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## Colony halo wars 2

a: Pages with reference errors, Lekgolo characters, The Banished Edit Comments Share This article is a draft and does not have enough relevant information. You can help expand it. This article may not meet Halo Alpha standards. You can help by cleaning up this article. Higher than most Mgalekgolo The Banished (Circa 2559) Battle of Installation 00 Cologne is the name chosen by a pair of mgalekgolo bond brothers, who served within the banished as commander of all their Lekgolo forces in the Ark. Although he ultimately defers command to Atriox, Colony possesses its own intentions for the Ark, having covertly deployed forces to the resting location of the rest of the facility's precursor keys without the knowledge or consent of any of the other banished leaders. [1] They serve as the main antagonists of Halo Wars 2: Operation: SPEARBREAKER. Biography[edit] Colony is responsible for controlling the formation of Lekgolo constructions that pilot vechicles and other specialized objects. Colony is also in charge of commanding the Lekgolo in battle operations banished to facility 00. Although it may seem that Colony has unsuccessful loyalty to Atriox, Colony is known to operate on its own. He also prefers to do operations without informing his superiors and even Atriox. [1] Since then, the lasting conviction was destroyed by the Sentinels' counterattack on facility 00. The banished had no means of safe space and light travel, so Colony was responsible for finding another ship for Atriox to use in its future plans. Colony then founded a precursor ship that had been classified as a slender fighter. He then ordered Huragok to repair the ship to its former glory. It is unknown what happened to the Colony or the ship after this point. [2] Trivia[edit] The brothers of the colony speak English. [3] Videos[edits | edit source] Halo Wars 2 Colony ViDoc - Hunt or be HuntedAdd a photo in this Appearances gallery[edits | edit source] Halo Wars 2 Colony Leader Pack (First appearance) Operation: Spearbreaker Sources[edit | edit source] Community content is available under CC-BY-SA unless otherwise stated. The UNSC faces a formidable new enemy in its battle against The Banished with the arrival of the Hunter couple known as Cologne! Available today on Xbox Play Anywhere title Halo Wars 2 for Xbox One and Windows 10 PC, the first additional banished leader features new drives and skills that offer new strategies, tactics and games in all multiplayer modes. Cologne is available right now as part of the Halo Wars 2 season pass or individual purchase for \$5.99. Strange and inscrutable, the Hunter couple it is identified as Cologne is believed to be a representative of Lekgolo allied to the banished or a form of specialized command of alien eel worms. Colony is postponed only to Atriox and will be responsible for directing all Lekgolo activities in the Ark, including the creation and expansion of Lekgolo clusters for use in vehicles and other specialized applications. Although he cooperates with the Banished, Colony seems to have its own plans for the Ark. Most of his attention is currently focused on activities close to the resting place of the Keys to Forerunner; missions carried out outside the knowledge of other banished leaders. When asked to conduct the banished military operations, colony's strategy is to control the battlefield with a large number of constructions driven by Lekgolo that can heal and increase, buying time with the Swarm Engineer and life barriers until he can call in reinforcements with Colony Drop and Devastating Host. It can also temporarily improve friendly vehicles by infiltrating them with gestalts, using Vehicle Symbiosis. But time is the Colony's main ally, as its passive combat repair capability slowly cares for all units and friendly structures. Cologne is the second DLC leader for Halo Wars 2, after last month's introduction to fierce Kinsano, and there's more on its way! For full details about the colony, including patch notes and balance changes and full descriptions of unity and skill, see Halo Waypoint and be sure to stay tuned for Xbox Wire for all the latest Halo Wars 2 news. Article Discussion Edit History From Halopedia, halo's wiki The title of this article is a caller name, alias, or nickname, as no proper name has been revealed for the topic. Were you looking for human colonies or Sangheili colonies? Wait fast. As one of them, delete. — Cologne during the conflict over facility 00[2] Cologne are two mgalekgolo bond brothers who serve the Banished, leading all of Lekgolo's forces during the Banished campaign on facility 00. [1] Biography[edit] Colony serves the Banished, deferring only to their leader Atriox. It is believed that either he was a representative of all lekgoro within the Banished or a form of specialized command of the species. Colony was responsible for commanding all of Lekgolo's forces during banished operations on installation 00 in 2559, including the creation and expansion of Lekgolo clusters for use in vehicles and other specialized applications. [1] While Cologne cooperates with Atriox and banished them, the bond brothers seem to have their own plans in the Ark, focusing much of their attention on activities near the resting place of precursor keychains. Colony undertook several missions to investigate this site outside the knowledge of other banished leaders,[1] although Atriox is apparently aware of the Colony's motivations. [3] After the destruction of the Lasting, Colony focused its resources on finding a new ship for the banished. The Precursor ship found and reactivated by the Colony's Huragoks was twisted from a ship seed planted by the librarian before Halo was activated. The ship found was a Desperation class fighter. However, colony plans were halted by the UNSC Spirit of Fire Sunray 1-1 team. [4] Personality and traits[edit] Described as strange and inscrutable, these two mgalekgolo bond brothers identify under the name Cologne. Although they are only postponed to Atriox within the banished ones, Colony performs several missions on facility 00 without informing the rest of the banished leadership. Colony has a surprising relationship with the Huragok technicians who serve the Banished, although the details of their communications are indecipherable to others. [1] In battle, Colony prefers to control the battlefield with a large number of constructions operated by Lekgolo. Cologne seems to have no problem with using other Lekgolo ways to give themselves an edge in battle; For example, Colony has collaborated with Huragok to create vehicle blockages containing Lekgolo clusters and communicators to impede enemy mobility and extend the awareness of Cologne and its commanders, although such blockades abuse Lekgolo's operators and significantly shortens their lifespan. Colony also coerces or runs the mgalekgolo bond brothers subsidiary into a single body to form Goliaths, despite the adverse effect this form has on the Mgalekgolo pair. [1] The two Mgalekgolo are able to communicate as one with other Members of the Banished through a special translation device created by the Banished. [3] The production notes[edit] Colony is a DLC leader released on April 27, 2017 for the Halo Wars 2 multiplayer. [5] The colony is expressed by Dave White. [2] List of appearances[edit] Halo Wars 2 (First appearance) Sources[edit] Article Discussion Edit History From Halopedia, halo's wiki A Colony of Lekgolo with a focus on hard frontline units and healing. - Description in the Cologne game. [1] Unique units: Goliath, (Replace Jiralhanae Jumpers) Mgalekgolo Captain, (hero unit) Skitterer Tier 1 Leader Powers Skitterer: Unlock skitterers for purchase at banished site Living Barrier I: Fall down a Lekgolo wall filled with caltropes to stop enemy land units. Cost of the population: N/A Cost of supply: N/A Power cost: N/A Cooldown: 90 seconds Life barrier II: Increases length, strength and duration, including power shielding. Cost of the population: N/A Supply cost: N/A Power Cost: N/A Cooldown: 90 seconds Tier 2 Leader Powers Vehicle Symbiotes I: Selected vehicles and structures are permended increases to range and armor. They don't stack up. Cost of population: N/A Supply cost: 60 Power cost: 30 Cooldown: 180 seconds Symbiotes Vehicle II: Further increases the AOE, allowing the player more vehicles and buildings. Cost of population: N / A Cost of supply: 120 Cost of feeding: 60 Cooling: 180 seconds Symbiosis of vehicles III: Still increases even more the AOE, allowing the player to affect more vehicles and buildings. Cost of the population: N/A Supply cost: 200 Power cost: 100 Cooldown: 180 180 Engineer Swarm I: Temporarily calls on Huragok to heal units in one area. Cost of population: N/A Supply cost: 350 Power cost: 125 Cooling: 180 seconds Swarm Engineer II: Calls in additional engineers and increases their duration and destination area. Cost of population: N/A Supply cost: 450 Power cost: 175 Cooling: 180 seconds Swarm Engineer III: Calls in even more engineers and increases their duration and destination area. Cost of population: N/A Supply cost: 550 Power cost: 225 Cooling: 180 seconds Level 3 Leader Powers Hunter's Brand I: Fires three glass beams that converge in one area. Cost of population: N/A Supply cost: 280 Power cost: 125 Cooldown: 228 seconds Hunter's Bran II: Increases damage, beam size, and target area. Cost of population: N/A Supply cost: 450 Power cost: 385 Cooling: 228 seconds Hunter's Brand III: Further increases damage, beam size and destination area. Cost of population: N/A Supply cost: 500 Power cost: 415 Cooling: 228 seconds fall of the colony: it has a type-25 Spirit leave two veteran goliaths in battle. Cost of population: 10 Supply cost: 400 Power cost: 175 Cooldown: 203 seconds level 4 powers battle hardened I: Units gain veteranshp at a faster rate. Plasma Mines I: Drop a line of coated mines. Cost of population: N/A Supply cost: 25 Power cost: 100 Cooling: 105 according to Plasma II Mines: Increases the number of fallen mines. Cost of population: N/A Supply cost: 50 Power cost: 200 Cooldown: 105 seconds Tier 5 Leader Powers Devastating host: Calls in spirits to deploy two veteran Mgalekgolo pairs, two banished Wraiths veterans, a banished Locust veteran, and a veteran Reaver. Buffs units in the landing area with Symbiote Vehicle. Cost of population: 31 Supply cost: 1.850 Power cost: 750 Cooldown: 360 second combat repair: Units and buildings are healed slowly but steadily, even during combat. Combat.