that it is seemingly coming from Spartan Thorne! It is then that Thorne realizes what this was, a trap. He remembered that his helmet was taken from him and he had to retrieve it. Checking the A.I. chip port, he finds a signal projector there. Crushing it prevents more Prometheans from teleporting onto the UNSC Infinity.

Now they must clear out the remaining Prometheans. And now Thorne realized what they are after this time : Dr. Halsey! Reporting his suspicions to Laskey, all Spartan Fireteams are instructed to report to Brig Alpha to secure Dr. Halsey and prevent her capture. However, they are too late. Just as Fireteams Majestic, Shadow, and Wolfgang are arriving, the Promethean Knights have Dr. Halsey in their arms and teleport out of the ship.

Roland immediately begins tracking her through her subdermal chip, revealing that Dr. Halsey was just sent to the facility that Thorne and Glassman had left. She was the real prize that Jul was after. Someone who had true expertise in Forerunner design.

MAJESTIC MISSION 12 - THE PACKAGE

Spartan Fireteams Majestic, Crimson, Wolfgang, Whisper, and Odin are sent in with orders to siege and secure the facility, rescue Dr. Halsey, and if possible, eliminate Jul 'Mdama. With Fireteam Majestic back up to full strength, they drop in and try to infiltrate through the same entry that Gabriel had escaped from. Only the route the team will take is modified since they shored up defenses since our last safari a few missions prior.

They will eventually reach the cellblock where Thorne and Glassman were detained in, but Gek 'Lhar is waiting for them. And he wants a rematch with Thorne while also to delay them from advancing. Eventually Commander Palmer and her team (*Fireteam Wolfgang*) arrive on site. She directs Spartan Fireteam Majestic to interrogate the freshly defeated Gek 'Lhar in order to find out where specifically Dr. Halsey is. The mission fades to black.

MAJESTIC MISSION 13 - ORDERS FROM THE TOP

An introductory cutscene shows a flashback of their time aboard the UNSC Infinity. While reporting the capture of Dr. Halsey to ONI Director Serin Osman, the former Spartan-II candidate thinks this is both an opportunity to get rid of Dr. Halsey and to ensure that the Storm Covenant do not gain her as an asset. Commander Palmer is issued orders to eliminate Dr. Halsey if it is possible that an escape attempt made by Jul 'Mdama would lead to him getting away with his prize.

This mission picks up where we left off. Only now we are playing as Commander Palmer instead of Fireteam Majestic. Having disposed of Gek, they split off. Majestic is tasked with sabotage of Covenant vehicle bays and teleporter systems to prevent an escape route. Meanwhile Fireteam Wolfgang goes off to secure The Package by tracking her down to the focal point of the location - The Librarian's Song.

Fireteam Wolfgang arrives just in time for Dr. Halsey to have activated The Librarian's Song. However she disappeared inside the device and a shield was activated. So Fireteam Wolfgang must clear the room to secure the location until she leaves the device's pocket-realm and the story can progress.

MAJESTIC MISSION 14 - SABOTAGE

Perspective returns to Fireteam Majestic as they begin their efforts in locating methods that the Storm Covenant could use to escape and eliminate them. They have contacted Spartan Fireteam Crimson and tasked them with doing the same, orders from Commander Palmer.

Majestic eventually locates a landing pad area with a Lich and Phantoms, sabotaging the vehicles to prevent their use and setting the actual landing pads to blow to prevent an easy pickup from other aircraft that might fly in. Meanwhile, Fireteam Crimson has done the same to a vehicle depot. The team then moves on inside the facility to find any teleporter nodes and shut them down or destroy them.

Only now they begin to face Promethean resistance as they delve deeper into the facilities' underbelly. Upon sabotaging the last of the teleporters, Fireteam Whisper reports that they have successfully destroyed their long-range signal jammers and they can now contact the UNSC Infinity. Although this doesn't bring about the best of news as now Fireteam Majestic is being directed to a new kind of Sabotage operation.

MAJESTIC MISSION 15 - INSURANCE POLICY

Dr. Glassman picked up where Dr. Halsey had left off with her research. The Sarcophagus that holds them in place at Requiem will need to be disabled. And he believes that Dr. Halsey is needed for that effort. However upon hearing that Commander Palmer has personally gone after Dr. Halsey, then Sarah plans to execute her if need be.

Fireteam Majestic is instructed to resume their search for Dr. Halsey. Crimson will continue sabotage operations. Again, Covenant and Promethean resistance halts their advance. But something strange begins to happen. Sentinels start deploying and fighting against the Prometheans and Covenant, providing support to the UNSC.

Eventually they will come across Fireteam Wolfgang having a clash with Jul 'Mdama and his Silent Shadow guards. They intervene in time to prevent the deaths of most of Wolfgang. Jul 'Mdama is forced to flee. And he takes the freshly released Dr. Halsey with him. Sarah Palmer attempts to take the shot at Dr. Halsey, but misses as she throws something towards Spartan Thorne. Halsey's shoulder is shot, but they have something strange now in their possession. And before they can give chase, Promethean Knights teleport in, grab hold of Jul, and teleport out.

Sarah is of course PISSED about their failure, but they have other concerns to worry about at the moment.

MAJESTIC MISSION 16 - REQUIEM SUN

Jul 'Mdama wasted no time in his plans. He seeks to send the UNSC Infinity into the system's star by activating a protocol that will send the shield-world into the sun itself. He withdraws as much of his forces as he can and slip-space jumps out of the system. Spartan Fireteam Whisper and Odin are to transport the wounded and the forerunner device that Dr. Halsey had tossed them back to the UNSC Infinity.

Meanwhile Fireteams Majestic and Crimson are tasked with heading to a Forerunner Spire. Dr. Glassman says that he has found out that there was a secret third signal that keeps the Sarcophagus linked to its twin counterpart on the planet. By destroying this device, they can sever the link and the UNSC Infinity can move once again.

The two teams work together, in spite of their built-up rivalry and manage to fight their way up the spire. Eventually they ascend to the top and have a major problem to deal with : a Promethean Warlord defends the Spire! Defeating the Warlord will complete the mission.

Fireteam Majestic manages to disable the Forerunner device and the UNSC Infinity can move again. The Condor that brought them in picks them up for dust-off and they begin to escape the planet's shell. The UNSC Infinity does a slip-space jump as the system's star goes supernova!

The crew suspects that they have lost Fireteam Crimson and Majestic... until a Condor slip-spaces in behind them.

Reporting for mission success, Fireteam Majestic is requested to meet at Dr. Glassman's engineering bay. There, they ask Thorne about the Forerunner device that Dr. Halsey had tossed him. At first, Thorne doesn't know anything about it other than what Dr. Glassman is telling him. But upon touching it with a bare finger, it reacts to him, projecting a message through the devices around them.

It is a recording of Dr. Halsey's interaction with The Librarian, informing them that this is but one part of the Janus Key. The second half is currently in the hands of Jul 'Mdama, who had prevented Dr. Halsey from tossing both halves to the Spartans. Dr. Halsey affirms that she can sense the presence of those outside the pocket-dimension and states that she will do what she can to ensure that The Janus Key gets to the right people, claiming that she will throw it to one of her Spartans outside.

With the campaign concluded, the Spartans are given some much needed R&R. Meanwhile, Sarah Palmer reports her failure to ONI. And Captain Lasky is perplexed by what Dr. Halsey said. She doesn't see the Spartan-IVs as hers. And after studying the records of the Spartans that were present, he finds that there is an attached file on his record. A file made by Dr. Halsey. Accessing the file reveals the identity of Spartan-II Candidate B049 was to be the young Gabriel Thorne. Had Class-II not been canceled, Gabriel would've become a Spartan anyway. Funny how Fate works sometimes.

- - - HALO:SPARTAN-OPS - - -
- - - STORY REDEFINED & INDEPENDANT - - -

- - - CAMPAIGN II - SERPENT - - -

FIRETEAM SERPENT is actually made up of only two Spartans. **Spartan Olympia Vale** (*Copperhead-Class MJOLNIR*) is the Fireteam Leader and main character. **Spartan Leon Duchamp** (*Vexillarius-Class MJOLNIR with Viper Helmet*) is the other Spartan on the team. Both of which are Sangheili culture experts and capable Spartans. The other two player slots for co-op? Filled up by playable Elites. The most trusted soldiers of Thel Vadam and dedicated to the cause of the Swords of Sangheilios. **N'tho 'Sraom** and **Usze 'Taham** take up the last two slots. For those of you who don't know, if you played co-op on Halo 3, Player 3 would be a Blue Elite (N'tho) and Player 4 would be a Red Elite (Usze).

Fireteam Serpent has the mission of assisting The Arbiter and Swords of Sangheilios in efforts at striking back against The Storm Covenant. Their mission sounds simple, but it tends to get complicated as events spiral out to reveal that Jul 'Mdama has returned to Sangheilios and has brought Prometheans with him! The fight for Sangheilios has just gotten a bit more complicated.

SERPENT MISSION 01 -
SERPENT MISSION 02 -
SERPENT MISSION 03 -
SERPENT MISSION 04 -

--- CAMPAIGN III - OSIRIS ---

FIRETEAM OSIRIS constantly changes its makeup based on the demands and requirements of the mission at hand. **ONI Spartan Jameson Locke** (*Hunter-Class MJOLNIR*) is a constant variable of the team. In this campaign he is joined by **Spartan Holly Tanaka** (*Technician-Class MJOLNIR*) for her technical expertise, **Spartan Jun-A266** (*Vigilant-Class MJOLNIR*) for his tracking and sniper expertise, and **Spartan Rosenda-A344** (*Rosebud-Class MJOLNIR, new outfit based on Rosenda's concept art*) by request of Spartan Jun and her own expertise in a support-role.

Some Spartan-IVs went rogue, and ONI suspects that they intend to bring their MJOLNIR armor to the Insurrectionists to be reverse-engineered and used against the UNSC. In actuality however, these rogue Spartans have made a similar deal with a separate and unexpected faction entirely...THE BANISHED !