

HALO

MISSION COMMAND

RULESHEET

OBJECTIVE:

The first player to complete all of their Mission Cards by creating the correct sequences of Deployment Cards wins.

SETUP:

1. Divide the Mission Cards by their Difficulty (Normal, Heroic, Legendary, and Mythic) and shuffle each stack.
 2. Deal each player a random face down Normal and Heroic Mission Card.
 - i. For advanced play, deal each player an additional Legendary Mission.
 - ii. For a truly mythic game, also deal each player a Mythic Mission.
 3. Return the unused Mission Cards to the game box.
 4. Stack your Mission Cards in difficulty order, with Normal difficulty on top and the highest difficulty on the bottom.
 5. Each player will flip their Normal Difficulty Mission card face up, placing it on top of the rest of their face down Missions Cards.
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6. Shuffle the Deployment Cards together to create the Deployment Deck and deal each player 2 Deployment Cards.
 7. Place the Deployment Deck in the center of the play area.
 8. Determine the first player by whoever has the best HALO announcer voice, "Killing Spree", "Killtacular", "Killamanjaro", etc.

Card Quantities: 110 cards total.

Tutorials Cards — 6

Missions Cards — 24

Deployment Cards — 80

- Utility - (72)
 - ◆ Weapon — 20
 - ◆ Soldier — 20
 - ◆ Vehicle — 20
 - ◆ Boss — 12
- Asset - (8)
 - ◆ UNSC — 4
 - ◆ Hero — 2
 - ◆ Warlord — 2

GAMEPLAY:

Players take turns playing Deployment Cards. Each time they play a card, they place it to the right of the card they previously played, creating a row of cards. This row is known as their Mission Log.

Starting with the first player and moving clockwise, each player does the following actions on their turn, in order:

- **Draw:** Draw a Deployment Card.
 - ◆ **Note:** When the Deployment Deck runs out, shuffle the discard pile to make a new Deployment Deck.

Play: Play a Deployment Card in the rightmost space of the Mission Log.

- ◆ Hero cards can be placed anywhere in the Mission Log.
- **Activate:** Players may activate the played card's ability.
 - ◆ **IMPORTANT:** No card abilities activate during each player's first turn.

Players can always choose not to activate a card's ability.

- **Debrief:** End of turn. During this action, and only this action, if any players have the sequence of Deployment Cards in their Mission Log that fulfills their Mission's requirements, they may complete that Mission.

The sequence of Deployment Cards shown on their Mission Card can be anywhere within their Mission Log, if it's in the correct order from left to right.

- ◆ When a Mission Card is completed, the player who completed the Mission discards all Deployment Cards in their Mission Log and flips over their next Mission Card, revealing it to all players.
- ◆ If a player completes their final Mission Card, they win the game!

MISSION CARDS

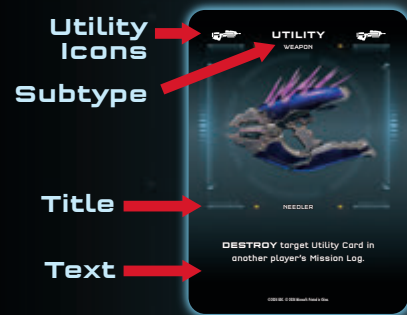


It is possible for multiple players to complete their last Mission Card at the same time. If this happens, it is considered a Co-op victory.

DEPLOYMENT CARDS

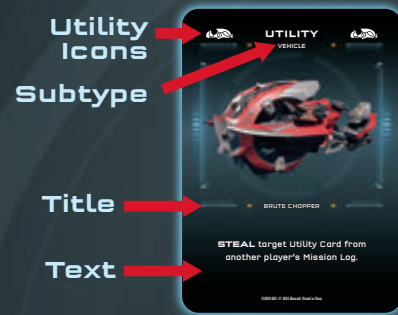
Utility

Weapon - Destroy target card on another player's Mission Log.

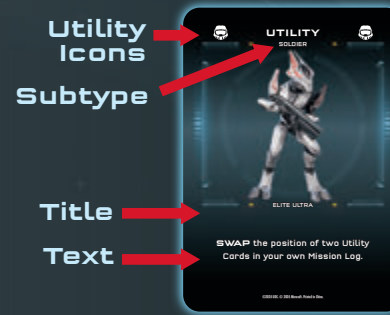


Vehicle - Steal target Utility card from another player's Mission Log.

- Place the stolen card to the right of this card and do not activate it.

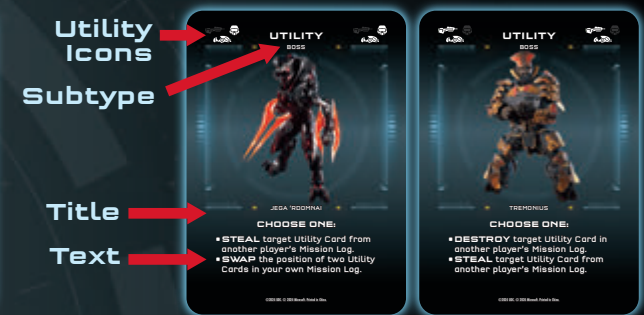


Soldier - Swap the position of two Utility cards in your own Mission Log.



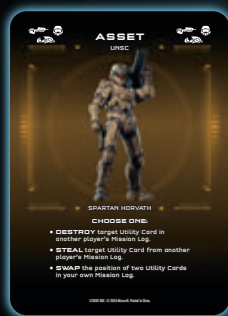
Boss - A combination of two standard utility actions.

- Either action is chosen and Bosses count as being both Utility types in your Mission Log.



Asset

IMPORTANT: Assets are **not** affected by standard Utility cards.



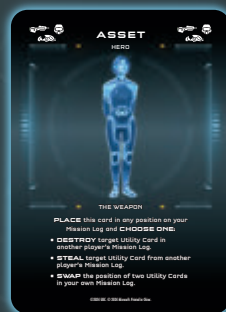
UNSC - A Combination of all Standard Utility actions.

- Any single action is chosen and UNSC counts as being any Utility type in your Mission Log.



Hero - A Combination of all Standard Utility actions that can be placed anywhere.

- Any single action is chosen, and a Hero is placed anywhere in your Mission Log. They count as being any Utility type in your Mission Log.



Warlord - A special Asset that destroys all of a chosen Utility type.

- This will destroy all cards that contain that type, even Assets.



CREDITS

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343 Credits:

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