

Some Notable Discrepancies

Sentinel Aggressors – I have grouped Sentinel Majors and Sentinel Eliminators (sometimes called Captains) together, referring to both as ‘Sentinel Majors’. This way, it’s easier for the reader to distinguish between Aggressors and Enforcers, which are two entirely different kinds of Sentinels – ‘Eliminator’ and ‘Enforcer’ being similar sounding/looking names. By the point of introduction, the ‘Major’ enemy class for Grunts, Elites and Jackals is already familiar to the reader.

Wraith Plasma – Canonically, a Wraith’s plasma is intentionally designed to arc over obstacles. Plasma isn’t affected by gravity (nor recoil). However, the characters and/or narrator** do not necessarily know that. The way the Wraith plasma is presented in the games does not make this lore aspect clear, and as the book is based on the games, having the Wraith’s firing arc seemingly caused by gravity paints a more accurate picture.

Brute Ranks – Like the Sentinels, some ranks have been grouped together, mainly during Halo 3 (Book Two of Halo Array). All Captain types are simply referred to as ‘Captains’. And while some Majors are identified, many are simply grouped with Minors. As with the Sentinels, this is to save confusion, particularly after having Elite ranks identified explicitly in the first half of the book (as Brute colour coding is not as consistent). Jackals undergo a similar treatment.

Covenant Carbine – In canon, the carbine fires pellets that are more-or-less mini fuel rods, radioactive projectiles. It’s not technically incorrect to call them ‘energy’ as everything is made from energy ;) This was done to maintain a similar feel across common Covenant weapons versus UNSC weapons during the earlier chapters.

Colours – Not every colour and description of weapons and vehicles matches the games perfectly. For example, while the original plasma rifle casing was indigo to blue to teal (gradient) in the first game, over the course of the games, it eventually leant more towards purple. Descriptions in the book need to paint a picture but, just as importantly, provide a ‘feel’ – and providing different colours between weapons, gives them each their own distinct feeling. Additionally, many descriptions are influenced by my perceptions of the objects and equipment based on my very first playthroughs of the games, including the original Halo (Combat Evolved) many years ago. Thus, the plasma rifle is ‘sapphire’.

Miranda Keyes – All descriptions (of anything) throughout the book are primarily based on Halo 2 and 3 with influence from Halo (CE), Halo 2 Anniversary, various concept art and occasionally other sources. As such, Miranda has blue eyes to match her original appearances in Halo 2 and 3 (and the Halo CE-Anniversary terminal in level nine) rather than the dark-brown eyes of Courtney Munch in Halo 2 Anniversary.

Corporal Palmer / Private Pinciotti – These marines are essentially based on the same NPC model appearing in Halo 2. *Halo: The Flood* by William Dietz makes it clear that not every appearance of an NPC is necessarily the same character canonically, which is generally implied in the games anyway. For example, Avery Johnson in-game can appear in both *The Silent Cartographer* and *Assault on the Control Room*, but we know canonically he was on a mission with Captain Keyes elsewhere during that time, as later discovered during the 343 Guilty Spark level. In the case of Jane Pinciotti, I have separated her from the character of Corporal Palmer (not to be confused with Sarah Palmer) in order to tell a story that more directly lines up with the games while

also using her to highlight necessary aspects of John's character that need to be utilised in the transition from video game to written narrative. 'Pinciotti' was named in the same way that the Halo 3 'Firefly' marines were named – based on a character previously played by the voice actor (Laura Prepon, in this case).

Delayed Appearances – Perhaps the best example of this is the Flood on Threshold. There are two main reasons I might have delayed the introductions of different enemies (etc) in the book. The primary reason is not to overwhelm the reader. Halo has many science-fiction names - technologies, characters and creatures. It wouldn't be fair to throw too many of them at the reader at once. I have read books myself in which I have found there was too much to remember too early, spoiling the overall reading experience, and so I have paced these introductions out a little more fairly. The other reason is simply for effect. The introduction of a unit should be effective, memorable – this means choosing the right time to include them.

There are other minor discrepancies I am aware of throughout the book made for similar reasons as those described above, and I wouldn't be surprised if there are other discrepancies I didn't pick up on (either between canon and the novelisation or within the novelisation itself) due to not paying an editor / manuscript assessor – I ain't got that kinda cash! There are even some decisions I made and committed to that I can see either confusing or even frustrating certain Halo fans to a degree due to supposed contradictions with existing lore (maybe a certain G becoming the P but being treated as the OG G on the T), and I did so knowing that the imaginative utilisation of 'headcanon' may need to be employed – It's a book! It's meant to inspire the imagination. And I hope, this is another way in which Halo Array does...

**** The Unreliable Narrator** – This is an idea I've had since reading *The Fall of Reach*, *The Flood* and *First Strike* many years ago, which I apply to any book I read. While the 'unreliable narrator' is a literary technique deliberately implemented in many narratives, it doesn't have to be limited to intentional design. There are always two layers to what the reader is receiving:

1. the POV character - Be it first-person or third-person-limited, the character whose perspective you are reading from is imperfect. Their thoughts, perceptions and limited knowledge are going to impact the description of events.

2. the supposed 'omniscient' Narrator character – Yes. The narrator is a character in itself, always. Who is narrating the story? When are they narrating the story? Why are they narrating the story? And how did they obtain the details needed to narrate the story? This isn't something that is ever addressed, but no narrator is reliable.

Capital Letters

Human Ranks - lowercase except when used for a character

E.g. Johnson is the Sergeant Major (also shortened to the Sergeant) when referred to as a character, but he can also be 'the sergeant' (lower case) in certain contexts.

Covenant Species – always uppercase

E.g. Elites, Sangheili, Grunts, Unggoy...

Covenant Ranks – Covenant ranks/types/classes are generally uppercase,

E.g. Blue-armoured Elites are Elite Minors (also shortened to Minors if already identified).

Ranks/types/classes should not be confused with roles.

E.g. A Brute Guard is always a Brute guard, but a Brute guard is not always a Brute Guard.

A Jackal Scout is always a Jackal scout, but a Jackal scout is not always a Jackal Scout.

Capisce? :P

Weapons – Guns are usually lowercase but their designations are uppercase, even when the designations have been simplified

E.g. The MA5B Assault Rifle is an assault rifle. The Type-50 Beam Rifle is a beam rifle.

Vehicles and Smaller Aircraft/Spacecraft – Always uppercase

E.g. Ghosts, Warthogs, Pelicans, Banshees

Larger Spaceships – name and class are uppercase but type is lowercase

E.g. The Dawn is a Charon-class frigate. The Autumn is a Halcyon-class cruiser.

Numbers – Can vary, but generally, words in dialogue and numerals in narration. Uppercase when relating to a name and lowercase otherwise

E.g. 343 Guilty Spark said, "I am Three-Four-Three Guilty Spark."