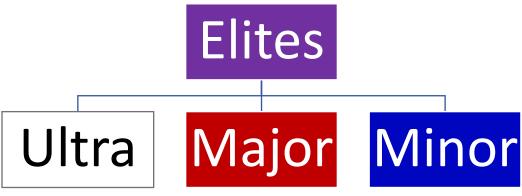
Colours to Remember as You Read

Enemies and allies in Halo 2 and 3 are colour-coded. *Halo Array* describes each rank as they appear in the story and mentions the relevant colour for each one, but it is up to the reader to remember each colour as the story continues – or, lacking the memory, imagine an appropriate colour based on the context. I.e. what the reader knows about that particular enemy or ally

e.g. – "I know the Elite mentioned on this page is leading a large group of aliens... It is likely therefore a high-ranking Elite... maybe a Zealot... Zealots usually wear gold-coloured armour... so this Elite is probably wearing gold."

Colours to Remember as You Read

These charts break units (enemies and allies) into ranks and types. The lower boxes in each chart are filled the same colour as the armour of the enemy type named within that box. E.g. The "Minor" box under "Elites" is coloured *blue* because *Elite Minors* wear blue armour in the story. The purple box is simply the category it fits within.



Colours to Remember as You Read

Clearly, Elite Majors wear red armour, and Elite Ultras wear white.

Don't fret if you can't remember every colour. That shouldn't change the overall experience. Feel free to allow your imagination to do its own thing entirely if you have to. The colours are simply there for flavour.

