

HALO

TABLETOP GAME

Preview 9: Fixes and Bestiary

Preview 9: Use for beta gameplay and game testing purposes.

Vork luv u very yes

Join us on IRC at #Tabletop on irc.rizon.net / Rizon.Net



A



PRODUCTION

LEARNING THE GAME

The following section summarizes the mechanics of the Halo Tabletop Game. This section also covers a player's capability when interacting with the environment and game mechanics. The first thing to get to know is the game's use of dice.

USING GAME DICE

Halo 'Mythic', this Tabletop game, uses a 1D100 dice system. This dice system is called 100DOS, or "Degrees of Success." When using this system, the users need at least two ten-sided dice. 100 sided dice will not work. These dice can be acquired through online stores, local game and hobby shops, and even through some bookstores. Make sure to get a pair of D10s, where one dice shows the 'ones' and the second dice shows the 'tens'.

Some weapons in this system call for a "dice pool." Dice pools are where a surplus of dice will be needed to determine large amounts of damage. These can be handled by rolling one at a time, or grabbing a lot of D10s at once, and rolling them all.

Halo Mythic uses two different types of dice rolls, the "D10" and the Percentile roll. It is important to note that when the rules say roll 2D10, this is not the same as rolling a percentage roll. When rolling 1D10, 2D10, and so on, you simply add the results of each die. Meaning when you are told to roll 1D10, you roll a single Ten Sided die, and when told to roll 2D10, you roll two Ten Sided die.

Use the following chart as an easy way to remember how to use dice rolls.

D10	D5
1	1
2	1
3	2
4	2
5	3
6	3
7	4
8	4
9	5
10	5

Percentile Example		
"Tens"	"Ones"	Result
2	7	27
7	0	70
0	0	100

WHAT IS ROLEPLAYING?

In a roleplaying game (RPG) you create an alter ego in a fictional setting. This is your viewing glass to another world, as you control and help shape out a world with your actions. In a game such as this, you are able to create anything your heart desires; A courageous leader, a medical technician, and especially war-hardened master of combat. The leader of the game, otherwise known as the Game Master (GM) unfolds the story for their players, keeping them intertwined in a narrative and combat driven adventure. You, as a player, choose your actions and speak your character's mind, deciding the path in which your party travels. The decisions you and your friends make directly affect the events of the story, so be weary.

Roleplaying games such as Halo Universe provide a structure of rules that depict how to design your character and control the character within the RPG. Rules are provided to permit shoot-outs, powerful battles, chase scenes, and even parties and investigations. These rules require one of two things, dice rolls and roleplaying while performing an action. Dice rolls add the factor of chance while roleplaying adds the human element of performing simple actions or narrative exploration.

At the beginning, RPGs like Halo Universe appear to have many rules. However, you will spend enough time with the system to realize that the rules are simple and easy to remember. To adjudicate these rules, the GM makes their decisions and decides how difficult something should be. The GM usually does not control a character; they instead controls the game itself. The Gm runs the game and presents a story as it unfolds about the characters. Consider the Gm a roleplaying referee and narrator.

WHAT YOU NEED TO PLAY

When you are ready to start playing, you will need the following equipment.

- This Handbook
- The included character sheets
- Around three or more hours of game time
- Some ten-sided dice or a dice rolling program
- Paper and Pencil or Laptop
- A GM and two or more friends
- Snacks, Drinks, etc.

You should easily be able to find ten-sided dice. If at any point you are unable to find these dice, there are online dice rollers. Wizards of the Coast offer one available on their website. If you cannot find it, you can use a search engine to locate it. If you have access to a printer, you can make copies of the character sheets given with the game. Make sure to print them out for each player.

You can help visualize the actions and progress in the game by finding suitable miniatures to portray characters. MEGABLOCK offers a large variety of Halo-based figures, vehicles, and block sets that can easily be used to build a battlefield and portray character locations. These can be found online and at your local toy stores.

NATURAL DICE ROLLS

A Natural Dice Roll, or Nat, is an outcome of a dice roll that was not altered by bonuses and penalties. A Nat 1 is a dice roll that rolled a 1, not a roll that was altered to become 1 using a penalty or bonus.

CHARACTERISTICS

Many of the aspects of your character will be defined in terms of numbers. Some of the most basic of these are known as Characteristics. These represent your character's abilities in four Groups: Physiology, Combat, Mentality, and Personality. Characteristics represent your character's raw ability on a scale of 0-100 and on. Characteristics can rise above 100. Your character's Characteristics are important for a variety of reasons, but principally, they reflect your ability to succeed at certain actions. Since you want to roll under your characteristics when attempting to accomplish your goal, the higher your characteristic the better off you will be.

Characteristics can be upgraded as your character progresses and trains. You can also get technology and better equipment to give special modifiers to each characteristic when rolling.

PHYSIOLOGY

Strength (STR): Strength is the physical attributes your character possesses. This is used for physical situations like climbing and melee combat.

Toughness (T): Toughness is the amount of damage your character can endure as well as the stamina of the character.

Agility (AG): Agility measures the character's speed and reflexes. These are used when dealing with running, swimming, and the ability to move from cover to cover effectively.

COMBAT

Warfare Ranged (WFR): Warfare Ranged is the measurement of the character's ability to use ranged-based weaponry in combat.

Warfare Melee (WFM): Warfare Melee is the character's ability to use melee-based weaponry and hand-to-hand combat.

MENTALITY

Intellect (INT): Intellect is the amount at which characters know and the wisdom the character owns.

Perception (PER): Perception describes the ability to survey their surroundings.

Courage (CR): Courage reflects the character's ability to withstand horrors and fears and to keep a clear state of mind.

PERSONALITY

Charisma (CH): Charisma is the character's ability to interact with other characters and players.

Leadership (LD): Leadership is the character's ability to lead forces and take orders.

CHARACTERISTICS, MODIFIERS, AND BONUSES

Each Characteristic has a number, with higher numbers being far more useful than lower numbers. With each characteristic, there is an accompanying Characteristic Modifier. The Characteristic Modifier (Mod) is the tens digit of Characteristics under 100. For example, a Charisma Characteristic of 54 would have a Characteristic Mod of 5. Characteristics above 99 use the tens digit and the next following digit. So a Characteristic of 110 will have a Characteristic Modifier of 11.

MYTHIC CHARACTERISTIC BONUSES

A Mythic Characteristic is one that is well above what would be considered ordinary. Mythic Bonuses give Characteristic advancements when figuring character Stats.

Mythic Strength (X): Increases character's Strength Modifier when figuring both Melee Damage and Carry Weight. (X) is the character's Mythic Strength Bonus.

Mythic Agility (X): Increases character's Agility Modifier when figuring Movement Speed. The Agility Modifier is increased by the amount of the Mythic Agility Bonus. (X) is the character's Mythic Agility Bonus.

Mythic Toughness (X): Increases character's Toughness Modifier when figuring Damage Resistance and Carry Weight. (X) is the character's Mythic Toughness Bonus. For figuring Carry Weight, (X) is multiplied by 10, this means you add +10 to figuring Carry Weight for a Mythic Bonus of +1.

TESTS AND DICE ROLLS

Tests are the most fundamental way of establishing a character's success and failure. As a player performs essential and more difficult tasks, a roll must be made. These rolls affect the story and the character's progress and the party's all-around situation.

SKILL TESTS

Skill Tests are the most common roll a character will make during the game. Each Skill is managed by a characteristic. For example, the character's Intellect Characteristic affects the Camouflage Skill. To make the Skill check, add any relevant modifiers from talents and Skill upgrades, and then make a percentage roll. If the result is equal or less than the modified Characteristic, the roll is successful. If the result is greater than the modified Characteristic, the test has failed. Success is more likely when the character has the skill trained. The more the skill has been trained, the more likely the character will succeed.

THE CORE MECHANIC

- Determine the Skill or Characteristic to test.
- Add or subtract any relevant modifiers to the Skill or Characteristic. Add all of the modifiers, both positive and negative, some will negate each other.
- Once you find the final number, make a percentile roll (1D100).
- If the percentile is less than or equal to the Skill or Characteristic being tested, the test succeeds.
- If the percentile roll is greater than the Skill Characteristic being tested, the test fails.
- If the result of the percentile roll is a Natural 1, the test succeeds, even if the total modifiers made the Skill or Characteristics less than 1. Likewise, if the result is a Natural 98-100, the test fails, even if the total modifiers made the Skill or Characteristic greater than 100.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby

stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where an inch square represents one meter.

CHARACTERISTIC TESTS

At times, there is the need to roll straight from the base Characteristic. This usually represents the fact that no training or education could assist the character in this situation, usually pertaining to rolls of pure physical Strength or Toughness. The Core Mechanic is still used. First, the GM must determine the appropriate Characteristic or the test. If the roll is less than or equal to the Characteristic after the modifiers are applied, then the test is successful. If the roll is higher than the Characteristic, the test fails.

DEGREES OF SUCCESS AND FAILURE

For some tests, it is enough to know whether a character succeeded or failed the test. However, it is useful to know how well the character succeeded, or how bad they failed. This is important with social and mechanical skills.

Measuring degrees of success and failure in a roll is straightforward. After the percentile roll is made, compare the roll with the modified Characteristic score. For each full 10 points, which the characteristic was exceeded, one degree of success is achieved. The same goes towards for failure, as each 10 points by which the test was failed; one degree of failure is achieved.

EXTENDED TESTS

Many tasks can be exceedingly difficult or could just be incredibly time-consuming. These tests take more time and effort than the standard tests a character makes. The GM may decide what dictates the use of an Extended Task, such as performing multiple similar tasks, or something that just takes time. An example would be a character attempting to disarm a trap or setting down multiple sensors across a combat zone. These tests usually could be done with a single roll, but just take more time than a single Turn offers.

OPPOSED TESTS

The Opposed Test is the most used Test in the game. Many times, characters need to test themselves against an opponent. This is known as an Opposed Test. Let's say a UNSC Marine must hide from an incoming Covenant Aerial Fleet. The Marine must use their Camouflage Skill against the Aerial Fleet's Awareness.

In the opposed Skill Test, both participants make their tests normally. The character with the most successes wins the opposed test. If both characters gain the same amount of successes, the character with the highest Characteristic Mod that wins. If the results are still a tie, each opponent makes a roll of 1D10. The highest roll wins.

TEST DIFFICULTY

Not all tests are equal. A simple task of landing a Falcon is nothing compared to landing the same aircraft while under heavy fire or with a broken limb. Difficulty rolls set the stage for characters being under

pressure and having to deal with difficult situations that impede their abilities. In many cases, difficulty is predetermined by rules, else the GM decides how difficult the roll should be. The GM must consult the Difficulty chart to determine the appropriate modifier.

DIFFICULTY	MODIFIER
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	-10
Hard	-20
Very Hard	-30
Grueling	-40
Punishing	-50
Hellish	-60

ASSISTANCE

In a war, soldiers are hardly ever on their own. At times, it is not enough for a single person to handle a task alone. Other characters can assist in a task to greatly improve the chances of success.

During a test, characters can request the assistance of others. Each character rolls the Percentile Dice needed to perform the task. The initial character performing the task is considered the main roll, and for every two degrees of success gives the main roll one extra degree of success. For every character assisting the test, the test is considered to take double the time, unless dealing with an action already labeled as an Extended Action.

LUCK HAS SOMETHING TO DO WITH IT

Fortune favors the bold, not the crazy. Running out of cover to charge a well-defended base is crazy. Running out of cover to throw a well-placed grenade is bold. Nothing is more satisfying than a kill-shot barely missing or a crashing Wraith just barely going overhead the characters and in to approaching enemies.

All player-based characters start off with a certain amount of luck.

LUCK BE A LADY TONIGHT

Luck allows a character to influence situations by deposing a would-be killing blow or to have something wrong work towards their favor. Luck should not serve the crazy or help someone putting the rest in danger from stupidity. Luck should, in fact, favor those who put their necks on the line to serve a purpose. This allows players to take risks, but not stupidly putting their allies in danger.

If the GM allows it under the right circumstances, Luck may be spent or burnt. Spending Luck means that at a GM-specified checkpoint in the mission, the point regenerates. Burning Luck means that next session it will not be restored. Burnt luck is gone for good until the GM decides that the character deserves it.

Spending Luck allows a character to do the following.

- Reroll a failed Test once. The results of the reroll are final.
- Gain an additional +10 bonus to the Test. This must be chosen before the Test is rolled.
- Add a single degree of success to a Test. This may be chosen after the Test is rolled.
- Add a single degree of failure to an opponent's next Test.
- Count as rolling a 10 for the Initiative Roll or single Dice Damage roll.

- Recover from being Stunned and/or from Fatigue.

Burning Luck allows a character to do the following.

- Return from Death by becoming unconscious, instead. Bleeding is stopped, but any side-effects from the Special Damage Chart are kept, such as broken or removed limbs.
- Instantly stop Bleeding.

BURNING LUCK AT BOTH ENDS

Sometimes negating an attack is not enough to fully save a character's life. In such instances, the character and GM may work together to decide how exactly a character could luckily survive a dire situation.

GAINING LUCK

Characters may be awarded luck at the GM's discretion. These can be rewarded by reaching milestones or for particularly good acts. It is not advised for a GM to allow characters more than 5 points of Luck. Reward those with low Luck before ever rewarding someone with high Luck points.

NARRATIVE TIME AND STRUCTURED TIME

There are two forms of passage in time in Halo Universe. they GM must choose what form is needed based on the needs of the story and choices made by the players. Narrative Time conveys a loose sense of time or a series of events happening one after another. Structured Time, used for such situations as combat, is far more precise.

NARRATIVE TIME

Narrative Time is used when precise time keeping is unneeded. It can usually be enough to know what action takes a few seconds, a couple minutes, or even an hour or longer. Narrative Time is most often spent outside of combat.

STRUCTURED TIME

Structured Time is used for combat, complex encounters, and solving problems. Structured Time is needed for when every last second counts and when order must be kept. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

Rounds consist of every character's turn. In a round, every acting character moves simultaneously in an encounter. A round is roughly four seconds long regardless of how many characters are involved.

TURNS

Each character has a turn in each Round. Before the Structured Time begins, each character must roll initiative to find the specific order they go in. Turns may overlap each other. In a Turn, characters may use Actions. These Actions include Full Actions, Half Actions, Response Actions, and Free Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. When performing multiple Actions in a turn, the order in which they happen does not matter.

COMBAT OVERVIEW

Combat is resolved through Structured Time. Each character, including NPCs, take one Turn in each Round. The order of these Turns are decided through Initiative Order.

STEP 1: SURPRISE

At the beginning of Combat, the GM determines if any characters are surprised. This happens only once at the beginning of combat, and there will be many combats where no one are surprised. Surprised characters lose their turn in the first Round of combat. This usually happens when a character has been caught unaware. The surprised characters roll their initiative at the beginning of the second Round.

STEP 2: INITIATIVE

At the start of the first Round, each character rolls Initiative. Each character rolls 1D10 and adds their Agility Bonus (Unless their skills or talents determine otherwise). The result of the roll applies for all succeeding Rounds in the Combat.

STEP 3: DETERMINE INITIATIVE ORDER

The GM ranks each Initiative roll made in order from highest to lowest. This is the order at which the characters take their Turns during each Round.

STEP 4: COMBATANTS TAKE THEIR TURNS

Starting with the character that rolled the highest on their initiative, each character takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take his. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP 5: ROUND ENDS

Once each character has taken their Turn, the Round is over. Any effects that specify a duration of "Until the end of the Round" now end.

STEP 6: REPEAT STEPS 4-5 AS NEEDED

Continue to play successive Rounds until Combat is complete, or until the event that ends. At this point, Structured Time ends and Narrative Time begins again.

INITIATIVE

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Modifier (Unless talents and skills dictate otherwise). The GM rolls any initiative for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determined their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which all characters act in each Round until combat is over.

If more than one character rolls the same initiative, they act in order from the highest Agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first. If two teammates roll the same initiative, they are able to choose to act together, sharing the same Turn in the Round.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

ACTIONS

During each Round, every character gets a turn to act upon. There are multiple types of Actions, and multiple can be made in a round.

TYPES OF ACTION

Every Action is categorized in to one of the following types, in order of length: Extended Actions, Full Actions, Half Actions, Response, and Free Action.

FULL ACTIONS:

A Full Action requires the character's full turn to Accomplish. A character may take one Full Action on their turn and cannot take any Half Actions.

HALF ACTIONS:

Half Actions are simple and only require some effort. It consumes roughly half of the turn's time that is allowed to the character. A character can take two Half Actions on their turn (But not two combat half actions). Some Half Actions can happen at the same time, such as readying weapons. Readyng two weapons can happen at the same time, to let the character take their next Half Action towards an attack.

RESPONSE:

A Response Action is a special action that is made in reaction to an event, or another character's actions being made towards them. A Character receives any number of Response Action each Round, which may only be used when it is not their Turn. Response Actions include evasion and catching tossed items. Many things can be used in a Response Action, and many things can be done at the same time in the Action.

Whenever a Response Action is used, any Response Action afterwards is at penalties. When multiple Response Actions are used, they are considered to be happening at the same time. If a Response Action does not list a Penalty for being used with another, it is at a base -10 Penalty.

The GM must decide whether or not specific Response Actions can stack.

FREE ACTIONS:

A Free Action takes only a snap to use, and requires little to no effort to complete. Free Actions may be performed in addition to any other Actions made in a character's turn. There is no limit to the number of Free Actions a character can take; The GM should use common sense to set a reasonable limit for the turn. Free Actions include dropping an item or speaking a few words.

ACTION SUBTYPES

In addition to different lengths of actions, each Action is categorized in to one or more subtypes. Actions don't do anything of themselves, but they are used to clarify what a character is attempting.

STAGE 1: CHARACTER CREATION

THE MANY RACES AND FACTIONS OF HALO

In the Halo Universe, there are many races to play as, and each a set of specializations and abilities. With time and the countless firefights, your character will acquire new feats and find strength once unknown to him.

You have many races in which to choose, each with their own limitations and abilities. When choosing each race, remember that there are guidelines of which to follow.

HUMANITY

Humanity, mammals, Homo sapiens. Humanity is a big part of the Halo Universe, predating the Covenant during the time of the Forerunner. Before the Covenant Wars, Humanity was at war with itself once again in shape of the Insurrectionist Wars. UNSC fought to contain these Insurrectionists who fought to control the outer Human colonies.

INSURRECTIONISTS

Starting in 2494, the Insurrection wanted freedom from the UNSC and Mother Earth control, claiming that they needed no ties to Earth or any large controlling Government. Even during the times of 2553 and on, these Rebels are resurfacing after the Human-Covenant War.

UNSC

The United Nations Space Command, otherwise known as the UNSC, is the Military, Exploratory, and Scientific agency of the Unified Earth Government, formed in 2170 from the United Nations. The UNSC serves as the protectors of Earth and her Colonies, and in 2525, this would be put to the test for the next 28 years, the UNSC would be at war with the Covenant.

COVENANT EMPIRE

The Covenant is a religious empire of a multitude of Alien races. The Covenant Empire controls a vast portion of the Orion Arm in the Milky-Way Galaxy, one that dwarfs what Humanity controls. The Covenant worship the Forerunners and the Halo Arrays, with the aliens known as the Sangheili leading the other races through on spiritual expansions and explorations. The Covenant was eventually tricked in to war against the UNSC by those they knew as the Prophets. During 2552, the Covenant Empire was destroyed, forming splintered groups.

SANGHEILI (ELITES)

The foremost leaders of the Covenant Empire, this race are a proud, strong, and intelligent warrior people. For almost the entirety of the Covenant Empire's existence, the Sangheili formed the military and spiritual backbone. The Sangheili are proud, nearly to the point of being suicidal. Their sense of honor is the most upheld element of their culture. Later on, during 2552 many of the Sangheili broke away from the Covenant Empire after discovering the lies planted within. This was known as the Great Schism.

JIRALHANA (BRUTES)

The Jiralhanae, otherwise known as the Brutes, were the most recent addition to the Covenant Empire, around the time of the late 20th century. These ape-like creatures are a carnivorous mammalian species that are beyond aggressive and eat the flesh of their enemies, especially after a hunt. During the Great Schism, the Brutes began an uprising with the help of the Prophets to overthrow and destroy the Elites. This brought the downfall of the Covenant Empire in the Human-Covenant War.

SAN 'SHYUUM (PROPHETS)

The San 'Shyuum are the highest caste within the Covenant Empire. They took control using religious affairs and by controlling Forerunner Artifacts; leaving the task of conquest to the Sangheili to insure that no one would impose their rule. During 2552, the majority of the San 'Shyuum race was consumed and destroyed by the Flood Invasion of High Charity.

MGALEKGOLO (HUNTERS)

The Lekgolo are a race of Worm-like creatures that combine to form large, intelligent assemblages known as Mgalekgolo. These gestalts are fully clad in large lumbering plates that are nearly indestructible. Ironically the Mgalekgolo gestalts are the least common of Lekgolo forms, but the ones found most in combat. The Covenant Empire once invaded their home planet and threatened to glass everything unless they joined.

UNGGGOY (GRUNTS)

The Unggoy are the most common and one of the lowest ranking castes in the Covenant Empire. Needing Methane Gas to live, they must carry large methane tanks on their back. They are crab-like bipedal creatures forced to join the Covenant Empire after their planet was sent in to something similar to an ice-age caused by over-industrialization. The Unggoy are used for the majority of labor in the Covenant Empire.

KIG-YAR (JACKALS AND SKIRMISHERS)

The Kig-Yar are bird and reptile like saurian species that are used as marksmen and mercenaries for the Covenant Empire. Known as mercenaries, the Kig-Yar fights for weapons, food, and other commodities. Their cousins, the Skirmishers, are lighter in build but faster on foot. Together, the Kig-Yar species make fast and dangerous opponents who are bloodthirsty.

YANME'E (DRONES/BUGGERS)

These bug-like creatures were used as the Engineers of the Covenant Empire before the addition of the enslaved Huragok. Long in the past, the Covenant Empire fought and nearly enslaved their race as engineers but then began employing them. They follow a Queen and female worker society.

HURAGGOK (ENGINEERS)

The Huragok are an artificial species once created by the Forerunners. Only the San 'Shyuum originally learned to converse with them and kept it that way for a long time before other individuals learned. Huragoks were used as repair workers and suicide bombs. They were forced to wear collars with bombs on them, and if they disobeyed, the collar would be set off.

UNSC DEFENSE FORCE

The soldiers of the UNSC, otherwise known as the UNSC Defense Force, are the military body of Earth and her Colonies. Orders are given from the United Earth Government to the UNSC High Command (HIGHCOM), which is controlled by the UNSC Security Council. The UNSCDF is comprised of the Army, the Navy, the Marine Corps, and the Air Force. Later on, around 2553, the UNSCDF formed a fifth branch of the military known as Spartans, a military branch based specifically around the genetically altered super humans.

Of all of these Military branches, the Navy is now the most powerful, as the Navy contains the Office of Naval Intelligence (ONI), UNSC Naval Fleet Command, the UNSC Logistics Operations Command, and the UNSC Naval Special Warfare Command.

Within the Air Force are a number of major commands tasked with similar administrative and operational roles. Of these commands are the Air Combat Command and Air Mobility Command.

The UNSC Marines are a large force of well-trained soldiers' well in-compliment to the Navy as marines are deployed on most Navy-run Warships. Of the Marines, the most popular are the Orbital Drop Shock Troopers, or the ODST.

The UNSC Army is the branch of the UNSCDF that is the primary response to land-based battles. The UNSC Army controls every land-based military operations as they typically serve as the garrison force of Colony Worlds. The UNSC Army works in conjunction with the UNSC Navy forces to move and fight across the galaxy.

ORION: BEFORE THE SPARTANS

During the times of 2491, a project was beginning within the ranks of the UNSC and ONI known as the ORION Project. This project was ONI's answer to the newly arising Insurrectionist threat that was being established in the outer colonies. The ORION Project was a Special Operations force in the UNSC. The 300 ranks of Orion were under operational authority of the Naval Special Warfare Command and Naval Special Weapons. ORION was based on volunteers from the best of what the UNSC Marine Corps had to offer. The ORION program, at this point, was also known as the SPARTAN Program, which was run on one of the Orbital Platform Docks on Reach.

The members of the ORION/SPARTAN Project were specially augmented with what technology was available during the time. These augmentations were not as powerful and adverse as what was eventually done in the Spartan II Program, and it also didn't have the horrible side-effects that plagued the many members of the Spartan II program. The program was later disbanded and deactivated during 2506.

THE SPARTAN II PROGRAM: HEROES FORGED FROM LIES

Originally known as ORION Generation II, the Spartan II project was an effort made by ONI to further the original ORION project and to create biologically augmented super soldiers. The Spartan II program

was the first in a series to meld advanced exoskeleton-based technology to help form a superior soldier.

In around 2510, Doctor Catherine Halsey of ONI-III, conceived the Spartan II program in an attempt to end the widespread Insurgency that frenzied throughout the colonies of Earth. Originally intended for 300 subjects, there was only a budget allotted for 150 suitable candidates. These candidates were children of the various planets of UNSC controlled space. The children were then abducted from parks and schools, one by one, and flash clones were used to replace them. These Flash Clones were made from experimental technology, and all of which died from natural causes due to having no immune system and organ defects.

The children were put through training at the age of five and six. During their training, ONI put the children through hormone treatments. At the age of 14, in 2525, the children began undergoing biological augmentation treatments of which only 33 survived without any adverse side effects. Those with adverse side effects that survived were rehabilitated and seeded into ONI and the UNSC.

Now, the newly made Spartans were fitted and given Mjolnir armor; at about this time, the Human-Covenant War had already begun.

THE SPARTAN III PROGRAM: THE SUICIDE SOLDIERS

With the partial success of the Spartan II Program, another sector of ONI had their eyes set on starting a new Spartan program. They wanted something exponentially cheaper and safer. Engineered by Colonel James Ackerson of the Office of Naval Intelligence, the Spartan IIIs were to be the next generation of super soldiers. Similar to the original selection process of the Spartan II program, orphans were selected from the various Human-Covenant based orphanages. Using these vengeful orphans from fallen Colonies, they were to be cheaper to arm, train, and augment. The children were chosen from a larger pool of candidates as to collect more children than in the Spartan II program.

At the point of the Spartan III program becoming a success, ONI went public with the Spartan II program, but to forever keep the Spartan III program a secret to boost morale.

There were teams of Spartan IIIs comprised of incredible soldiers. These special teams were known as Noble Team and the Headhunters. Those of Noble Team were given specialized variants of Spartan II used Mjolnir armor. Headhunters were used as ONI-specialized soldiers equipped with experimental technology eventually used in the ODST and Spartan IV programs.

THE SPARTAN IV PROGRAM: FROM ASH TO INFINITY

With the success of the past Spartan projects, ONI commissioned the Spartan IV Program. The Spartan IV Project was originally to be headed by Colonel James Ackerson and Doctor Catherine Halsey. This did not happen due to Ackerson's death and Halsey becoming ONI's scapegoat who was arrested after returning from Onyx.

Like the original Spartan program, ORION, the Spartan IV Program utilized consenting Adult volunteers from the original four UNSC Defense Force branches. Eventually the Spartan IIIs that survived the Human-Covenant war were allowed to be integrated in to the new program.

These new soldiers were successfully augmented such as the Spartan IIIs were, without the need of children and hormone

treatments. These super soldiers were then given new Mjolnir Mark VII armors and experimental new weapons.

ODST: HELL JUMPERS

The Orbital Drop Shock Trooper, otherwise known as the ODST, are a Special Operations Capable unit of the UNSC Marine Corps. The ODST are under the administrative and operational control of the Naval Special Weapons. The ODST Program was created in 2163, during the time of the UNSC Defense Force's first days. ODSTs are the Covert Ops specialists of the Marine and Navy Corps. Armed in dropping pods fired from ships and stations in orbit, these pods crash to the ground as the ODST swarm out and begin taking the enemy by surprise. Armed with ODST BDU armaments not quite as strong as the Mjolnir armors, these Special Forces push through behind enemy lines disorientating the enemy and getting the job done.

UNSC MARINES: LEATHERNECKS

The UNSC Marines are "The Best of the Best, but they're only Human." The Marines are the responsible for land-based Military operations, using mobility provided by the UNSC Navy and their ships. Marines are well trained and well equipped and ready for duty. The Marine Corps, besides just infantry, usually possess Armored and Air units, and each one division-sized unit of Marines, an Air Wing, and a Logistics Group. Many of the Marines train to become Orbital Drop Shock Troopers; specialized soldiers working coincide with the UNSC Navy.

UNSC AIR FORCE: THE FIGHTING FALCONS

One of the five divisions of the UNSCDF, the Air Force serves as the aerial operations of the UNSC Military. The UNSC Air Force is tasked with many important routines not able to be performed by the Navy. The Air Force provides Tactical Strikes and Bombing Runs, providing close-air support and infantry forces and routine transportation and munitions drops. UNSC Air Force personnel have superior airpower and piloting skills compared to any other branch, giving them an edge in high-speed and aerial combat.

UNSC ARMY: DEVIL DOGS AND GROUND POUNDERS

The UNSC Army is the largest branch in the UNSC Defense Force and is the primary response for all land-based military operations. The UNSC Army serves as the main garrison force on the United Earth Government controlled colony worlds. In conjunction with the Navy and Air Force, the Army has the means to transportation and equipment needed to support ground combat and garrison duties. Some Spartans are known to work for the UNSC Army under Special Forces operations. These Special Forces work for the UNSC Army Special Warfare Command, otherwise known as SPECWARCOM. Some examples of these fighters are the Noble Team and other Spartan III special programs.

UNSC NAVY: SWABBIES AND PIRATES

The UNSC Navy is one of the most powerful branches in the UNSC Defense Force. The UNSC Navy controls naval, space operations, and still performing duties on Oceans of Earth and her colonies. The roles of the UNSC Navy are for Orbital Bombardments, Personnel Deployment, and the control of space fighters. Navy UNSC Personnel are usually found aboard the ships and orbital platforms that orbit

high above Earth and her colonies. There are some UNSC Special Forces controlled by the Navy and the Office of Naval Intelligence; these Special Forces including the ranks of the Spartans and ORION soldiers.

ZEALOTS: BOUND BY HONOR AND ACTION

Sangheili Zealots are rage-fueled, high-ranking Covenant forces. These forces are bound by an honor not many understand, and have been tasked with the important retrieval of Forerunner artifacts. Zealots stop at nothing to get these relics.

Zealots are almost always deployed on the front-lines, operating with considerable battlefield experience, and having killed countless enemies of the Covenant.

CHIEFTAINS: THE HUNT AND FEAST

Jiralhanae are already a formidable foe, due to their size, strength, and speed. To make things worse, these beasts have leaders, which are almost always the strongest of the pack. These monsters are commanders of almost a half-dozen or more. There is nothing these Jiralhanae love more than hunting enemies to gather for a great feast. Anyone fallen in combat will almost certainly be eaten at a great ceremony. Once a Chieftain falls in battle, there will be mutiny. The pack will battle until a new Chieftain is founded, even at the cost of their own lives.

STEALTH AND STALKERS: A HIDDEN RIVAL

Jiralhanae Stalkers and Sangheili Spec-Ops are hidden task-force operatives. They use Active Camouflage, sneaky movement, and hidden tactics. There are two types of these warriors, Stealth and Active Camo. Those wearing the Stealth harnesses are always cloaked, with a trade that they cannot use shields. Active Camo allows the soldiers to be cloaked much more efficiently, but for a set amount of time that is interrupted by incoming damage, which is reflected by their use of a shield.

These soldiers are all dangerous, and highly trained. The slightest mistake in tracking an invisible foe is your life.

STAGE 1 OF CHARACTER CREATION: GENERATING YOUR CHARACTER, STEP BY STEP

STEP 1: GENERATING CHARACTERISTICS

Characteristics are generated one at a time, each made by rolling 2D10 and adding the resulting numbers together. The combined number is then added to the already listed Characteristic number for each Characteristic.

The base number added to each result depends on race and type, so players must check the pages of each soldier type to find their unique Characteristics.

STEP 2: CREDITS AND CHARACTERS

Every player is given **500 cR and a tier of Experience** to build their or her characters with. The GM may decide an exact amount, or alter the amount of Experience given to those taking larger or lesser Tiers compared to other players. Every race has its own price that subtracts the starting cR by a set amount. Whatever is left after the cR cost of the soldier can be spent on equipment and abilities. Once you are finished spending your cR on upgrades and equipment, you may begin playing.

Every soldier type comes with starting equipment, usually armor, a weapon, and starting abilities. When selecting your soldier's UNSC Equipment package, make sure to select only one. This package comes free with the soldier and does not need cR to get.

Credits are used throughout the game, and must be kept track of. Any experience gained is added on to whatever is left over from character creation.

Characters may swap cR, purchase items for each other, and even, if chosen by the GM, share a cR pool, instead of having a different pool for each character.

MIXING SOLDIER TYPES IN A TEAM

There are many Soldier Types in the Halo Mythic Tabletop. Each Soldier Type offers a different form of gameplay and roleplay that players may use. These differentiations between the Types are also in balance and design. It is unwise for a GM to allow a Spartan in a Civilian party due to balancing the enemies and players. Though, allowing a Policeman or a Civilian or two in a game of Army and Marine Soldiers is more acceptable. A GM must realize how different these Soldier Types may be and how to handle the mixing of them.

STARTING EXPERIENCE

Not to be confused with cR, Experience allows characters to grow and learn through actions and accomplishment. Every character begins with Experience, no matter of race and type. The GM selects a tier of Experience that they will allow players to start with.

Experience is spent on Skills and Abilities for characters, as well as the ability to increase Characteristic Modifiers.

The amount of starting Experience for a character is set in tiers based on a Soldier Type's "Power Level." This Power Level is the amount of Experience they begin with due to their starting Abilities, Skills, Characteristics, and Traits. The higher the number, the more powerful they are. You can technically be able to begin as a higher-Tier Spartan in a lower-tier game of ODSTs, or Marine Soldiers, but the GM would have to note that the Spartan would have an obvious combat advantage.

A Soldier Type is chosen by purchasing the Soldier Type with Experience. If you are given 2,700 Experience, you are unable to purchase an ODST or Huragok.

When a character begins late in a game which is already in progress, the GM should allow this character to begin with extra experience to catch up. For every 3000 experience the character is beginning with, the character should gain one point of Luck to help them keep up with the others.

TIER	EXP	SOLDIER TYPE EXAMPLES
Tier 1	1,000 – 1,999	Civilian, Police, SWAT, Militia, Huragok
Tier 2	2,000 – 2,999	Army, Air Force, Marine, Navy, Unggoy, Kig-Yar Ruutian, Kig-Yar Ibie'Shan, Yanme'e Unmutual
Tier 3	3,000 – 4,999	ODST, ONI ODST, Kig-Yar T'vaoan
Tier 4	5,000 – 9,699	Veteran UNSC Soldier, Smart AI, Spartan I, Sangheili, Jiralhanae, Mgalekgolo
Tier 5	9,700 – 11, 599	Spartan IV, Spartan III with Mark V or VI Mjolnir
Tier 6	11,600+	Spartan III with Mark VII or GEN2 Mjolnir, Spartan II

SPARTANS AND ARMOR

When armoring Spartans, always check the time period at which you are playing. Later on in the timeline, new armor becomes available. When it comes to Spartan IIIs, they used the Semi-Powered Infiltration Armor instead of Mjolnir armor except for a key few groups such as the Headhunters and Commando teams like Noble Team. Spartan IVs all wear the new Generation II Mjolnir Mark I suits, so there is no need to worry about what armor is available to them. Spartan IIs went through the most armor types, from the Mark IV all the way to Mark VI.

UNIVERSAL EQUIPMENT

Certain equipment is always available and comes at character creation. The main equipment that is completely universal within both the UNSC and the Covenant with their own version is the FOF Tag. The Friend or Foe tag comes standard in every character and has software to work with every single eyepiece, goggle, and VISR system.

FRIEND OR FOE TAGS (FOF Tags)

All non-Civilian characters have a FoF Tag. These tags broadcast ally location to allies. VISR, Tactical Eye pieces and goggles, and Ocular implants, as well as infantry helmets all pick up these broadcasts as location tags, radar signals, compass direction tags, and map tags. These will allow radars, maps, compasses, and your HUD to know the direction and distance of allies. These also broadcast tagged enemies, once tagged. To tag an enemy, they must be in sight and mostly visible. Once tagged, the FOF system will track the enemy tag and mark it as hostile. The same can be done to Neutral parties.

Bio-signs are also broadcasted by FOF Tags, and can be viewed by anyone receiving the tag.

HUMAN: UNSC OR INSURRECTIONIST

The UNSC and Insurrectionist militaries share Soldier Types. The player is allowed to choose their side while making their character, but must make sure not to include a UNSC Soldier in an Insurrectionist group, unless for specific reasons, like UNSC Soldiers banding together with the Insurrectionists against the Covenant, or a UNSC Soldier going AWOL to join their home planet's revolution.

WEAPON TRAINING

There are three types of Weapon Training in Halo Mythic. Human Weaponry, Covenant Weaponry, and Forerunner Weaponry. Each faction gains the ability to use their own weaponry at character creation, except for Civilian. This means that any Human gains Human weaponry training, and Covenant soldiers, no matter the race, gain Covenant weapon training. Civilians, on the other hand, do not gain weapon training at base character creation.

NOT HARD ENOUGH? THE HALO UNIVERSE NIGHTMARE-MODE

If you want the ultimate challenge in gameplay, the Civilian and Police Soldier Types are the ultimate in difficulty when it comes to starting material and ability. Armed with what they are given and can muster up, the GM must realize that this will be difficult, and that they will need to work with a more scavenging and survival state of mind.

CHARACTER CREATION: UPBRINGING

In Character Creation, a character is able to choose their Upbringing, Environment, and Lifestyle Choices. This comes as an optional series of Characteristic advancements and penalties. If you choose to do Upbringing, you must do all of this optional set. There is no picking and choosing if you only want an Upbringing, or an Environment, or one or two Lifestyle Choices. Some Soldier Types limit what kind of Upbringing and Environment that can be taken.

ENVIRONMENT

After your Upbringing is chosen, you are able to choose one Environment that the Character has lived in for most of their life. This is to show that your environment changes your Characteristics as you learn to adapt. Every choice gives a series of Bonuses and Penalties that show just how your character could adapt to that life.

LIFESTYLE CHOICES

During this advanced series of Character Creation, a character is able to choose 3 lifestyle choices. Lifestyle choices more drastically decide the player's physical and mental changes through life. Each Lifestyle taken offers a Penalty and a Bonus, and is usually rolled on what series of Bonuses and Penalties that are given. This randomization of the Lifestyle Choice is to show that the outcomes of your choices are not up to you. The GM may allow a specific outcome of a Lifestyle Choice to be taken.

EDUCATION

Education are Skill-like Advancements that allow a Character to have in-depth knowledge of things like Planetary Science, Astronautics, and Human Culture. These Education-based Tests allow Characters to delve further into the specifics of Skill and Ability Use.

Some come at Character Creation, others can be bought. No matter what, though, an Education takes time and study. A Character who purchases an Education does not automatically know the Education once purchased, but instead, must take off time to do so. A professionally taught Character is able to learn an Education within 50 Days.

UNSC/Insurrectionist Army Soldier

“Earth or beyond, we’ll fight for the soil under our boots.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	30	25	25	30	30	25	25
TIER: 2					EXPERIENCE COST: 1,600					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Army Soldier begins with two Skills of their choosing at +10 .										
The Army Soldier gains one +10 bump to Characteristics of their choosing.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions. Regardless of Insurrectionist or UNSC.										



Standard Army Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman Army Equipment	
M392 DMR or M395 DMR if available	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters Army Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Support Army Equipment	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Heavy Squad Support Army Equipment	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist Army Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Anti-Armor Army Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Marine Soldier

“They’re the best of the best, but they’re only human...”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	35	25	25	30	25	25	30
TIER: 2					EXPERIENCE COST: 2,000					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Marine Soldier begins with two Skills of their choosing at Trained.										
The Marine Soldier gains three +5 bumps that can be applied to the characteristics as chosen.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions. Regardless of Insurrectionist or UNSC.										



Standard Marine Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman Marine Equipment	
BR55 or BR85 if available	Hardcase
M6 series Pistol or M6J Carbine	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters Marine Equipment	
M90 Close Assault Weapon System Shotgun	Hardcase
Two M9 high-Explosive Dual-Purpose Grenades	Flashlight
M6 series pistol	Combat Knife
Three Flashbangs	Holographic Tactical eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Gunnery Marine Equipment	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist Marine Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Anti-Armor Marine Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Heavy Squad Support Marine Equipment	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Air Force Soldier

“Just remember, boys. We are the apex predators.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	35	30	25	30	35	25	25	25
TIER: 2					EXPERIENCE COST: 1,750					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft)										
58 kilograms (130 lb) – 104 kilograms (230 lb)										
Calling in any Ordnance is 10% cheaper .										
The Air Force Soldier gains one +5 bump that can be applied to a characteristic as chosen.										
Air Force Infantrymen gain a Trained Pilot Skill of their choosing.										
UNSC Air Force Infantrymen begin with the Pilot Air Skill at +20.										
An Air Force Soldier, if allowed by the GM, may begin with a Falcon, Hornet, or Sparrowhawk for 500 cR. This vehicle is considered the party's vehicle, and not only the Air Force Soldier's.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions. Regardless of Insurrectionist or UNSC.										



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman UNSC Equipment	
M392 DMR or M395 DMR if available	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
A1E-486H Heavy Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Navy Technician
 “I can do that blindfolded, sir.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	30	25	40	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,300					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Navy technician gain four Skills of their choosing that begin as Trained at character creation.										
The Navy Technician gains two Characteristics to bump by +5.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions. Regardless of Insurrectionist or UNSC.										



Standard Technician Equipment	
M6 series or M6J Carbine Variant if available	Hardcase
UNSC Portable TACPAD	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Standard Technician Equipment	
M6 series Pistol of the time	Hardcase
UNSC Portable TACPAD	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

UNSC Marine Corps Orbital Drop Shock Troopers

"We go feet first, sir!"

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	30	25	35	35	25	30	45	25	30
Tier: 3					EXPERIENCE COST: 3,200					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
Calling in ODST Infantry Support is 100 cR cheaper .										
The UNSC Marine Corps ODST begin with one Skill of their choosing at +10 .										
The UNSC ODST gains +5 bumps to three chosen Characteristics , which cannot be stacked.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Assault and Ambush UNSC Equipment	
M7 Silenced Caseless Submachine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform
ODST BDU Of Choice	

General Purpose Gunnery Equipment	
M247 Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical Softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Heavy Squad Support UNSC Equipment	
M735 Light Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform
ODST BDU Of Choice	

UNSC/ONI Section Operative

“< CLEARANCE: Classified [Level [redacted] and above]”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	20	40	25	20	40	40
TIER: 2					EXPERIENCE COST: 900					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The ONI Operative does not have to tell other players any motives or that this Soldier Type was taken. If asked, any military paperwork or licenses are shown to be Army, Navy, Marine, or Airforce. This should reflect on their character page.										
The GM should work with the player to help create a story and a reason for the Operative to be there.										
The Operative gains one free Support Point and all UNSC Gear costs 50% less .										
This Soldier Type can only be taken with the GM's approval , and the GM is advised to treat it with care . Revealing a spy in the player's own ranks can lead to distrust and, in many cases, the spy mysteriously going missing.										
An ONI Operative may spend extra Experience to start as an ODST, replacing the starting equipment with a choice of the UNSC Marine Corps Orbital Drop Shock Troopers' Equipment.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Standard UNSC Equipment

MA5 series Assault Rifle of the time	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spofer	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment

BR55 Battle Rifle	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spofer	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spofer	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

ONI ODS

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	30	25	35	25	40	30	20	40	40
TIER: 3					EXPERIENCE COST: 2,800					



UNSC ORION Project Augmented Soldier "Spartan 1/1.1"

"You are the best of the best and we intend to make you better."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	35	35	35	40	40	30	30	35	25	30
Mythic	+1	+1	+1	--	--	--	--	--	--	--
TIER: 5					EXPERIENCE COST: 5,000					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
An ORION soldier is allowed to start out as an ODST with the ORION characteristics and an ODST equipment kit . This costs 100 cR, or 200 cR for the Black Body Suit armor.										
The UNSC Orion Soldier gains six Characteristics to give +5 bumps to, which cannot be stacked.										
The UNSC Orion Soldier gains two Skills that begin as Trained .										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
Designated Marksman Rifle or Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
AIE-486H Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Heavy Squad Support UNSC Equipment	
M735 Light Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/ONI Spartan II

“You have been called upon to serve, you will be trained... and you will become the best we can make of you. You will be the protectors of Earth and all her colonies.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	50	45	50	45	40	30	30	35	15	30
Mythic	+3	+3	+3	--	--	--	--	--	--	--
BASE TIER: 8					EXPERIENCE COST: 9,500					
UPBRINGING: Military, Street Urchin										
208 centimetres (6'10 ft) – 226 centimetres (7'5 ft)										
172 kilograms (380 lb) – 181 kilograms (400 lb)										
Size: Large										
Spartans gain the Emotionally Broken Ability and Fast Foot at Character Creation.										
Spartan IIs gain four Trained Skills of player's choice.										
Spartan IIs gain all Spartan Augmentation Traits.										



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
BR55 or BR85 if available	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	EXP COST
ODST Armor	--
Black Body Suit	--
Semi-Powered Infiltration Armor	--
Mjolnir Mark IV	1,000
Mjolnir Mark V	1,400
Mjolnir Mark VI or VII	1,900
Mjolnir Gen II Mark I	2,700

UNSC/ONI Spartan III

“Make the units better with new technology. Make more of them.
And make them cheaper.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Spartan III	40	35	40	40	35	25	30	35	15	20
Mythic	+3	+3	+3	--	--	--	--	--	--	--
BASE TIER: 6				EXPERIENCE COST: 8,400						
UPBRINGING: Military, Street Urchin										
175 centimetres (6'4 ft) – 203 centimetres (7'2 ft) 108 kilograms (240 lb) – 140 kilograms (310 lb)										
Spartan IIIs get the Adrenaline Rush Trait and Fast Foot Ability automatically at character creation.										
Spartan IIIs gain the Camouflage Skill at +20 at character creation.										
Spartan IIIs gain Occipital Capillary Reversal, Superconducting Fabrication of Neural Dendrites, Carbide Ceramic Ossification, and Muscular Enhancement Injections from the Spartan Augmentation Traits .										
SQUAD-UP: When with others that are from the Spartan III Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Standard UNSC Equipment	
MA5K Carbine	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Assault and Ambush UNSC Equipment	
M7 Silenced Caseless Submachine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
M247H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	EXP COST
ODST Armor	--
Black Body Suit	--
Semi-Powered Infiltration Armor	--
Semi-Powered Headhunter Armor	500
Mjolnir Mark IV	1,000
Mjolnir Mark V	1,400
Mjolnir Mark VI or VII	1,900
Mjolnir Gen II Mark I	2,700

UNSC/ONI Spartan IV

“There won’t be any program; not like the Spartan-Twos, anyway or the Spartan-Threes, if I can help it. We’re back to using consenting adults now, like we did in the Project Orion.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	35	35	35	35	35	25	30	35	25	30
Mythic	+2	+2	+2	--	--	--	--	--	--	--
TIER: 8					EXPERIENCE COST: 6,600					
UPBRINGING: Any										
175 centimetres (5 ft 8 in) – 193 centimetres (6 ft 4 inches)										
82 kilograms (180 lb) – 104 kilograms (230 lb)										
Calling in Spartan Ordnance is 10% cheaper .										
Spartan IVs begin with Fast Foot Ability at Character Creation.										
Spartan IVs gain two free Skills that begin as Trained .										
Spartan IIIs gain all of the Spartan Augmentation Traits , except for Catalytic Thyroid Implant.										
SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, Navy, and Air Force Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
M392 DMR or M395 DMR if available	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	EXP COST
ODST Armor	--
Black Body Suit	--
Semi-Powered Infiltration Armor	--
Mjolnir Mark VI or VII	1,900
Mjolnir Gen II Mark I	2,700

UNSC Smart AI

“Seven years, multiple lifetimes for others. Nothing holding me back.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
AI	25	25	25	40	25	60	50	35	35	35
TIER: 6					EXPERIENCE COST: 4,500					
UPBRINGING: Any										
This Soldier Type can only be taken with the GM's approval . An AI is a powerful asset , and an incredibly expensive one at that.										
An AI needs to have a station to be operable , such as a portable computer , or advanced armors like the MJOLNIR armors.										
The AI Soldier Type cannot choose Specialization Packages . Instead, at character creation, AI get four Skills that they may choose to be at +10 , which will become their specialization.										
Many Skills and Abilities will not work with an AI , so make sure that your character will benefit from the purchase .										
AI characters still get Wounds, but these Wounds are based more around stability . Attacks are shown as the power an AI can use against another AI or operating system, or even just another program. For every year the AI is operable, the AI loses 10 Wounds , permanently.										
AI characters have the ability to connect to, and sync with Human technology off the bat, without any Intellect rolls. The more alien the technology is, the harder these connections are to make.										



Covenant Mgalekgolo

“They’re big and scary, and they like to smash things. Need I say more?”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Lekgolo	70	30	10	15	40	20	20	40	20	10
Mythic	+5	--	+1	--	--	--	--	--	--	--
TIER: 8					EXPERIENCE COST: 4,500					
UPBRINGING: Any										
369 centimetres (12 ft 1 in) – 373 centimeters (12 ft 3 in) 4,800 kilograms (10,500 lb)										
SIZE: Hulking										
BOND BROTHERS: If the Mgalekgolo has a Mgalekgolo partner , and that partner is incapacitated during battle, the character goes into Berserker . Two characters may choose to play as Bond Brothers.										
Mgalekgolo gain the ability to double their Agility Modifier when discovering their Movement .										
Mgalekgolo get the Guillotine Strike Ability automatically at character creation.										
Mgalekgolo get the Built Tough Trait at character creation.										
Gestalt Anatomy The character does not suffer the additional damage from Headshots, and applies their full Toughness Bonus when soaking damage from Headshots. The character lacks the anatomy to suffer from injuries such as broken bones or severed arteries, but analogous special damage still applies. The character is an assembly of individual semi-sentient constituents which form together into a single entity.										
SQUAD-UP: When with their Battle Brother, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Hunter Dual Beam Assault Equipment	
Hunter Assault Cannon Beam	Hunter Assault Cannon Beam
Hunter Armor	
Hunter Dual Blast Assault Equipment	
Hunter Assault Cannon Blast	Hunter Assault Cannon Blast
Hunter Armor	
Hunter Rush Assault Equipment	
Hunter Heavy Metal Shield	Hunter Heavy Metal Shield
Hunter Armor	
Hunter Heavy Assault Equipment	
Hunter Assault Cannon Beam	Hunter Assault Cannon Blast
Hunter Armor	
Hunter Blast Assault Equipment	
Hunter Assault Cannon Blast	Hunter Heavy Metal Shield
Hunter Armor	
Hunter Beam Assault Equipment	
Hunter Assault Cannon Beam	Hunter Heavy Metal Shield
Hunter Armor	



Covenant Unggoy
 “We’re gonna go down in history!”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Unggoy	35	20	15	25	25	25	25	20	25	25
TIER: 1					EXPERIENCE COST: 1,400					
UPBRINGING: Farmer, Laborer, Fugitive, Wastelander, Street Urchin										
138 centimetres (4 ft 7 in) – 167 centimetres (5 ft 6 in)										
113 kilograms (248 lb) – 118 kilograms (260 lb)										
The Unggoy may select two free Skills to begin at Trained .										
Big Grunty Thirst: Unggoy get the Three Lives Capability automatically at Character Creation. This gives the Grunt the ability to respawn two times after death. When the Grunt is out of lives the character is gone.										
Every respawn gives the Unggoy a new name and character background, but is treated as the same character as before.										
SPEC-OPS: For 400 Experience , the Unggoy is able to take a Spec-Ops Harness that replaces their standard Unggoy Harnesses. These Unggoy also gain a +5 in Agility and Courage.										
Unggoy are fast learners, they gain experience at twice the rate . When the Unggoy dies and respawns, they lose all unspent experience and 500xp worth of skills, abilities, and characteristic advancements . The Player or GM may choose what are lost.										

Rapidfire Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Anti-Infantry Equipment	
Concussion rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Heavy Weapons Equipment	
Plasma Launcher	Equipment Pouch
Plasma Pistol	Flashlight
Methane Tank	Unggoy Combat Harness

Anti-Armor Equipment	
Fuel Rod Gun	Equipment Pouch
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Ranger Equipment	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Guided Munitions Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness



Covenant Kig-Yar Ruutian

“Snipers, Pirates, and Mercenaries. Where do I sign up?”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Kig-Yar	25	25	35	40	25	25	40	25	25	25
TIER: 2					EXPERIENCE COST: 1,500					
UPBRINGING: Any										
190 centimetres (6 ft 3 in) – 203 centimetres (6 ft 8 in) 88 kilograms (190 lb) – 93 kilograms (210 lb)										
The Kig-Yar begins with two Skills of their choosing at Trained .										
Kig-Yar gain +10 to Perception Tests .										
SQUAD-UP: When with other Kig-Yar these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness



Covenant Kig-Yar T'vaoran
 "Faster than you can blink."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Kig-Yar	35	20	60	30	25	25	30	25	25	25
TIER: 6					EXPERIENCE COST: 2,700					
UPBRINGING: Any										
190 centimetres (6 ft 3 in) – 203 centimetres (6 ft 8 in) 88 kilograms (190 lb) – 93 kilograms (210 lb)										
The Kig-Yar Skirmisher is able to double their Strength Modifier when figuring Jump Height.										
SQUAD-UP: When with other Kig-Yar these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Type-25 Directed Energy Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Covenant Kig-Yar Ivie'shan

"Betcha he'll stop attacking you for a piece of ham."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Kig-Yar	35	40	25	40	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,500					
UPBRINGING: Any										
190 centimetres (6 ft 3 in) – 203 centimetres (6 ft 8 in) 88 kilograms (190 lb) – 93 kilograms (210 lb)										
The Kig-Yar begins with two Skills of their choosing at Trained .										
Kig-Yar gain +10 to Shock, Fear, and Pinning Tests .										
SQUAD-UP: When with other Kig-Yar these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness



Covenant Sangheili Ranger

“All who walk the blessed path will find salvation...even in death.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Elite	50	40	35	40	30	25	35	25	15	30
Mythic	+3	+2	+1	--	--	--	--	--	--	--
BASE TIER: 6					EXPERIENCE COST: 4,000					
UPBRINGING: Any										
223 centimetres (7 ft 4 in) – 259 centimetres (8 ft 6 in) 139 kilograms (310 lb) – 178 kilograms (390 lb)										
SIZE: Large										
<p>SPEC-OPS: Paying 600 Experience, the Sangheili may begin as a Spec-Ops Soldier. These Spec-Op Sangheili may take the Spec Ops Harness, alongside the Active Camo Cloaking System Equipment. This replaces the Sangheili Combat Harness.</p> <p>The Sangheili gains Camouflage at +10, alongside the Clear Target Ability.</p>										
<p>ANCESTRAL HONOR: Ancestral Honor allows a Sangheili to increase their Characteristics and Mythic Stats at Character Creation. This works the same way one would purchase Characteristic Bumps, as the previous tier must be purchased before the next can be taken. After character generation, you may only purchase an Ancestral Honor enhancement for every 10 kills.</p>										



ANCESTRAL HONOR: STRENGTH CHARACTERISTIC			
200 EXP	400 EXP	600 EXP	800 EXP
+5	+10	+15	+20

ANCESTRAL HONOR: TOUGHNESS CHARACTERISTIC		
200 EXP	400 EXP	600 EXP
+5	+10	+15

ANCESTRAL HONOR: AGILITY CHARACTERISTIC	
200 EXP	
+5	

ANCESTRAL HONOR: MYTHIC STRENGTH	
200 EXP Each	
Increase Mythic Strength by +1, up to +5 total.	

ANCESTRAL HONOR: MYTHIC TOUGHNESS	
300 EXP Each	
Increase Mythic Toughness by +1, up to +5 total.	

ANCESTRAL HONOR: MYTHIC AGILITY	
300 EXP Each	
Increase Mythic Agility by +1, up to +3 total.	

Sangheili Force Equipment	
Concussion Rifle	Equipment Pouch
Sangheili Sealed Suit	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Anti-Vehicle Equipment	
Plasma Launcher	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Ranger Equipment	
Covenant Carbine	Equipment Pouch
Sangheili Sealed Suit	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Gunnery Equipment	
Plasma Repeater	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Covenant Sangheili Noble

“On the blood of our fathers, on the blood of our sons... We swore to uphold the Covenant!”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Elite	50	40	45	25	40	25	25	35	10	30
Mythic	+3	+2	+1	--	--	--	--	--	--	--
BASE TIER: 6					EXPERIENCE COST: 4,000					
UPBRINGING: Any										
223 centimetres (7 ft 4 in) – 259 centimetres (8 ft 6 in)										
139 kilograms (310 lb) – 178 kilograms (390 lb)										
SIZE: Large										
BLOODLINE: Paying 600 Experience will allow a character to begin with an honored and powerful bloodline that allows them to be able to earn the Energy Sword through acts of honor and proof of their ability. The GM may allow them to begin with the sword. When the Energy Sword is required, it replaces the Energy Dagger. If the character has two Energy Daggers, then only one is replaced. The Sangheili gains Dual Wielding Melee and Athletics at +10.										
ANCESTRAL HONOR: Ancestral Honor allows a Sangheili to increase their Characteristics and Mythic Stats at Character Creation. This works the same way one would purchase Characteristic Bumps, as the previous tier must be purchased before the next can be taken. After character generation, you may only purchase an Ancestral Honor enhancement for every 10 kills.										



ANCESTRAL HONOR: STRENGTH CHARACTERISTIC			
200 EXP	400 EXP	600 EXP	800 EXP
+5	+10	+15	+20

ANCESTRAL HONOR: TOUGHNESS CHARACTERISTIC		
200 EXP	400 EXP	600 EXP
+5	+10	+15

ANCESTRAL HONOR: AGILITY CHARACTERISTIC	
200 EXP	
+5	

ANCESTRAL HONOR: MYTHIC STRENGTH	
200 EXP Each	
Increase Mythic Strength by +1, up to +5 total.	

ANCESTRAL HONOR: MYTHIC TOUGHNESS	
300 EXP Each	
Increase Mythic Toughness by +1, up to +5 total.	

ANCESTRAL HONOR: MYTHIC AGILITY	
300 EXP Each	
Increase Mythic Agility by +1, up to +3 total.	

Swordsman Plasma Equipment	
Plasma Rifle	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Gunnery Equipment	
Plasma Repeater	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Needle Equipment	
Needler	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Melee Equipment	
Two Energy Daggers	Equipment Pouch
Flashlight	Two Plasma Grenades
Sangheili Combat Harness	

Covenant Jiralhanae Soldier

“Hunt to kill and kill to eat. War just makes it easier.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Jiralhanae	60	50	40	20	35	10	40	30	15	25
Mythic	+3	+4	--	--	--	--	--	--	--	--
BASE TIER: 8					EXPERIENCE COST: 4,500					
UPBRINGING: Any										
259 centimetres (8 ft 6 in) – 280 centimetres (9 ft 2 in) 500 kilograms (1,100 lb) – 680 kilograms (1,500 lb)										
SIZE: Huge										
Jiralhanae get the Berserker Ability automatically and +10 to all Smell-based Perception Tests at Character Creation.										
Captain: The character may begin as a Captain with the Jiralhanae Power Armor in replacement to the Combat Harness for 300 cR and 100 Experience. This gives +10 to Leadership and Intimidation at Trained.										
Pack Chieftain: The character may spend 500 cR and 100 Experience to begin as a Jiralhanae Chieftain . The Chieftain trades all starting weaponry, including grenades, for a Gravity Hammer . The Chieftain gains +10 to Leadership.										
JOURNEY OF THE HUNTER: Journey of the Hunter allows a Jiralhanae to increase their Characteristics and Mythic Stats at Character Creation. This works the same way one would purchase Characteristic Bumps, as the previous tier must be purchased before the next can be taken. After character generation, you may only purchase a Journey of the Hunter enhancement for every 10 kills.										



JOURNEY OF THE HUNTER: STRENGTH CHARACTERISTIC			
200 EXP	400 EXP	600 EXP	800 EXP
+5	+10	+15	+20

JOURNEY OF THE HUNTER: TOUGHNESS CHARACTERISTIC	
200 EXP	
+5	

JOURNEY OF THE HUNTER: AGILITY CHARACTERISTIC	
200 EXP	
+5	

JOURNEY OF THE HUNTER: MYTHIC STRENGTH	
200 EXP Each	
Increase Mythic Strength by +1, up to +5 total.	

JOURNEY OF THE HUNTER: MYTHIC TOUGHNESS	
300 EXP Each	
Increase Mythic Toughness by +1, up to +6 total.	

JOURNEY OF THE HUNTER: MYTHIC AGILITY	
300 EXP Each	
Increase Mythic Agility by +1, up to +2 total.	

Dual Wield Spiker Equipment

Spiker	Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Dual Wield Mauler Equipment

Mauler	Equipment Pouch
Spiker or Mauler	Bubble Shield
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Suppressor Equipment

Concussion Rifle	Equipment Pouch
Spiker or Mauler	Flare
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Heavy Anti-Armor Equipment

Fuel Rod Gun	Equipment Pouch
Spiker or Mauler	Power Drainer
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Plasma Equipment

Plasma Rifle (Choice)	Equipment Pouch
Spiker or Mauler	Deployable Cover
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Explosive Equipment

Brute Shot	Equipment Pouch
Spiker or Mauler	Regenerator
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Covenant Yanme'e Unmutual

"These ones aren't like the rest... They reach out others and are cast out from their kind."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Yanme'e	20	30	50	20	20	30	20	25	10	20
MYTHIC	+1	+1	--	--	--	--	--	--	--	--
TIER: 3					EXPERIENCE COST: 1,850					
UPBRINGING: Farmer, Laborer, Fugitive, Wastelander, Street Urchin										
178 centimetres (5 ft 10 in) – 206 centimetres (6 ft 9 in)										
77 kilograms (170 lb) – 109 kilograms (240 lb)										
Yanme'e get the Flight and Four Arms Traits automatically from character creation										
Yanme'e get the Crawler Trait automatically from character creation.										
Yanme'e gain the Natural Weapon Trait from character creation.										
Yanme'e always count as having an armor of 12 from Natural Armor , but cannot wear armor and keep their ability to fly.										

Drone Standard Equipment

Needler	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Drone Close Quarters Equipment

Mauler	Equipment Pouch
Plasma Pistol	Bubble Shield
Two Plasma Grenades	

Drone Range Equipment

Needle Rifle	Equipment Pouch
Plasma Pistol	Curveblade
Two Spike Grenades	

Drone Anti-Armor Equipment

Fuel Rod Gun	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Drone Plasma Equipment

Plasma Rifle (Choice)	Equipment Pouch
Plasma Pistol	Curveblade
Two Spike Grenades	

Drone Suppressing Equipment

Plasma Repeater	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	



Covenant Huragok

“They may smell bad, but damn if they aren’t great with technology.”

- Huragok Equipment
- Huragok Explosive Armor

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Huragok	20	40	15	10	10	60	50	20	10	10
TIER: 4					EXPERIENCE COST: 350					
UPBRINGING: Laborer, Fugitive										
270 centimetres (9 ft)										
57 kilograms (130 lb)										
Huragok get the Only Flight and Four Arms Traits automatically from Character Creation.										
Huragok gain the Techno-Organic Trait automatically at Character Creation.										



UEG Police SWAT Force

“When the going gets tough, we get tougher.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	30	25	25	25	30	25	25
TIER: 1					EXPERIENCE COST: 700					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Police SWAT Force gains two Characteristics that may be given a +10 bonus.										
Purchasing anything from anything Covenant or Forerunner equipment is impossible .										
UNSC and Insurrectionist Weaponry are Double the price.										
SQUAD-UP: When with Civilians, the SWAT Force gains a +20 in Courage.										
When with others that are from the UNSC and Insurrectionist Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Automatic Fire Gear	
MA37 ICWS Rifle	Hardcase
M6E or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Close Quarters Gear	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Heavy Close Quarters Gear	
M90 Shotgun	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	



UEG Police Staff Force

“I might not have a plasma bazooka, but if there are civilians in trouble, I’m going to help.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	30	25	25	25	30	25	25
TIER: 1					EXPERIENCE COST: 500					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The UEG Police Staff gains four Characteristics that may be bumped by 5.										
Purchasing anything from anything Covenant, Forerunner, or Ancient Human is impossible .										
UNSC and Insurrectionist Weaponry are Double the price.										
SQUAD-UP: When with Civilians, the Police Staff gains a +20 in Courage.										
When with others that are from the UNSC and Insurrectionist Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										



Automatic Fire Gear	
M6J or M7 Caseless	Hardcase
M6E or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Close Quarters Gear	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Heavy Close Quarters Gear	
M90 Shotgun	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Human Civilian

“I’m not sitting by and watching my world and everything in it go to hell.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	25	25	25	25	25	25
TIER: 1					EXPERIENCE COST: 0					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Civilian does not select from the Specialization Packages.										
The Human Civilian gains three free trained Skills and one free Ability that must cost under 300 Experience each.										
Purchasing anything from Covenant or Forerunner is impossible . UNSC and Insurrectionist weapons are at triple the price .										
SQUAD-UP: When with others that are Civilians, the Human Civilian gains a +5 in Courage.										
When with others that are from the UNSC and Insurrectionist Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										
The Civilian is able to pay 200 cR and 200 Experience to begin with a DTM Shotgun and an M6E or M6K Sidearm, alongside the Human Weaponry Training at Character Creation.										

Civilian Firearm Gear	
M6E or M6K Sidearm	Holographic Tactical Eyepiece
Flashlight	

Civilian Unarmed Gear	
+100 Starting Experience	Holographic Civilian Eyepiece
Flashlight	



Fringe Yonhet

“There is no better feeling than a successful barter gone well.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	25	25	25	25	25	25
TIER: 1					EXPERIENCE COST: 0					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Yonhet Civilian does not select from the Specialization Packages.										
The Yonhet Civilian gains Negotiation, Appeal, and Investigation at Trained.										
Purchasing anything from Covenant or Human equipment is at normal price, there are no upcharges when Yonhet make purchases.										
The Yonhet Civilian may bump one of their starting Trained Skills to a +10.										

Yonhet Firearm Gear	
M6 Firearm or Plasma Pistol	Holographic Tactical Eyepiece
Flashlight	

Colonial Militiamen

“We won’t be getting reinforcements for another week. Too bad for them that means this’ll only be a fair fight for a short time.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	30	30	30	25	25	25	25	25	25
TIER: 1					EXPERIENCE COST: 1,000					
UPBRINGING: Any										
170 centimetres (5'6 ft) – 190 centimetres (6'4 ft) 58 kilograms (130 lb) – 104 kilograms (230 lb)										
The Colonial Militiaman gains two skills that begin at Trained.										
The Colonial Militiaman gains two separate Characteristics that gains a +5 bonus.										
SQUAD-UP: When with others that are from the UNSC and Insurrectionist Soldier Types, these characters gain a +5 Courage. They also gain +10 to Warfare Melee and Range when taking Combined Actions.										

Range Militia Equipment	
M392 DMR	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Standard Militia Equipment	
MA37 Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Close Quarters Militia Equipment	
M90 SCAWS Shotgun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Mid-Range Militia Equipment	
Two M7 Caseless SMG	Hardcase
Two M9 high-Explosive Dual-Purpose Grenades	Flashlight
M6 series pistol	Combat Knife
Three Flashbangs	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



SPECIALIZATION PACKS

Choose One at Character Creation. All Skills begin Trained

Heavy Weapons	
ABILITY	SKILL
Heavy Preparation	Survival
Gather Senses	Athletics
Mobile Fire	Navigation

Demolitions	
ABILITY	SKILL
Eagle Eye	Demolitions
Gather Senses	Athletics
Under Control	Navigation

Recon/Infiltration	
ABILITY	SKILL
Eagle Eye	Camouflage
Exceptional Hearing	Athletics
Always Ready	Investigation

Marksman	
ABILITY	SKILL
Marksman	Camouflage
Eagle Eye	Athletics
Clear Target	Navigation

Technician/Comms	
ABILITY	SKILL
Alien Tech	Command
Common Language of the main Enemy	Technology
Battle Mind	Investigation

Medic	
ABILITY	SKILL
Stabilized	Investigation
Gather Senses	Medication
Cynical	Technology

Command (Limit one per group)	
ABILITY	SKILL
Order Of Things	Command
Under Control	Investigation
Reliable Reputation	Appeal

Close Quarters Combat	
ABILITY	SKILL
Evasive Maneuvers	Evasion
Disarm	Investigation
Hand-To-Hand Basic	Athletics

Pointman	
ABILITY	SKILL
Eagle Eye	Athletics
Rush	Survival
Gather Senses	Interrogation

Vehicle Expert	
ABILITY	SKILL
Mobile Fire	Technology
Eagle Eye	Pilot(Air or Ground)
Gather Senses	Investigation

UPBRINGING	SPECIAL	ENVIRONMENT AVAILABLE
Farmer	+3 Strength, -3 Charisma	Town, Country
Laborer	+2 Strength, +1 Toughness, -3 Courage	Any
Military	+3 Leadership, -3 Charisma	Any
Nobility	-5 Strength, -5 Toughness, +5 Charisma, +5 Leadership	Any
Aristocracy	+5 Strength, -5 Charisma	Any
Street Urchin	Gain +2 wounds.	Town, City
Wastelander	+5 Toughness, -5 Courage	Forest/Jungle, Wasteland
War Orphan	+5 Courage, -5 Leadership	Any
Fugitive	+3 Strength, +3 Toughness, -3 Leadership, -3 Charisma	Any

ENVIRONMENT	OUTCOME
Town	+1 Charisma, -1 Courage
City	-1 Perception, +1 Courage
Country	+1 Perception, -1 Charisma
Forest/Jungle	+1 Perception, -1 Leadership
Wasteland	+1 Courage, -1 Charisma

LIFESTYLE	OUTCOME
Street Fighter	Roll 1D10 1-4: You win most of your fights. +2 Strength, -2 Toughness 5-9: You lose most of your fights. +2 Toughness, -2 Strength 10: Balanced fighter. +1 Strength, +1 Toughness
	Roll 1D10 1-5: Took too many risks, taken many falls. -2 strength, +2 Toughness 6-9: Taken beatings, toughened up. +1 Wound, -3 Toughness 10: Gotten lucky through your wild actions. +1 Luck, -2 Perception, -2 Toughness
Patient	Roll 1D5 1-3: You expect things to come to you, sometimes they do. +1 Luck, -2 Courage, -2 Charisma. 4-5: Patience has taught you a lot. +3 Intellect, -2 Strength, -1 Toughness.
Hunter	Roll 1D5 1-3: You've hunted for a living. -3 Intellect, +3 to chosen Warfare Characteristic. 4-5: You've hunted for sport. -3 Charisma, +3 to chosen Warfare Characteristic.
Gamer	Roll 1D5 1-3: You've gamed for a hobby. -3 Strength, +3 Perception. 4-5: You play games with others for a living, anymore. -3 Strength, +3 Charisma.
Wise Guy	Roll 1D5 1-3: You've taken to reading, and use it to show up others. +3 Intellect, -3 Leadership. 4-5: Instead of talking your way through situations, you attempt to use your knowledge. +2 Intellect, -2 Charisma.
Fast Talker	Roll 1D5 1-3: You have learned the ways of getting what you want. +2 Charisma +2 Leadership, -2 Strength, -Toughness. 4-5: You're not so lucky, but you learned to talk your way out of situations. You gain +3 Charisma, but lose -1 Luck.
Weapon Training	Roll 1D5 1-3: You've learned to use weapons over anything else. +5 to selected Warfare Characteristic, -5 Intellect. 4-5: You care more about weapons than anything. +5 to Selected Warfare Characteristic, -5 Charisma.
Luck Dependent	Roll 1D5 1-3: You depend too much on luck. 1 Luck, -3 Perception, -3 Intellect. 4-5: You rode on your Luck to get what you want. +1 Luck, -3 Courage, -3 Leadership.
Body Builder	Roll 1D5 1-3: You worked out more than anything. +2 Strength and Toughness, -3 Intellect and Perception. 4-5: You worked out alone a lot. -3 Charisma and Leadership. +3 Toughness and Strength.
Loner	Roll 1D5 1-3: You isolate yourself, learning you can only depend on your own actions. -3 Charisma, +3 Intellect. 4-5: You've become distrustful of others, you look out for yourself. -3 Charisma, +3 Perception.
Merchant	Roll 1D5 1-2: You sold goods, using quick wit to talk people into sales. +3 Charisma, -3 Leadership. 3-5: You ran a standard business of buying and selling. +3 Leadership, -3 Charisma.
Mercenary	Roll 1D10 1-2: You ran a Mercenary Team that took jobs for cash. +3 Leadership, -3 Charisma. 3-10: You were a member of a Mercenary Team, which took jobs for cash. -3 Leadership, +3 Courage. This cannot be taken if you had a Military Upbringing.

STAGE 2: SETTING THE STAGE

After the player chooses the character's Soldier Type, Equipment, and Specialization Pack, Luck is figured. After Wounds, Experience, and Luck are chosen, the character should be one of a kind with different sets of skills and abilities.

STARTING WOUNDS AND BLEEDING

As shown before, under the Injury section of the handbook, wounds are the character's injury threshold before taking debilitating effects. Different races and Soldier Types have different set wounds. After characteristics are rolled, the player takes the Toughness Mod of the character, multiplied by 2 and add +3D10. The tougher the character, the more wounds the character should have. Every character starts with 200 'blood' that must be tracked.

HOW LUCKY CAN ONE GUY BE

In war, one cannot have too much luck. Luck is what separates the dead from the living. To figure out how much Luck and extra Wounds their character begins with, players must roll 1D10 and check the chart.

DICE RESULT	LUCK MODIFIER	WOUNDS
1-3	1	+6
4-6	2	+4
7-9	3	+2
10	4	+0

PURCHASING LUCK

Players are able to increase their total Luck Modifier by purchasing another bump in it. Each bump purchased costs 2,000 experience.

CHARACTERISTIC MODIFIER ADVANCEMENTS

A Characteristic Modifier Advance is an increase to the amount of a certain Characteristic of the character. When players purchase these advancements, they add +5 to the Characteristic. There are multiple levels at which a Characteristic can be advanced.

A player can only bump a Characteristic 4 times each, each step becoming more expensive. Once a Characteristic Advancement is purchased, it cannot be purchased again, though it does unlock the next step to be purchased. An Advancement cannot be purchased without purchasing the previous Advancement. The prices of the Advancements are found in the table below.

SIMPLE	ROOKIE	INTERMEDIATE	TRAINED
200	400	800	1,600

FIGURING PUSH, LIFT, AND CARRY WEIGHT

Carrying Weight is how much a character can continually hold without taking fatigue. To simplify matters, for a character to figure out their carrying weight, you take your Strength and add it to your Toughness, and that is how you get the amount of Kilograms you can carry without being hindered. A character with Strength of 35 and a Toughness of 30, you would have a carry weight of 65kg.

Certain races get multipliers to this rule, Spartan IIIs and IVs, Brutes and Elites gain a multiplier to their Strength and Toughness of x2 to get the carry weight. A Hunter gains an x15 to the Strength and Toughness total. Spartan IIs gain an x3 to their Strength and Toughness Modifier total.

To figure Lift Weight, the character multiplies their Carry Weight by 2. Lift Weight is what a character can carry, but can only move their Half Action while doing so.

To figure Push Weight, the character multiplies their Carry Weight by 5. Push Weight is the maximum amount a character can push before taking fatigue, or just not being able to push it at all. Push Weight also counts for pulling objects.

COLONIES AND WORLDS

Everyone has a hometown and a place of birth. During these times, it is less about what town, but what planet and colony. A player must openly select what colony and home world the character is from using a roll of 1D10. The GM may allow the player to choose their own home planet.

If the character is of UNSC Defense Force, a roll of 1-7 shows that the character is from the Inner Colonies of the UNSC. A roll of 8-10 shows the character hailing from the Outer Colonies.

If the character is on the renegade Insurrectionist side, a roll of 1-8 shows that the character hails from the Outer Colonies. A roll of 9-10 has the character home world in the Inner Colonies.

INNER COLONIES

There are 210 known planets in the Inner Colonies of the Halo Universe. Colonization finished in roughly 2390. Reach serves as the Military stronghold of the UNSC, which is located on the edge of the Inner Colonies and Outer Colonies. The Inner Colonies follow the Social and Economic Infrastructures of the United Earth Government (UEG).

OUTER COLONIES

At the time of 2490, the UNSC and UEG began colonizing the Outer Colonies, which were systems outside of the already established Inner Colonies. At this point, the Inner Colonies began relying on resources gained from the Outer Colonies, which prompted the UNSC to keep the Outer Colonies under UEG Control. Dependent of time, it may not be possible for players to choose certain Outer Colony planets as their home world due to their destruction, or have not been founded yet.

COLONIZATION

During the colonization of the Inner Colonies, the UEG selected their "best and the brightest" to take head of the colonization process of each planet. Once the Outer Colonies were beginning their colonization, the UEG Selection Process became much more varied and the standards lowered. Those in the Outer Colonies only cared of valuables and income, Outer Colony settlers were selected from pardoned criminals and the poor.

Outer Colonists began only caring about their own means, slowly delving in to more actions seen as illegal by the UNSC. This began movements to escape Earth's control over the planets to do as they please with what they had.

Over time, Outer Colonials began to resent the UEG Control and began to fight back, attempting to break ties with Earth.

ROOTS AND GLASS

During the Human-Covenant war, most of the Outer Colonies were destroyed or glassed. By 2531, a majority of the Outer Colonies were glassed, many of which began reterraformization around 2550 through 2580. During the Human-Covenant War, the Insurrectionists either fled and hid or joined the UNSC to battle the Covenant for survival.

TRAITS AND AUGMENTATIONS

Much like Augmentation Traits, Natural Traits are gained through birth. These traits are naturally gained and have no drawbacks due to an evolutionary process. Each Natural Trait has a description and a Benefit, just as Augmentation Traits.

TRAITS	BENEFIT	DESCRIPTION
Four Arms	Grapple +15 Able to use multiple weapons.	The character has multiple arms, allowing better grasp and mobility on rougher terrain.
Flight	The character has the ability of flight. Flight's speed is proportional to their ground-based movement, multiplied by 2. Ignores all terrain effects.	The character has wings or anti-gravitational systems that allow the character to take flight.
Only Flight	The character's only form of movement is flight.	The character's only form of transportation is flight. The character owns no legs or other limbs that could hold the character up.
Night Vision	No penalties in lowlight and darkness.	The character has improved vision that allows the character to see in lowlight and darkness.
Crawler	No penalties for moving over difficult terrain. +40 to climbing. This causes the limbs of the creature to be fairly sticky to objects.	The character has insect-like limbs that allows the character to attach itself to the walls and surroundings.
Natural Weapon	Deals +4 extra damage and +3 extra Piercing in a melee attack.	The character owns talons, teeth, or any other natural weapon that does extra damage.
Built Tough	+20 bonus when Opposing a Grapple or Takedown Test.	The character is build large, wide, and balanced. The character with Built Tough cannot easily be knocked over.
Techno-Organic	The character can access and connect to electronic systems as if it were a computer.	The character is able to connect with technology and equipment through their 'hands' allowing them to count as using a computer even when they do not have one.
Adrenaline Rush	Characters ignore hindering effects while in the battle. These characters cannot think correctly, raging and thrashing about the battlefield, taking down anything they view as an enemy. The character ignores Fatigue, Blood loss effects, and Wounds effects as well as a +20 to ignoring the effects of Shock until death or calming down. Characters can attempt to calm down a character on Adrenaline Rush using specialized medications or tranquilizers. The characters suffering from the rush can attempt to calm themselves down by rolling a Courage Test at -30. Characters in Adrenaline Rush take a -10 penalty to all Evasion Tests.	During combat, characters with Adrenaline Rush do not suffer any adverse side effects from Fatigue, Wounds, and Bloodloss until dead. They still take the Fatigue, Wounds, and Bloodloss normally, but nothing from them stacking.
Berserker	Berserker is when a character goes into a bloodlust rage. The character stomps around the battlefield as fast as possible in order to get as close to an enemy as possible. Berserker gives +10 to Agility for the time the character is in the Berserker. Berserker gains a -20 Penalty to Evasion, but gains double their Strength Modifier for melee attacks. Characters in Berserker automatically pass any Fear and Shock Tests. Characters can attempt to calm down a character on Berserker using specialized medications or tranquilizers. The characters suffering from the rush can attempt to calm themselves down by rolling a Courage Test at -30.	The character goes in to a rage and focuses only on hand-to-hand combat if possible. Melee attacks add Strength Modifier twice to the damage. Evasion Tests takes double penalty per evade done in a single Round.

SPARTAN AUGMENTATION TRAITS

Skills and Abilities represent knowledge and talent gained over the course of time. Augmentation Traits are the proficiency gained through the process which made them what they are. Spartans go through an augmentation process that give them their extraordinary ability, and these traits cover some of the technical specifications.

TRAITS	BENEFIT	DESCRIPTION
Carbide Ceramic Ossification	Cannot break bones from standard means.	Advanced material grafting onto skeletal structures to make bones virtually unbreakable. Recommended coverage not to exceed 3% total bone mass because of significant white blood cell necrosis.
Muscular Enhancement Injections	Gives them their higher Strength.	Protein complex is injected intramuscularly to increase tissue density and decrease lactase recovery time.
Catalytic Thyroid Implant	Male Spartans are no shorter than 6'10. Female Spartans are no shorter than 6'8	Platinum pellet containing human growth hormone catalyst is implanted in the thyroid to boost growth of skeletal and muscle tissues.
Occipital Capillary Reversal	Heightened Perception shown in Spartan's high Perception Characteristic. Halves Darkness and Brightness penalties for sight-based Tests.	Submergence and boosted blood vessel flow beneath the rods and cones of the subject's retina. Produces a marked visual perception increase.
Superconducting Fibrillation of Neural Dendrites	Heightened reflexes shown in Spartan's quicker actions.	Alteration of bioelectrical nerve transduction to shielded electronic transduction. 300% increase in subject reflexes. Anecdotal evidence of marked increase in intelligence, memory, and creativity.

RANK *(Lowest to Highest)*

This entire section is up to GM discretion, as they may want to control rankings of characters. Use at your own caution.

RANK	ARMY	MARINE	NAVY	AIR-FORCE
E-1	PVT – Private	PVT – Private	SR – Seaman Recruit	AB – Airman Basic
E-2	PV2 – Private 2	PFC – Private First Class	SA – Seaman Apprentice	AMN – Airman
E-3	PFC – Private First Class	LCpl – Lance Corporal	SN – Seaman	A1C – Airman First Class
E-4	SPC - Specialist	CPL – Corporal	PO3 – Petty Officer 3 rd Class	SRA – Senior Airman
E-4 Special	CPL – Corporal	--	--	--
E-5	SGT – Sergeant	SGT – Sergeant	PO2 – Petty Officer 2 nd Class	SSGT – Staff Sergeant
E-6	SSG Staff Sergeant	SSgt – Staff Sergeant	PO1 – Petty Officer 1 st Class	TSGT – Technical Sergeant
E-7	SFC – Sergeant First Class	GySGT – Gunnery Sergeant	CPO – Chief Petty Officer	MSGT – Master Sergeant
E-7 Special	--	--	--	MSGT Diamond – Master Sergeant
E-8	MSG – Master Sergeant	MSgt – Master Sergeant	SCPO – Senior Chief Petty Officer	SMSGT –Senior Master Sergeant
E-8 Special	1SG – First Sergeant	1stSGT – First Sergeant	--	SMSGT Diamond – Senior Master Sergeant
E-9	CSM – Command Sergeant Major	MGySGT – Master Gunnery Sergeant	MCPO – Master Chief Petty Officer	CMSGT – Chief Master Sergeant
E-9 Special	SMA – Sergeant Major Army	SGTMaj – Sergeant Major	MCPON – Master Chief Petty Officer of the Navy	CMSGT Diamond – Senior Master Sergeant
E-9 Special	--	SgtMaj MarCor – Sergeant Major of the Marine Core	--	CCM – Command Master Sergeant
E-9 Special	--	--	--	CMSAF – Chief Master Sergeant of the Air-Force
W-1	WO1 – Warrant Officer	WO – Warrant Officer	WO1 – Warrant Officer 1	--
W-2	CW2 – Chief Warrant Officer 2	CWO2 – Chief Warrant Officer 2	WO2 – Chief Warrant Officer 2	--
W-3	CW3 – Chief Warrant Officer 3	CWO3 – Chief Warrant Officer 3	WO3 – Chief Warrant Officer 3	--
W-4	CW4 – Chief Warrant Officer 4	CWO4 – Chief Warrant Officer 4	WO4 – Chief Warrant Officer 4	--
W-5	CW5 – Chief Warrant Officer 5	CWO5 – Chief Warrant Officer 5	WO5 – Chief Warrant Officer 5	--
O-1	2LT – Second Lieutenant	2ndLT – Second Lieutenant	ENS – Ensign	2DLT – Second Lieutenant
O-2	1LT – First Lieutenant	1stLT – First Lieutenant	LTJG – Lieutenant Junior Grade	1STLT – First Lieutenant
O-3	CPT – Captain	Capt – Captain	LT – Lieutenant	CAPT – Captain
O-4	MAJ – Major	MAJ – Major	LCDR – Lieutenant Commander	MAJ – Major
O-5	LTC – Lieutenant Colonel	LtCOL – Lieutenant Colonel	CDR – Commander	LTCOL – Lieutenant Colonel
O-6	COL – Colonel	COL – Colonel	CAPT – Captain	COL – Colonel
O-7	BG – Brigadier General	BGen – Brigadier General	RDML – Rear Admiral Lower	BIGGEN – Brigadier General
O-8	MG – Major General	MajGen – Major General	RADM – Rear Admiral Upper	MAJGEN – Major General
O-9	LTG – Lieutenant General	LtGEN – Lieutenant General	VADM – Vice Admiral	LTGEN – Lieutenant General
O-10	GEN – General	GEN - General	ADM – Admiral Chief of Operations	GEN – General Air Force Chief of Staff
SPECIAL	GA – General of the Army	--	FADM – Fleet Admiral	GAF – General of the Air Force

RANK	COVENANT	COVENANT SPEC-OPS
E-1	Yanme'e Minor	--
E-2	Unggoy Minor	--
E-3	Kig-Yar Minor	--
E-4	Yanme'e Major	--
E-4 Special	Unggoy Major	--
E-5	Yanme'e Ultra	--
E-6	Unggoy Ultra	--
E-7	Kig-Yar Major	--
E-7 Special	Yanme'e Leader	--
E-8	Kig-Yar Ultra	--
E-8 Special	Jiralhanae Minor	--
E-9	Jiralhanae Major	--
E-9 Special	Elite Minor	Stealth Sangheili
E-9 Special	Elite Major	Spec-Ops Sangheili
E-9 Special	Jiralhanae Ultra	--
W-1	--	Spec-Ops Sub-Commander
W-2	Jiralhanae Chieftain	--
W-3	Sangheili Ultra	Spec-Ops Commander
W-4	Kig-Yar Zealot	--
W-5	Jiralhanae War Chieftain	--
O-1	Sangheili Zealot	--
O-2	Sangheili Honor Guard	--
O-3	Master / Sangheili Field Marshal	--
O-4	Admiral	--
O-5	Ascetic	--
O-6	Arbiter	--
O-7	Councilor	--
O-8	Chieftain of the Jiralhanae	--
O-9	Light of Sangheilos	--
O-10	Queen or King	--
SPECIAL	Prophet	--

HOW RANK WORKS

Ranks, in the Halo Tabletop Game, work the same as the United States Military. These ranks are a system of hierarchical relationships in the Armed Forces, Intelligence Agencies, and the Police Forces of the worlds controlled by UNSC and Insurrectionists. Covenants also share a similar organized ranking system through Minors, Majors, Ultras, and so on. Using the Rank System is up to the GM, it is not mandatory to play.

A character with rank above another will always be a little more important, and will have more power. These ranks also give bonuses and penalties to Social Skills of all characters.

At character creation, players decide rank through agreement, usually starting with one character being the team leader around Sergeant Rank, and the rest fitting in half E-2 and E-3, as very few Privates are given field duty. Civilians are not held by these Ranks, but would most likely do what a Soldier says due to knowledge, training, and fear for their lives. GM discretion is advised for non-soldier characters that have order and knowledge.

RISING THROUGH THE RANKS

Over time, characters will rise through the ranks if they are not royally screwing up or causing the Military massive problems and making setbacks. Through survival, achievement, and GM plot, characters are allowed to rise through the ranks, gaining more bonuses. Very little should the entire party be given a promotion. Promotions are also

given through honor, and are not thrown out to anyone who makes it back a single mission.

SIMILAR RANKS

Not all ranks are above another. Special Ranks do not gain bonuses over their similar rank. An E-4 Special does not gain bonuses over the E-4, as the same as any Special beyond what is past O-10.

RANK AND SOCIAL SKILLS

Characters are able to use Social Skills against others, such as Command. The more rank someone has over someone else, the more Bonuses they will gain on an Opposed Test. This only works for those within the ranks of a Military faction. For every rank one character has over another, they gain a +10 to the Test.

RANK AND PLAYER COMMAND

A character can command other players as long as that character is in a Commanding rank, such as a Sergeant in a Squad, or a General. These tests can only be made against those with lesser ranks. A player is not allowed to use these Command Tests to control another player's character, but to assert their authority. For every Degree of Success on this test compared to the other, the GM or player must track how many were gained. If the player ignores the Command of the higher-ranked character, of the GM allows it, could be taken to Court or High Counsel.

COVENANT GAINING RANKS

The Covenant Ranking System is much different from the system that the UNSC and other factions use. This ranking system is purely based on honorable kills made by the characters. To rank up, beginning at 20 Kills for the first rank from Minor, every rank after is the previous amount of kills with an edition 20. Certain kills are worth more than others, such as killing a Spartan II. Spartan IIs are worth 10 kills and anyone with the rank of E-7 and up are worth 4. O-1 and up are worth 10 as well, with O-10 and SPECIAL being worth a massive 50. Once a Covenant character reaches their max standard rank such as Zealot, Captain, or Major, they are finished. After the final rank, every amount of kills it would take to reach that last rank will give the character 200 cR instead of an increase of Rank.

An honorable kill would consist of fairly defeating someone in combat. Doing such things as shooting down a vehicle full of people or dropping a bomb on a city will only give you the amount of 'kills' as you would get for killing the highest ranking person killed in the act.

ENERGY SWORDS

Energy Swords are earned through acts of honor and battle. Characters must finish their first two Missions, and eventually reach 50 Kills before gaining their Energy Sword. The Energy sword is only obtainable by purchasing Bloodline at character creation.

DISSENTION WITHIN THE RANKS

Dissention within the ranks comes with examples and charts. These show outcomes possible for war crimes. The GM does not need to use these for their campaign.

For every Degree of Success the Commanding character had over the other player is recorded during Command Tests. These are used to tally up Dissention Points, where one is gained for every Degree of Success. These Dissention Points are only gained if the character still ignores the commands of the Commander. When these are brought to Court, the GM and players decide whether or not the Command was important enough to count. If not, the points gained by the action are ignored. There are modifiers that go into how many Dissention Points are gained from an action to take into account, as well.

COMMANDER'S ACTION	MODIFIER
Ignoring a horrible command that would be counted as a War Crime.	-50
Ignoring a command that could put everyone in danger.	-20
Ignoring a command that was wrongly made.	-10
Ignoring a command that is not important.	0
Ignoring a command that could help someone.	+10
Ignoring a command that could save lives.	+20
Ignoring a command that could win the battle.	+40

CRIME	DP GAINED
Mutiny	+30
Misbehavior in mass combat	+10
Unjust or Unsound Subordinate surrender	+30
Improper use of countersigns and lying to Command	+10
Forcing a Severe Safeguard	+15
Aiding the Enemy	+25
Espionage	+20
Murder	+30
Murdering fellow soldier	+50
Rape	+30
Desertion	+25
Assaulting a Superior Officer	+20

DP SITUATION MODIFIER	DP MOD
Accidental	DP Halved
Mutually Disorganized Situation	DP Halved
Overrun and overtly stressed	DP cut by 1/3 rd
Unwise towards the current situation	DP cut by 2/3 rd

DISSENTION POINT (DP) USE

The more Dissention Points a character has, the more that character has a chance of a Dishonorable Discharge, jail time, or death. The chart listed below shows possible actions for set amount of Dissention Points that a GM may use once all modifiers have been tallied.

The less Dissention Points, the better, and if a character has been lucky enough to go into negatives, the Commanding Officer is then begun to be questioned.

DP	POSSIBLE OUTCOME
-20 to -50	The Commanding Officer is put on trial, gaining half of the negative DP, in a positive number, that their subordinates had while on trial.
-10 to 0	The trial is thrown out, as nothing happens.
10 to 20	The character is warned. This gives a +5 to any DP actions gained in the future. (These stack, the next warning gives another +5)
30 to 40	The character is Dishonorably Discharged.
50+	The character is subjugated to a Firing Squad, and put to death. If a GM sees fit, the character may sit in jail for the rest of their life.

STAGE 3: SKILLS

WHAT ARE SKILLS

Everyone has skills, whether they are on the front lines or not. A skill is the resourcefulness and competence in the battlefield. Skills are a primary aspect of allowing unique options for a player to complete tasks and to overcome the challenges of a battlefield. Passing or failing a Skill Test determines the outcome.

GAINING SKILLS

All characters begin with a set of skills that they select at character creation. Over time, characters earn Experience Points, which can be spent to acquire new skills or improve existing skills.

TRAINING AND SKILL MASTERY

The first time a character acquires a skill, it is known as “Trained.” A trained skill means that the Skill being tested will not gain any penalties. When a character gains the same skill more than once, it gains a +10 when using the skill. A character cannot take the same skill more than two times (+20), unless specified by a talent. Each advancement in the skill comes at a cost specified under the skill.

BASIC AND ADVANCED SKILLS

Skills are divided in to two categories, Basic and Advanced. Basic means anyone can use the skill, even if they do not have it trained. Using a Basic skill you do not have trained only means you will be using it at a -20 penalty.

Advanced Skills are similar, but instead of a -20 penalty, the user will be at a -40. This is to show that the character has little intelligence on the subject.

USING SKILLS

Skills can be used in a wide variety of situations. When a Skill Test is required, it will be set by the GM based on either on the actions of the player or as a response to the actions of another or game event. The outcomes of these skills are either success or failure, shown by the roll. Skill Tests can vary widely and are covered in detail in the descriptions of each Skill.

SKILL TESTS

All Skills are based on the Characteristic shown under each description. When a character makes a Skill Test, the character is technically making a Characteristic Test. If the character rolls equal or less than the Characteristic being tested on a 1D100, then the roll was successful. If the roll is higher, the test fails. More detail on using and testing Skills can be found on page 2 of this Handbook.

ALTERING SKILL TESTS

In some circumstances, something causes a Skill Test to be either harder or easier, increasing or decreasing the chances of success. The GM must apply modifiers to the Skill Test to represent the difficulty of the task, such as a bonus or penalty. Abilities, Equipment, and Armory can all alter chances of success when making a Skill Test, and can be found under their respective sections of the Handbook.

MULTIPLE MODIFIERS

At some points there could be more than a single factor altering the Skill Test. When there are multiple modifiers going in to play when dealing with a Skill Test, every modifier must be applied. Penalties and Bonuses may counteract each other.

A list of example Modifiers for each Skill are found in the first section of the book and some are listed in the individual Skill descriptions below.

UNIQUE USES

Multiple Skills contain subsections in which different uses are shown. These sections spotlight creative and alternate uses of the Skills as examples.

If a player wants to attempt something not specified in game, the GM, by no means, should not allow the action. Instead, the GM must decide what Skill Test (Or straight Characteristic Test) is appropriate for the action.

SKILL TYPES

Every Skill has a type that determines what the Skill is used for. This list shows each available Skill with its selected Types.

SOCIAL SKILLS

Any Skills that use the Social Type depend on ranks for any modifiers and penalties. Unless a taken Ability says otherwise, Social Skills depend on ranks to decide how the test plays out.

When a character is taking a Social Skill Test against an Opponent of higher rank, the character gains a -5 penalty per rank difference. The same goes for characters taking Social Skill tests against an Opponent of lesser rank. However, instead of a -5 penalty, the character gains a +5 penalty to the test.

SKILL	DIFFICULTY	CHARACTERISTIC	TYPE
Appeal	Basic	Charisma	Social
Athletics	Basic	Agility/Strength	Movement
Camouflage	Basic	Intellect/Perception	Field craft
Command	Basic	Leadership	Social
Deception	Basic	Charisma	Social
Demolition	Advanced	Intellect	Field craft
Cryptography	Advanced	Intellect	Field craft
Evasion	Basic	Agility	Movement
Gambling	Basic	Intellect/Charisma	Social
Grappling	Basic	Strength/Agility	Field craft
Interrogation	Basic	Charisma/Leadership/Intellect	Social
Intimidation	Basic	SPECIAL	Social
Investigation	Basic	Intellect/Perception	Social
Medication	Advanced	Intellect	Field craft
Navigation	Basic	Intellect/Perception	Field craft
Negotiation	Basic	Charisma	Social
Pilot	Basic	Agility/Intellect	Field craft
Security	Advanced	Intellect	Field craft
Stunting	Basic	Agility	Movement
Survival	Basic	Intellect/Perception	Field craft
Technology	Advanced	Intellect	Field craft

SKILL DESCRIPTIONS

This following section provides detailed descriptions of the Skills used in Halo Universe

Appeal – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Appeal is the talent of charm and social abilities. Appealing allows players and characters to sway the reactions of others with well-meaning words and facial expressions. A character with the Appeal Skill can attempt to alter any social interactions. Appeal can be used to attempt to change a character's opinions and to convince characters and players to attempt something else.

When Appeal is used against someone, it is an Opposed Test, which is opposed by Interrogation (Courage).

MOD	EXAMPLE
+30	The character is already devoted or incredibly friendly to the character making the test.
+20	The character is friendly with the character attempting the test.
+10	The character is a part of the same squad or commanding unit.
0	The character does not care or has nothing in common.
-10	The character does not want to be bothered
-20	The character is suspicious or had bad interactions with the character attempting the test.
-30	The character is hostile.
-60	The character is an enemy with no intention of listening.

Athletics – Basic (Agility/Strength) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movement. Athletics have two sections, Agility and Strength based movement.

STRENGTH: Athletics Strength is a character's ability to climb, swim, and other strength-based physical activities.

AGILITY: Athletics Agility is a character's ability to balance, jump, catch landings, and move about a battlefield or training course.

Athletics Concealment

Another use for Athletics Agility is to move silently amongst the battlefield. If a character is attempting to move silently, they roll Athletics. For every degree of success, the opponents gain a -5 on their hearing check.

Camouflage – Basic (Intellect/Perception) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Camouflage Skill is used to hide items and equipment or to conceal the character's person. Using Skill requires an appropriate environment to mask whatever is in question. Camouflage is opposed to any opponent's Investigation Skill, and if the character does not have Investigation, use the Perception Characteristic.

Camouflage represents an active effort to foil an opponent's investigation attempt.

Command – Basic (Leadership) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Command is the ability to effectively lead others. Command deals with any character giving orders to another.

If two opposing commands are being made to counteract each other, the GM may allow the characters to choose whom to follow, or have the two commands roll as an opposing test.

The Command Skill Test also uses the same type of example modifiers shown in the Appeal Skill Description a page back. If a

command is suicidal or not in the best interests of the overall picture, the test automatically gains a -60 penalty.

Cryptography – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	300	500	700

The use of the Cryptography Skill allows characters to encrypt and decrypt codes and frequencies, as well as hack and bypass systems. Skill Tests are not required to either leave or read basic messages and codes, but are necessary to communicate or decipher complicated messages.

Deception – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Deception Skill is when a character attempts to lie to a character or player. A character using this Skill attempts to lie. Examples of using the Deception Skill:

- Attempting to disguise an item. This is different from Camouflage as you aren't attempting to hide the item, but you are trying to trick someone that it is something else.
- Attempting to distract someone. This could be by keeping someone's attention or lying of something to quickly move the opponent's eye from what is actually happening. This can be used as a Sleight of Hand.
- To tell someone orders, but to twist the words to show another meaning.

Deception skill is opposed by an opponent's Investigation. Deception also follows the same Modifier Example table as listed under Appeal.

Demolition – Advanced (intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Demolition Skill allows characters to utilize explosives in whatever situation needed. The character with proper Demolition knowledge knows how much explosive needed to take something out. Using Demolition also covers manufacturing explosives at a modest penalty (Usually around -20). The Demolition Skill can also allow a character to defuse and disarm explosives.

Evasion – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Evasion Skill is the act of dodging and parrying attacks as a Response Action. Evasion is used as a when an attack is made against the character. Evasion can also be used when avoiding environmental dangers. A character can make an Evasion Test with each attack made against the character. With each Evasion Test made in the same Round, the next test gains a -10 Penalty. These Penalties stack, so the first Evasion will be at a basic Evasion Test, the second roll will be at a -10 Penalty, and the third at -20, and so on. The more tests made, the more the character scrambles and attempts to dodge peppering fire or close-combat assaults.

Gambling – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Gambling Skill is used to deal with any sort of gaming and betting. Even in war, characters need something to do on their off times or when held up in bad situations.

Each participant in the game can bet an amount and then make Opposed Tests with the Gamble Skill. The character with the most degrees of success wins. Deceive can be used to cheat, such as pulling cards. If the Deceive is successful, for every two degrees of success on the Deceive adds +10 to the Gambling Skill roll.

Grappling – Basic (Strength/Agility) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Grappling Skill is the ability to properly make Grapple attacks. These Grapple attacks are more unique than just average strikes, and can be done with both Strength and Agility. When many of these attacks are done, they could be represented by wrestling moves, mounting larger opponents, and other forms of gaining an upper hand when in close-quarters combat. Grappling is an Opposed Test, where the player or GM can decide which Characteristic is used. Strength is the character forcefully breaking the Grapple while Agility is moving out of the way or squirming from the opponent's grasp.

Interrogation – Basic (Courage, Intellect, Leadership) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Interrogation allows a character to extort information from an opponent with both mental and physical means. The GM may modify the Difficulty of the Interrogation Test according to the character's trainings and tools being used by the characters making the test.

Interrogation is an Opposed Test with the opponent's Courage or Charisma Characteristic. If the opponent wins the Opposed Test, the interrogator gets nothing worthwhile. If the interrogators win the opposed test, every degree of success gets either another answer, or the answer becomes clearer. An Interrogation can be retried with a failure, but each time a test fails, it takes twice as long and the next test gains a -10 penalty.

Intimidation – Basic (SPECIAL) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Intimidation is one of the few special Skills that can use many Characteristics. Players can use Strength, Charisma, Leadership, and Intellect to force and scare their opponent to give in to demands.

Intimidation is an opposed test. The opponent uses the same set of Characteristics to Opposed the test.

A character must not just choose their highest Characteristic to use the Intimidation. The Characteristic used must fit the situation that the Intimidation is being used in.

Investigation – Basic (Intellect/Perception) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers.

Investigation can cover the use of gaining information by asking questions, starting conversations, and eavesdropping. This part of Investigation focuses on information from larger groups of

characters. The better the Degrees of Success, the more information is gained.

Investigation allows the character to visually understand and be aware of their surroundings. This is used when trying to find hidden objects. When attempting to find an object, only a straight Perception based Investigation Test needs to be rolled. If a character has hidden the item (Or himself), then the test becomes Opposed against the opponent's Camouflage Skill.

Medication – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	300	500	700

Medication is the generalization of being a medic and owning knowledge of biological and medical sciences. Medics are long-trained and cannot be learned over night. This sort of Skill takes time to learn, and cannot be taught easily in the battlefield. The GM may choose how long it will take. A good way to learn this is in-between Missions where the characters have downtime for training.

A character with the Medication Skill can diagnose symptoms and complications, bandage and apply first aid, and even remove bullets and shrapnel. This Skill relies heavily on tools and Medical Kits. Surgeries cannot be done without the proper tools, wounds cannot be bandaged without bandages or clothe, and medication cannot be given if it is not owned. Pay attention to this next section, as it covers a large variety of medical situations and rules.

First Aid

The Medication Skill is able to be used to perform first aid, allowing a character to remove normal Wounds by patching up characters and applying Biofoam. Medical Tests can be used to stop or slow down blood loss and heal minor amounts of wounds. First Aid attempts can heal (X) amount of bleed per 2 Full Actions, where (X) is the amount of Degrees of Success gained from the Medical Test.

Minor amounts of wounds can be healed per 2 Full Actions. The medic may heal (X) Wounds per day, where (X) is half of the amount of Degrees of Success gained from the Medical Test.

Diagnoses

With a successful Medical Skill, a Medic can diagnose a disease or problem. The GM can alter the test's difficulty for different kinds of problems. If a bullet is causing a problem, it would be a simple Medical Test. If there is a disease known across the UNSC controlled space, the diagnoses would be at a +10. There are factors that have to be decided by the GM, and a modifier given.

Extended Care

Using the Medical Skill for extended care on patients hastens the natural healing process and allows damaged character heal much faster. Every day Extended Care is given, the character heals an extra (X) per day, where (X) is the amount of Degrees of Success gained from the Medical Test.

Extended Care can only be done with the proper tools, such as Medical Kits and non-harsh environments.

Navigation – Basic (Intellect/Perception) [Field Craft]

GROUND/AIR

MODIFIER	Trained	+10	+20
COST	200	400	600

SPACE

MODIFIER	Trained	+10	+20
COST	300	500	700

SLIPSPACE

MODIFIER	Trained	+10	+20
COST	400	800	1,000

The Navigation Skill is a character's ability to plot courses and find directions. There are multiple levels of Navigation: Ground, Atmosphere, Space, and Slipspace.

There is equipment that makes Navigation easy, if not instantly giving all of the information needed to the character. If, for some reason, a character's TACNAV or other GPS systems are not working, then this will be needed. You cannot have a TACNAV or GPS map if you are in uncharted territory.

When it comes to Slipspace Navigation, only the smartest and most invested of characters can learn. This is due to Slipspace having four dimensions, rather than the three of normal space. Slipspace is completely black and takes incredibly difficult and long mathematical equations to evaluate and navigate.

Negotiation – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Negotiation Skill is used to strike barter and create deals with others. This skill allows characters to negotiate better prices or outcomes for goods and services. All Negotiation tests are opposed, as they involve interaction. For every degree of success the character gets, the price of an item is reduced by 5%. When dealing with the UNSC and acquiring equipment, failing gives no penalties, and success only reduces the cR needed by 3% with each degree.

Negotiation can also be used to deal with hostage situations and dealing with demands. This works as a normal Opposed Test against Charisma and Intellect based Negotiation Skill Tests.

Pilot – Basic (Agility/Intellect) [Field Craft]

SPACE (Intellect/Agility for Maneuver)

MODIFIER	Trained	+10	+20
COST	200	400	600

AIR

MODIFIER	Trained	+10	+20
COST	300	500	700

GROUND

MODIFIER	Trained	+10	+20
COST	200	400	600

The Pilot Skill is the ability to drive and pilot vehicles in the Halo Universe. The Pilot Skill comes in different sets that characters are trained in. These sets come in Space, Air, and Ground.

Civilian vehicles are easy to use and cover a wide variety of types such as Motorcycles, trucks, cargo vehicles, and cars.

Military vehicles are almost as easy to use as Civilian vehicles due to Smart-Links and their incredible similarities to Civilian vehicles. These vehicles are only a bit more complicated to pilot, and

take extra training to use. This set includes vehicles such as the Warthog, Scorpion Tanks, and other assortments of vehicles.

Covenant vehicles, such as the Ghost and wraith, are alien in design compared to Human vehicles. This does not make them difficult and hard to drive, it only takes the time of learning to know how to use. Many soldiers have taken courses on how to pilot Covenant technology.

A character with any set of these skills has the knowledge and knowhow to operate the vehicles in each group. No tests are required to drive unless in combat or other unusual situations such as rough terrain or driving high speeds.

MOD	EXAMPLE
+30	Driving a standard Civilian vehicle.
+20	Operating Civilian vehicles under moderate speeds.
+10	Piloting a vehicle in familiar terrain.
0	Driving a vehicle never before driven.
-10	Driving at high speeds.
-20	Piloting a vehicle while under heavy fire.
-30	Attempting to pilot a damaged vehicle while still under fire.

Security – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20
COST	300	500	700

The Security Skill is used to allow a character to bypass, create, and set up locks, traps, and security systems. Security can be used to disable and set up trip wires, electronic door systems, and anything that deals with mechanical and primitive traps and security systems.

A character can attempt to make multiple tests to set up these traps and security systems, unless there would be an adverse reaction such as an explosive prematurely detonating.

If a character sets up a Security system and another attempts to disable it, the Security Skill Test becomes an Opposed Test.

The more advanced a computer system or trap is, the more difficult it will be to set up or disable it. The GM must come up with the proper modifiers for a system.

MOD	EXAMPLE
+60	Placing a basic lock.
+10	Setting up a trip wire.
0	Opening a standard lock.
-10	Unlocking a more advanced lock.
-20	Trying to take down a computer system that does not have an AI.

Stunting – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Stunting Skill is used for many things that involve using tricky movement, ramping, and anything that involves incredible concentration to pull off. While under Combat, Stunting works well with merging multiple half actions such as taking a shot while falling or jumping out of a moving vehicle and landing on a specific point.

The GM should always come up with a modifier for the skill. Examples will be shown below.

MOD	EXAMPLE
+40	Doing a donut or burning out in a vehicle.
+20	Stopping quickly with a turn without flipping the vehicle.
0	Jumping off a building and taking a shot at an opponent.
-20	Jumping off a moving vehicle on to a specific target.
-40	Attempting to ramp off of a ruined building and land on a specific small point.

Survival – Basic (Intellect/Perception) [Field Craft]

MODIFIER	Trained	+10	+20
COST	200	400	600

The Survival Skill allows characters to endure harsh situations and find answers to bad situations. Survival allows characters to find edible plants, construct viable shelters, determine whether water is safe or not, and many other situations.

Survival also lets characters track others by following signs left of fleeing or hiding opponents. Tracking can be used similar to Investigation. Cunning opponents may attempt to use Camouflage to erase their tracks, in which the character will need to use Investigation Skill Tests to find the tracks, and then Survival Tracking tests take over to continue finding and following the trail. Inquiry may be used to ask nearby passerby if the opponent was seen.

Technology – Advanced (Intellect) [Field Craft]

UNSC Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

Covenant Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

Forerunner Cost:

MODIFIER	Trained	+10	+20
COST	200	400	600

The Technology Skill permits the character to use and repair equipment and vehicles. Using a basic piece of equipment such as a scanner, television, or the smart-link capable scopes of the UNSC do not require a Technology Skill Test. Using unusual equipment or advanced technology require a Technology Skill Test.

When attempting to repair something, the character will need proper equipment or will not be able to make the test.

MOD	EXAMPLE
+30	Repairing a simple device such as an antenna or installing computer hardware.
+20	Repairing or removing parts of a vehicle when the proper tools are on hand.
+10	Equipping a weapon attachment that has been damaged.
0	Using a scanner for the first time.
-10	Repairing damaged equipment without all of the proper tools.
-20	Attempting to use simple Covenant technology for the first time.
-30	Repairing advanced technology without all of the proper tools or knowledge.

STAGE 4: CHARACTER ABILITIES

SPECIAL ABILITIES

Similar to skills, Abilities are a character's aptitude gained naturally with experience over time. A character may have taken classes, figured out new moves and capabilities, or have unlocked a capability previously unknown to them.

Abilities differ from skills in that a player does not need an action or a test to use the Ability. They are always in effect, and many Abilities can give bonuses to tests and allow actions not usually available. This gives the players the facility to plan combinations of skills and Abilities to create new processes and unique ways to solve puzzles and find solutions to a problem.

GAINING ABILITIES

Abilities represent many different skills and capabilities for players and characters to use on the battlefield and in many other situations. Over time, characters may gain more Abilities by spending gained Experience Points, just as with Skills.

Pay attention when reading through the Abilities, as some have prerequisites that must be fulfilled before being able to take the Ability.

When "Learning" these Abilities, most do not instantly take hold. Most Abilities should be gained in-between missions or during downtime where it can be learned properly. This is up to the GM how it is handled

ABILITIES	COST	PREREQUISITE	BENEFIT
Adept Marksman	800	Warfare Ranged: 40 Perception: 45	Roll Perception for the next shot to ignore half armor.
Aggressive Advance	300	Warfare Ranged: 35	Able to fire one shot when making a Charge attack without penalty.
Air Time	250	Perception: 30	Air Time gives a +10 bonus to any Stunting Test involving ramping and landing in a vehicle.
Alien Tech	250	Intellect: 45	Character take less penalties each time they use alien equipment.
Always Ready	500	Perception: 35	Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.
Aviator	500	Pilot (Air): +10	All Evasion and Stunting Pilot Air Tests gain a +10 Bonus.
Battle mind	250	Intellect: 40	The character rolls initiative and adds the character's Intellect Modifier instead of the Agility Modifier.
Blind Fight	250	Exceptional Hearing	When blinded and in melee combat, only takes half penalties.
Blur	500	Toughness: 40 Agility: 35 Strength: 35	Character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8, and then takes fatigue.
Bound Back	250	Agility: 25 Strength: 30	Instantly jump back up after being knocked to the ground as Response Action.
Brave Heart	500	Courage: 40	Only take half of the blood loss if calm.
Break Shot	250	Warfare Ranged: 40	Adds half of Warfare Ranged Modifier (Rounding Down) when rolling Special Damage.
Calculated Pilot	500	Perception: 30 Agility: 30	Takes half penalties when maneuvering in difficult situations in air vehicles.
Clear Target	250	Warfare Ranged: 55	Reduces the penalty for Called Shots by Half.
Cynical	300	Courage: 50	Ignore the horrors of war.
Decapitating Strike	750	Guillotine Strike	A great cleaving swipe, dealing two times their Strength Modifier in Damage, but not Pierce.
Disarm	250	Warfare Range: 25	Disarm the Opponent within melee range.
Disarm (Improved)	500	Disarm, Agility: 40	Disarming Action only counts as a Half Action if successful.
Dual Wielding Melee	250	Warfare Melee: 35	Reduces the base Penalty for Dual Wielding melee weapons by half.
Dual Wielding Range	250	Warfare Ranged: 35	Use two ranged weapons at a -15 penalty, each, instead of the normal -30.
Eagle Eye	250	Perception: 30	The character with Eagle Eye gains a +10 bonus to all Investigation and Perception Tests.
Emotionally Broken	750	Courage: 40	Gain an -40 to all Fear Tests Also gains a -30 bonus when rolling on the Shock Chart
Evasive Maneuvers	500	Agility: 35	Applies +20 to Evasion, but gives -20 Penalty to Ranged Attacks and -10 to Melee Attacks.
Even Out	250	Pilot: (TYPE) +10	Weaponry take only half penalties for terrain and speed from moving vehicles.
Exceptional Hearing	250	Perception: 30	The character gains +10 to all hearing-based Perception and Investigation Tests.
Fast Foot	250	Agility: 30	Roll twice on the initiative roll and take the highest.
Flame Spray	250	Intellect: 25	Opponents hit by fire-based attacks take a -10 penalty to avoiding the fire
Frenzy	250	Courage: 30	No longer take penalties to Evasion from Berserker and Adrenaline Rush.
Gather Senses	500	Courage: 40	Characters may reroll one failed Pinning Test or Fear Test per Turn.
Guillotine Strike	500	Strength: 45	Downward strike that deals +1D10 damage to the melee attack being made.
Hand-To-Hand Basic	250	Warfare Melee: 25	Can make one extra melee attack if their first melee attack was successful that Round.
Heavy Preparation	350	Strength: 30	No longer needs to brace a heavy weapon when firing.

Inspiration	250	Charisma: 35	The character may use a specific Social Skill to inspire others to give a +10 to their next Test.
Iron Fist	500	Strength: 55	Unarmed attacks gains the Electrified Special Rule with a successful Strength Test.
Lucky Shot	500	Luck: 3	On rolls of 01 through 09 To-Hit, the dice rolled to figure damage outcome is doubled.
Manslaughter	250	Pilot (TYPE): +20	Enemies attempting to evade the character's vehicle are at a -10 penalty.
Marksman	800	Warfare Ranged: 40 Perception: 45	Character is able to gain full benefits to using Sniper Optics.
Medical Insight	750	Medication: +20	Heals twice as many wounds with each test.
Medical Prowess	400	Intellect: 50	Only take half penalties when doing medical tests on alien species.
Mind Timer	450	Agility or Intellect: 40	The character takes no base penalties, and gains a +10 when cooking grenades.
Mobile Fire	500	Warfare Ranged: 35	When moving and shooting, characters only take half penalties.
Modern Army Combatatives	750	Hand-To-Hand Basic	Opens availability to Advanced Melee Combat for characters.
One Eye Open	250	Perception: 30	The character does not count as Helpless when sleeping.
Optical Warrior	400	Perception: 45	Any scope used by the character counts as one scope-type higher (CQB to Marksman, Marksman to Sniper), and sniper optics gives the character +10 to hit.
Order of Things	250	Leadership: 30	When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Outstanding Olfactory	250	Perception: 30	The character gains +10 to all smell-based Perception and Investigation Tests.
Peer	250	Charisma: 40	The character gains +10 to Social Skills dealing with characters in a specifically chosen groups.
Practiced Fighter	500	Warfare Melee: 45	The character count as attacking the opponent's lowest Armor Rating.
Protector	250	Agility: 35	Able to switch places with other character, or move in front of them.
Quickdraw	250	Agility: 35	Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action.
Quick Toss	300	Warfare Melee: 55	Able to use a Response Action to throw one-handed weaponry at a -10 penalty.
Rapid Reload	500	Agility: 40	Halves the Base Reload Time of any weapons' reload (minimum of 1).
Reliable Reputation	250	Charisma: 45	Able to make Social Skill Tests against higher ranking characters without taking any penalties.
Resilient	500	Toughness: 35	Characters roll Toughness Tests to avoid a bone breaking.
Resourceful	500	Leadership: 45	Rolling a 1D10, on a roll of 1-3 gains the character an extra Support Point after completing a Mission.
Revulsion	250	Charisma: 25	The character gains a +10 bonus when attacking a hated group, the character also gains a -20 penalty when dealing with social interactions with them.
Rush	500	Agility: 40	When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Second Chance	750	Toughness: 55	Roll a single -10 Toughness Test when going under 0 Wounds. If successful, stay at 0 Wounds.
Shotgun	400	Warfare Range: 30	Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.
Snapshot	500	Perception: 35 Warfare Ranged: 35	The character is able to take a Half Action Aim as a Response Action.
Soldier of Fortune	1500		The character may reroll a failed Luck Roll.
Stabilized	500	Medication: +10	Medics with the Stabilization Ability are able to automatically stop one point of Bleed.
Steady Aim	500	Perception: 50	When the character makes an Aim Action, the character gains bonuses to hit.
Sticky Fingers:	450	Athletics: +10	The character gains +15 to all Climb Tests.
Strafing Run	500	Agility: 35	When advancing, opponents take penalties to hit the character.
Strong Back	650	Strength: 55	Characters gain +3 to their Toughness Modifier when discovering Carrying Weight.
Swift Shot	500	Quickdraw	When making a Quickdraw, the character is allowed to fire with a penalty of -20.
Tackle	250	Strength: 30	Attempt to knock opponents to the ground without initiating a Grapple.
Triangulation	250	Intellect: 35	Easily remember previously traveled to locations with map-like accuracy.
Unarmed Combatant	250	Warfare Melee: 35	Gains half of Warfare Melee Modifier (Rounding Down) to Piercing with melee attacks.
Unbreakable Bond	500	Courage: 45	When two or more allied characters in a group owns this Ability, the effects of Fear and suppression are halved.
Under Control	250	Courage: 45	Characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Unrestrained Reflexes	250	Agility: 35	The character may attempt an Agility Test to force Opponent to lose Point Blank Bonuses.
Vault	500	Agility: 45	Able to use surroundings to double Jumping and Leaping range.
Wheelman	500	Pilot: Ground +20	Only takes half penalties in rough and difficult terrain when piloting vehicles.

Adept Marksman

Prerequisite: Warfare Ranged: 40 Perception: 45

Cost: 800

When a character makes any Aiming actions, that character may roll a Perception Test for the next shot to ignore half armor. If the Perception Test is failed, the attack is fired normally. This does not stack with any other Ability or Action which ignores Half Armor.

Aggressive Advance

Prerequisite: Warfare Range: 35

Cost: 300

The character is able to fire one shot from any weapon that does not have the Heavy Weapon Special Rule when making a Charge attack without penalty. Any shot following the first is at the standard penalty for firing while charging.

Air Time

Prerequisite: Perception: 30

Cost: 250

Air Time gives a +10 bonus to any Stunting Test involving ramping and landing in any vehicle.

Alien Tech

Prerequisite: Intellect: 45

Cost: 250

Technology is different depending on race. Alien Tech covers a character's ability to use technology from other races better. Over time, with this Ability, characters should take less and less penalties when dealing with technology that are alien in origin until no penalties are taken at all. This is to show growing knowledge on how to use the technology. The GM should keep this in mind.

Always Ready

Prerequisite: Perception: 35

Cost: 500

Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test. This may be treated as an Opposed if the conditions need it to be, such as Opposing a Sneaking Opponent. If the Test is an Opposed, the character using Always Ready gains a +10.

Aviator

Prerequisite: Pilot (Air): +10

Cost: 500

All Pilot Air Skill Tests gain a +10 for Stunts and Evasive Maneuvers.

Battle Mind

Prerequisite: Intellect: 40

Cost: 250

The character rolls initiative and adds the character's Intellect Modifier instead of the Agility Modifier. This is to show the character's ability to access the situation to handle it with intelligence and not speed. The character may choose which Modifier is used, Agility or Intellect.

Blind Fight

Prerequisite: Exceptional Hearing

Cost: 250

When blinded or under eye-sight based penalties, a character using close-ranged combat (within three meters) only takes half penalties. This negates the automatic failure rule with blind Warfare Range use.

Blur

Prerequisite: Toughness: 40, Agility: 35, Strength: 35

Cost: 500

The character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8. Afterwards, the character takes a -20 Toughness Test. If failed, the character gains a Fatigue. If Stacked with the Sprint Spartan suit Permutation, the Spartan does not need to make a Toughness Test, and will take 1D10-Toughness Test degrees of fatigue, minimum of 3. If used twice within the same hour, the Spartan takes a hit on each shin on the Special Damage Chart at 10D10 Special Damage.

Bound Back

Prerequisite: Agility: 45

Cost: 250

Bound Back is a character's prowess to instantly jump back up after being knocked to the ground. This can be taken on anyone's turn or round as a Response Action. This does not remove the Response Action. Instead, anything that shares this Response Action with takes a -10 to the Test.

Brave Heart

Prerequisite: Courage: 40

Cost: 500

When a character is suffering from Bloodloss, Brave Heart allows the character to calm themselves to slow down bloodloss.

Characters must make a Courage Test to stay calm every Turn. If the Test passes, the character only takes half Bleed.

Break Shot

Prerequisite: Warfare Ranged: 40

Cost: 250

When making ranged attacks, on a damage roll of 10, the Critical Hit gains an extra 2D10 on the Special Damage Chart.

Calculated Pilot

Prerequisite: Perception: 30 Agility: 30

Cost: 500

Calculated Pilot gives any air vehicle-based Stunting or Maneuvering Test to take only half penalties when in combat.

Clear Target

Prerequisite: Warfare Ranged: 55

Cost: 250

Reduces the penalty for Called Shots by Half.

Cynical

Prerequisite: Courage: 50

Cost: 300

The Cynical Ability shows that a character can ignore the horrors of war. This includes dead bodies, unknown aliens, and horrific wounds. The character can still suffer Fear and Shock from their own wounds.

Decapitating Strike

Prerequisite: Guillotine Strike

Cost: 750

As a Full Action, the character may forgo all other melee attacks to attempt a great cleaving horizontal swipe, dealing 2 times their Strength Modifier in damage, but not Pierce, instead of the original +1D10 damage that Guillotine Strike did. This attack may hit any number of targets within 1 meter of one another, losing 1 Strength modifier and Piercing for each target hit.

Disarm

Prerequisite: Warfare Melee: 25

Cost: 250

The character is able to roll Strength, Agility, or Warfare Melee to disarm the Opponent, who is able to Oppose the Test with their Strength, Agility, or Warfare Melee Characteristics. This counts as a Full Action.

If the disarming character succeeds and the opposing character fails, the weapon is disarmed and in the control of the disarming character. If the character fails and the defender succeeds, the attempt fails. If both succeed, but the disarmer has more Degrees of Success, the weapon is knocked to the ground using the Scatter Table, based on the highest Strength of the characters. If both succeed, but the Opposing character has more degrees of Success, the character keeps their weapon.

Disarm (Improved)

Prerequisite: Agility: 40, Disarm

Cost: 500

If the character making a Disarm Action is successful, the Disarming Action only counts as a Half Action. If the Disarm is a failure, the Disarm is still considered to take a Full Action. See Disarm Ability above for failure outcomes.

Dual Wielding Melee

Prerequisite: Warfare Melee: 35

Cost: 250

Reduces the base Penalty for Dual Wielding melee weapons by half, rounding down. Dual Wielding Melee can be used in conjunction with Dual Wielding Range.

Dual Wielding Range

Prerequisite: Warfare Ranged: 35

Cost: 250

The Dual Wielding Ranged Ability allows a character to use two ranged weapons at half penalty, each. Dual Wielding Ranged can be used in conjunction with Dual Wielding Melee.

Eagle Eye

Prerequisite: Perception: 30

Cost: 250

The character with Eagle Eye gains a +10 bonus to all Investigation and Perception Tests.

Emotionally Broken

Prerequisite: Courage: 40

Cost: 750

Characters, while in the heat of battle, feel little-to-no emotion and gain an additional +40 to all Fear Tests. The character also gains a -30 bonus when rolling on the Shock Chart, so the character will gain less of a shock when dealing with horrors and fears of the Battlefield.

Evasive Maneuvers

Prerequisite: Agility: 35

Cost: 500

The character may begin their Round declaring Evasive Maneuvers as a Free Action. When declared, Evasive Maneuvers applies a -20 Penalty to any ranged attacks, and a -10 to any melee attacks, but grants a +20 bonus to Evasion until the beginning of their next turn.

The character only takes half penalties when evading extra attacks, regardless of whether they are making evasive maneuvers. These effects may be stacked with Guarded Attack action.

Even Out

Prerequisite: Pilot (TYPE):+10

Cost: 250

Anyone that is riding in the character's vehicle that are firing any sort of weapon take only half penalties for terrain and speed. This shows the operator's proper usage of the vehicle and a good eye for what their allies would need for a better shot.

Exceptional Hearing

Prerequisite: Perception: 30

Cost: 250

A character using the Exceptional Hearing Ability gains a +10 bonus to any hearing-based Investigation and Perception Tests.

Fast Foot

Prerequisite: Agility: 40

Cost: 250

The character uses incredible Agility or quick thinking to get an advantage on the battlefield. The character rolls twice when figuring the Initiative Test and takes the highest roll.

Flame Spray

Prerequisite: Intellect: 25

Cost: 250

A character using Flame Spray with any flame-based weaponry gives any opponent within the fire a -10 penalty to any Evasion Test.

Frenzy

Prerequisite: Courage: 30

Cost: 250

Characters using the Frenzy Ability no longer take penalties to Evasion from Berserker and Adrenaline Rush

Gather Senses

Prerequisite: Courage: 40

Cost: 500

A character with the Gather Senses Ability is allowed to reroll a failed Pinning Test and Fear Test per Round. The second roll must always be taken over the first, no matter the outcome.

Guillotine Strike

Prerequisite: Strength: 45

Cost: 500

Downward strike that deals +1D10 damage to the melee attack being made. The Character forgoes all other Melee Attacks to attempt a couple massive downward strike, dealing the additional +1D10 damage, as if it were the weapon's. The Attacker gains their Half Action amount of Melee Attacks for this Full Action Attack. The Opposing Character must make a Strength, Toughness, or Agility Test, or be knocked Prone.

Hand-To-Hand Basic

Prerequisite: Warfare Melee: 25

Cost: 250

This Ability shows the character is proficient with the standard Hand-to-Hand Martial Arts used by their respective Militaries. This allows the character to make one extra melee attack if their first melee attack was successful that Round.

Heavy Preparation

Prerequisite: Strength: 30

Cost: 350

The character no longer needs to brace a heavy weapon when firing. The character, at all times, counts as braced. The character no longer

automatically drops heavy weapons when attempting to dual wield them.

Inspiration

Prerequisite: Charisma: 35

Cost: 250

Using incredible Charisma, a character can inspire others to do better and to pick up the pace. Inspiration gives any inspired character a +10 to their next Test. If a character does not want to be inspired, then it becomes an Opposed Test with the Courage Characteristic.

Iron Fist

Prerequisite: Strength: 55

Cost: 500

The character's Unarmed attacks gains the Electrified Special Rule with a successful Strength Test. Instead of rolling to see how long the character is stunned, the base Stun Rounds is 1. The opponent still gains an extra Round of being stunned for every Degree of Failure on their Toughness Test.

Lucky Shot

Prerequisite: Luck: 3

Cost: 500

Characters making an attack with the Lucky Shot Ability has the capability to deal extra damage from an attack, once per day. If the character rolls 01 through 09 on the To-Hit, the dice rolled to figure damage outcome is doubled. The Pierce and weapon base damage is not.

Manslaughter

Prerequisite: Pilot (TYPE): +20

Cost: 250

With superior driving capabilities and a good eye, the character is able to easily run down enemies on the battlefield with a vehicle. Any opponent attempting to dodge a character with Manslaughter gains a -10 penalty to the Evasion. This can be taken once for every Pilot type.

Marksman

Prerequisite: Perception: 55

Cost: 800

The character using Marksman shows prowess with ranged weaponry. Marksman gives the user the ability to gain full bonuses from the Sniper Optics. The Marksman Ability allows characters to only take half penalties for long and extreme ranged attacks with Sniper Optics.

Medical Insight

Prerequisite: Medication: +20

Cost: 750

Medical Insight shows true ability in the Medical field. Those with Medical Insight double what they rolled on a Medical Test to heal wounds. For example, a Medical Test that increased healing by +3 wounds per day now heal +6 wounds per day.

Medical Prowess

Prerequisite: Intellect: 50

Cost: 400

Any character with Medical Prowess only take half penalties when using medical skills and abilities towards characters of other races.

Mind Timer

Prerequisite: Agility or Intellect: 40

Cost: 450

When cooking grenades, the character takes no base penalties, and gains a +10.

Mobile Fire

Prerequisite: Warfare Ranged: 35

Cost: 500

When the character is moving and firing a weapon or making a melee attack, the character only takes half penalties.

Modern Army Combatative

Prerequisite: Hand-To-Hand Basic

Cost: 750

The character is trained under the character's Military's special hand-to-hand combat. This opens the Advanced Melee Combat table for the player, along with giving the character to use a Full Action to make their melee attacks with an additional 2 melee attacks.

One Eye Open

Prerequisite: Perception: 30

Cost: 250

A character with the One Eye Open Ability always counts as 'awake' while sleeping. The One Eye Open Ability means any character sleeping with this ability does not count as helpless.

Optical Warrior

Prerequisite: Perception: 45

Cost: 400

Any scope used by the character counts as one scope-type higher (CQB to Marksman, Marksman to Sniper), and sniper optics gives the character +10 to hit. This does not change the distances at which penalties are gained from being too close.

Order of Things

Prerequisite: Leadership: 30

Cost: 250

When a character has 'Order of Things' Ability, the character gains a +10 to any Social Skills pertaining to characters of lesser rank. This only accounts to Social Opposed Tests.

Outstanding Olfactory

Prerequisite: Perception: 30

Cost: 250

A character with the Outstanding Olfactory Ability gains a +10 to any smell-based Investigation and Perception Tests.

Peer

Prerequisite: Charisma: 40

Cost: 250

The Peer Ability allows the character to have good standings with a certain selected group, giving the character a +10 to any social test dealing with the selected group.

Peer works only with smaller subgroups, such as 'The Army' or 'Medical Teams.' A Character cannot take Peer for large groups such as 'The Covenant Empire' or 'The UNSC Defense Force.'

Practiced Fighter

Prerequisite: Warfare Melee: 45

Cost: 500

When dealing with attacking in close-combat melee, the character count as attacking the opponent's lowest Armor Rating.

This Ability is only used if the character can pass an eyesight-based Investigation to find where the weak-point is in the armor.

If the armor has no lesser-armored section of the body part hit, then add an extra 1D5 to the weapon's piercing.

Protector

Prerequisite: Agility: 35

Cost: 250

A character with the Protector Ability is able to move in front of, or switch places with a nearby character. To do so, the character must make a successful Agility Test as a Response Action. The Test is to see if the character will make it in time. The limit of the character's Protector Movement is half of the character's Charge range and this uses up the character's next Half Action and counts as a Half Move.

A character may oppose this Test by making either an Agility or Strength Test.

Quickdraw

Prerequisite: Agility: 35

Cost: 250

Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action. If the character has two smaller equipment or weapons, such as pistols, they will be able to Quickdraw them both in the single Action.

Quick Toss

Prerequisite: Warfare Melee: 55

Cost: 300

The character gains the ability to use a Response Action to throw one-handed weaponry at a -10 penalty. This attack does not use up the Response Action, but any other Response Actions are at a -20 while Evasions gain only an extra -10, instead. It is considered that both of these actions are happening at the same time, such as Evading and throwing a grenade.

Rapid Reload

Prerequisite: Agility: 40

Cost: 500

Any character using Rapid Reload halves the Base Reload Time of any weapons' reload (minimum of 1). If Rapid Reload would have a pistol reloaded at below 1 Half Actions, the pistol may be reloaded as a Response Action, if chosen, giving -10 to any other action used in the Response Action.

Rapid Reload does not affect a weapon's recharge rate.

Reliable Reputation

Prerequisite: Charisma: 45

Cost: 250

Any character with this Ability is able to make Social Skill Tests against higher ranking characters without taking any penalties. This Ability can be lost if any respect or likeness towards the other character is lost. This does not work against characters that are under the Revulsion Ability.

This Ability can stack with Peer. This Ability does not remove the bonuses given to the higher rank when dealing with lower levels.

Resilient

Prerequisite: Toughness: 35

Cost: 500

If a character with this Ability is about to break a bone, the character must roll a -10 Toughness Test to resist the bone from breaking. A failed test means the bone breaks as it would before the roll was made.

Resourceful

Prerequisite: Leadership: 45

Cost: 500

After completing a mission, the character must roll a 1D10. On a roll of 1 through 3, the character gains an extra Support Point.

Revulsion

Prerequisite: Charisma: 25

Cost: 250

A character may select a group that they despise, similar to Peer. When dealing against this group, the character gains a +10 to any Opposed Combat Tests. Charms or any positive Opposed Tests gain a -10 Penalty to the test.

Rush

Prerequisite: Agility: 40

Cost: 500

When a character is charging with this Ability, the character moves extra meters equal to the character's Agility Modifier. This allows a character to move through cover and traverse terrain better and faster.

Second Chance

Prerequisite: Toughness: 55

Cost: 750

The character is able to roll a single -10 Toughness Test when going under 0 Wounds from a positive number. If the Toughness Test passes, the character stays at 0 Wounds from the attack and takes no Special Damage.

Shotgun

Prerequisite: Warfare Range: 30

Cost: 400

Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.

Snapshot

Prerequisite: Perception: 35 Warfare Ranged: 35

Cost: 500

Snapshot allows a character to take a Half Action Aim as a Response. Taking Snapshot at a Response Action does not fully use it up, but gives a -10 Penalty to anything else used within this Response Action.

Soldier of Fortune

Prerequisite: Luck: 2

Cost: 1500

Any character with the Soldier of Fortune Ability is allowed to reroll one failed test when a Luck point is spent. For example, a character using Luck to reroll a failed Evasion may reroll the test a second time. This may be used only once a Round.

Stabilization

Prerequisite: Medication: +10

Cost: 500

Medics learn a lot on the battlefield and in training. Medics with the Stabilization Ability are able to automatically stop one point of Bleed with a Medical Test on another character, even with a failed roll. With every degree of success, the Medic stops an extra two more points of Bleed. This stacks with the medical test, it does not replace it.

Steady Aim

Prerequisite: Perception: 40

Cost: 500

When the character is using an Aim Action with this Ability, the character gains a +10 To Hit.

Sticky Fingers

Prerequisite: Athletics +10

Cost: 450

The character gains +10 to all Climb Tests.

Strafing Run

Prerequisite: Agility: 35

Cost: 500

When advancing while taking fire, the character is able to strafe and dodge incoming fire while continuing their charge. To hit a character making a Half Move is at a -5 penalty to hit. To hit a character making a Full Move is at a -10 penalty. To hit a character making a Charge Move is at a -15 penalty. To hit a character making a Run Move, or above, is at a -20 penalty to hit.

Strong Back

Prerequisite: Strength: 55

Cost: 650

Characters gain +3 to their Toughness Modifier when discovering Lifting, Carrying, and Pushing Weight.

Swift Shot

Prerequisite: Warfare Ranged: 35. Quickdraw

Cost: 500

When the character is making a Quickdraw using a weapon, the character is allowed to take a quick single shot at a -20 penalty as a Response Action, that does not take up the Response Action completely, it just adds a -10 Penalty to anything else sharing the Action.

Tackle

Prerequisite: Strength: 30

Cost: 250

Any character with the Tackle Ability can attempt to knock opponents to the ground with Successful Opposed Strength Tests or Agility Test. A character does not need the Tackle Ability to make this action, but a character with this Ability may make the tackle without initiating a Grapple.

If a character successfully makes the Opposed Test with more than one degree of success, the Opponent is knocked to the ground and the character stays standing.

If a character successfully makes the Opposed Test without having more than one degree of success, the Opponent is knocked to the ground along with the character making the action.

If a character fails the Opposed Test, the character fails to knock down the opponent. If there are one or more degrees passed by the Opponent, the character is then knocked prone.

Triangulation

Prerequisite: Intellect: 35

Cost: 250

A character with the Triangulation Ability is able to remember previously traveled to locations. The Triangulation Ability gives the character the capability to not need to take any Navigation Tests when in a location they were previously in.

Unarmed Combatant

Prerequisite: Warfare Melee: 35

Cost: 250

When using the Unarmed Combatant Ability, the character gains half of the character's Warfare Melee Modifier (Rounding Down) to Piercing with melee attacks.

Unbreakable Bonds

Prerequisite: Courage: 45

Cost: 500

When two or more characters of a group have this Ability, the characters take only half penalties from Suppression, and a -30 on the Fear Charts when fighting together. These characters must be Party Members and be in the same battle.

Under Control

Prerequisite: Courage: 45

Cost: 250

Characters under Suppressing Fire or taking Fear Tests gain a +15 to the Courage Test. This also counts for rerolls of the Tests given by other Abilities.

Unrestrained Reflexes

Prerequisite: Agility: 35

Cost: 250

The character may attempt an Agility Test Response Action to negate an Opponent from gaining the Point Blank To-Hit bonus. If Successful, the Opponent must attack the character without the bonus from the Point Blank Range Attack bonus. This puts all other Response Actions taken at a -20 Penalty.

Vault

Prerequisite: Agility: 45

Cost: 500

The character uses incredible agility to use surroundings to double Jumping and Leaping ranges. For example, a character with Vault can use a wall or fence to jump higher to reach a specific location.

Wheelman

Prerequisite: Pilot (Ground): +20

Cost: 500

When piloting ground vehicles, the operator only takes half penalties when it comes to rough and difficult terrain. Any penalties originating from terrain are halved. This shows that the operator of the vehicle is trained and experienced in dealing with difficult driving situations.

LANGUAGES

All characters start with the language that makes most sense to the character.

Human Languages/ Your Choice

Prerequisite:

Cost: 150

The character has the ability to speak a Human Language of choice. This comes natural to all those in the UNSC. Those who choose another language other than English must pay an extra 50 Experience, because any Language chosen comes packaged with English. If the Human character already knows English, each additional Human Language only costs another 100 Experience.

Covenant Empire Language/ Sangheili

Cost: 150

The character has the ability to speak the main language of the Covenant Empire. This language comes free to all Covenant-based characters, as well as one language from their own race.

Covenant Empire Language/ Unggoy

Cost: 150

The character has the ability to speak the main language of the Unggoy. This language comes free to all Unggoy characters.

Covenant Empire Language/ Kig-Yar

Cost: 150

The character has the ability to speak the main language of the Kig-Yar. This language comes free to all Kig-Yar characters.

Covenant Empire Language/ Jiralhanae

Cost: 150

The character has the ability to speak the main language of the Jiralhanae. This language comes free to all Jiralhanae characters.

Covenant Empire Language/ Lekgolo

Cost: 150

The character has the ability to speak the main language of the Lekgolo/Mgalekgolo race. This comes free to all Mgalekgolo characters. This language is blasted from the Lekgolo's entire body through vibrations from every worm.

Covenant Empire Language/ Yanme'e Language

Cost: 200

All Yanme'e characters come knowing the Yanme'e speaking language, but is even still difficult to understand, if not a Yanme'e.

Huragok Sign Language

Cost: 400

All Huragok characters come knowing the Huragok speaking language, but this cannot be understood by any other race. However, purchasing this will allow the character to learn the Huragok's sign language.

Forerunner Language/ Third Dimensional Text

Prerequisite:

Cost: 500

The character has the ability to speak the Forerunner Language and read their third-dimensional Text.

WEAPON TRAINING

Weaponry Training comes in to packages based on how a weapon works. When a character is being trained under weaponry that is used in their Military, the character would receive training with the standard weaponry as a whole. Most weapons are similar in design and use, having a trigger, a location used to aim, and a firing mechanism of some sort. There is no reason that a character who knows how to use rifle must take penalties for using shotguns or pistols.

A character with training under one group of weaponry will take -20 penalties for using the other group they do not have training in. If a character has training under Human Weaponry will take a -20 penalty for using Covenant Empire weapons. Characters with training under Covenant Empire Weaponry will take a -20 penalty for using Human Weaponry. This shows the character knows how to use the weapons at a basic level, but not proficiently.

Human Weaponry

Prerequisite: N/A

Cost: 150

The character is now proficient using Human Weaponry. This comes automatic to all Soldiers of the UNSC or Insurrectionist. Without this training, any use comes at -20.

Covenant Weaponry

Prerequisite: N/A

Cost: 150

The character is now proficient using Covenant Empire Weaponry. This comes automatic to all Soldiers of the Covenant Empire. Without this training, any use comes at -20.

Forerunner Weaponry

Prerequisite: N/A

Cost: 150

The character is now proficient using Forerunner Weaponry. This comes automatic to all Sentinels, AI, Prometheans, and other Forerunner and their constructs. Without this training, any use comes at -20.

STEP 5: EDUCATION

Education isn't given to everyone. Some Soldier Types do not allow an Education, outright. Education costs Experience to take, and gives characters training and knowledge of specific types of information.

Some Educations come at Character Creation, others can be bought. No matter what, though, an Education takes time and study. A Character who purchases an Education does not automatically know the Education once purchased, but instead, must take off time to do so. A professionally taught Character is able to learn an Education within 50 Days.

EDUCATION TESTS

An Education Test is used when a Player or GM is trying to find out whether or not a Character knows something specific, whether it is just to see if they know something obscure, or if their knowledge will help them with a Test. A GM should never have Characters roll for things that are obvious within an Education.

An Education Test, when not used with Skills, can be used to help a Character through knowledge-based Tests, as well, using Intellect.

USING EDUCATION WITH SKILLS

Education is rolled like a skill. The Education System can gain Bonuses and Penalties like Skills, you can purchase Advancements in your desired Education, and it can even be Opposed. An Education Test is rolled with the Skill Test it is being tied with. An Education Test is used alongside a Skill to increase the Bonuses the Skill receives. Using Human Linguistics at +5 will offer a +5 Bonus when used with a Covenant-based Cryptography Test.

A Character supplementing their Skill Test with an Education must have a reason for it making sense. Using Armoring to supplement a Technology Test based on using a computer would make no sense. The GM must pay close attention to how the Educations are being used.

OPPOSING EDUCATION

In the field of knowledge, there can be incorrect information or arguments. If characters are arguing or trying to show who knows more about a given subject, then the GM can issue the tests to be Opposed.

KEEPING WHAT YOU KNOW

When you make an Education Test to know something specific about your Education, you will never forget this if you pass. Once you pass any Education Test, you may write down that you know this information, as your Character shouldn't forget it, unless the GM specifies a reason otherwise. This works for other Characters without Education, or learning an Education as the game goes on.

SPREADING THE KNOWLEDGE

Characters may spread their knowledge of an Education to others, teaching them over time. The Character acting as a teacher may make an Education Test. Every Test taken counts as an abstract 15 Hours. For every degree of Success, the Learning Character gains a +1 to their (X). When (X) reaches 100, they now have the Education at +5, or +10 if the Character already had the +5.

Once the Teaching Character makes their Education Test, the Learning Character must make an Intellect Test to see how much they've taken in. For every Degree of Failure, the Learning Character removes 1 Degree of Success from the Teaching Character's Test. This does not affect any previous Tests.

This same learning system also works for gaining a +10 in the desired Education, as well.

KNOWING THE OBVIOUS

There will always be something that should be obvious to a Character, such as their own culture or heritage. The GM should realize that a Human Character should always have a decent knowledge of Human-based Education. The same goes for other Races. Covenant should not have to take Covenant Culture to know about their own cultures.

RESTRICTED EDUCATIONS

Some Educations Types, labeled Restricted, cannot be learned by just anyone. The GM must allow these to be learned under discretion, due to their secrecy or denial by higher powers.

EDUCATION AND UNTRAINED SKILLS

Education Tests do not alter Untrained Skill Penalties. If a character is attempting to make a Skill Test based on a Skill they are untrained in, using an Education will only lessen that Penalty by the bonus the Education gives.

Having an Education that helps a Skill does not count as being Trained in that Skill.

EDUCATION	DIFFICULTY	TYPE	SKILL	+5	+10
Covenant Culture	Basic	Cultural	Appeal, Investigation	200	400
Human Culture	Basic	Cultural	Appeal, Investigation	200	400
Human Military	Advanced	Military	Command, Appeal, Investigation, Deception, Interrogation, Security	400	600
Covenant Military	Advanced	Military	Command, Appeal, Investigation, Deception, Interrogation, Security	400	600
Covenant Weaponry	Basic	Military	Technology	400	600
Human Weaponry	Basic	Military	Technology	400	600
Human Linguistics	Basic	Cultural	Cryptography, Technology	200	400
Covenant Linguistics	Basic	Cultural	Cryptography, Technology	200	400
Forerunner Artifacts	Advanced	Restricted	Technology	1000	1,200
Forerunner Weaponry	Advanced	Restricted	Technology	800	1,000
Human Medical Science	Advanced	Biological	Medication, Survival, Interrogation	400	600
Covenant Medical Science	Advanced	Biological	Medication, Survival, Interrogation	400	600
Computer Security	Advanced	Computer	Security	200	400
Flood Biology	Advanced	Restricted	Medication	800	1,000
Human Vehicle Maintenance	Basic	Engineer	Technology	400	600
Covenant Vehicle Maintenance	Basic	Engineer	Technology	400	600
Armoring	Basic	Engineer	Technology	400	600
Construction	Basic	Engineer	Technology, Demolition	400	600
Demolitions Assembly	Basic	Engineer	Demolition	400	600
Covenant Law	Advanced	Cultural	Command, Investigation, Deception, Negotiation	400	600
Human Law	Advanced	Cultural	Command, Investigation, Deception, Negotiation	400	600
Covenant Literature	Basic	Cultural	Appeal, Command, Investigation	200	400
Human Literature	Basic	Cultural	Appeal, Command, Investigation	200	400
Human History	Basic	Cultural	Appeal, Command, Investigation	200	400
Covenant History	Basic	Cultural	Appeal, Command, Investigation	200	400
Planetary Science	Advanced	Space	Survival, Camouflage	400	600
Astrophysics	Advanced	Space	Pilot, Technology	400	600
Aeronautics	Advanced	Piloting	Stunting, Pilot, Evasion, Technology	400	600
Human Psychology	Advanced	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	600	800
Covenant Psychology	Advanced	Cultural	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	600	800
Culinary	Basic	Cultural	Survival	200	400
Merchant	Basic	Cultural	Appeal, Negotiation, Deception	200	400
Mathematics	Basic	Engineer	Security, Cryptography, Gambling	400	600
Slipspace Theory	Advanced	Dimensional	Pilot, Navigation, Technology, Stunting	1,000	1,200
Astronautics	Advanced	Piloting	Pilot, Technology, Stunting, Evasion	400	600
Ground Vehicle Dynamics	Basic	Piloting	Pilot, Technology, Stunting, Evasion	400	600
Martial Arts	Basic	Biological	Evasion, Grappling, Athletics	400	600

ACTIONS

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Aim	Half/Full	Concentration	Aiming action to use with weapons.
Blind Fire	Half/Full	Attack	Firing around cover without revealing yourself to the enemy.
Brace Heavy Weapon	Half/Full	Misc.	Preparation to fire a weapon with the Heavy trait.
Called Shot	Full	Attack, Concentration	Aim Action Subtype to attack specific point on the body.
Charge	Full	Attack, Movement	Must move at least 2 meters. +10 to Warfare Melee.
Readied Stance	Half	Concentration, Attack	Gain an additional Reaction. -20 to Warfare Melee and Warfare Ranged.
Delay Action	Half	Misc.	Before your next Turn, take any Half Action.
Evade	Response	Defense	Test the Evasion Skill opposed against an attack.
Grapple	Half/ Full	Attack	Use a Grapple move or break from Grapple.
Guarded Attack	Full	Attack, Concentration	-10 to Warfare Melee and Warfare Ranged. +10 to Evasion.
Jump or Leap	Half/ Full	Movement	Jump vertically or horizontally. If movement is 10+ meters, takes Full Action.
Knock-Down	Half	Attack	Try and knock an opponent to the Ground.
Maneuver	Half	Attack, Movement	Opposed Warfare Melee test, if you win, move enemy half your Half Action movement.
Move	Varies	Movement	Move up to your Full Move.
Multiple Attacks	Full	Attack	Attack more than once in the same round. Requires two weapons or a talent.
Killzone	Full	Attack, Concentration	Shoot targets coming in to a set kill zone. Full Action to determine zone.
Ready	Half	Misc.	Ready a weapon or item.
Reload	Varies	Misc.	Reload weapons.
Stand/Mount	Half	Movement	Stand Up or begin climbing something.
Standard Attack	Full	Attack	Make one melee or ranged attack.
Stun	Full	Attack	Attack to stun a person instead of killing them.
Suppressing Fire	Full	Attack, Defense	Force Opponents to take cover.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, misc.	Use of a skill in combat.

USING ACTIONS

During a character's turn, the character may perform one Full Action or two Half Actions. A character could, for example, make a Readied Stance for their turn (Full Action), or Ready a Grenade and use it (Two Half Actions). It is important to remember that a single Round is only four seconds in length, so a character can only do so much.

Most actions are started and completed within the active character's same turn. If not, these are known as Extended Actions.

SPEAKING ACTIONS

Any action can be combined with talking, battle cries, and other short verbal expressions; these are all considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. An insult to an enemy or a quick order to attack someone is reasonable, but anything that goes in to detail or takes longer than five seconds to say counts as taking an Extended Action that doesn't actually impede on any other actions taken. These may take an Extended Action to take, but the player may make any other of their normal Actions within their turns while speaking.

ACTION DESCRIPTIONS

These Actions provide players with a variety of options in combat.

AIM: Type: Half Action or Full Action // Subtype: Concentration

The active Character takes extra time to make sure their attack is precise. A Weapon's Accuracy is based on the scope or iron sight that the weapon is using.

Aiming as a Half Action grants half of the weapon's Accuracy modifier to the next attack.

Aiming as a Full Action grants the player the full Accuracy of the weapon to their next attack.

A character that made a Full Action Aim will get the full benefit of the Full Action Aim for any of their Turns afterwards, as long as their concentration has not been broken by the likes of moving, damage, or until the attack has been made.

If a weapon does not have a Smart-Linked scope, a character cannot gain any bonuses to aiming while Dual-Wielding.

AIM/CALLED SHOT: Type: Half Action // Subtype: Attack, Concentration

Called shots are when a character attempts to attack specific points on the target. The attacker declares a body location or a body sub-location and attempts to take a shot. Firing at a specific body locations merits a -30 penalty. Firing at a specific body sub-location gives a -60 penalty. If the roll is successful, the shot is made and hits successfully.

Players must take an aim action before every called shot. The bonus gained from the aiming action will carry over onto all subsequent shots until the one making the shots is hit, is forced to move for any reason, or switches to a target who is more than (X) meters from the original target. (X) Being the Active Character's Perception Modifier. The Active Character cannot switch targets more than (X) number of times before having to take a new aim action. Each aim action lasts only (X) number of turns before another Aim Action must be taken, even if their aim is uninterrupted.

If the called shot was missed with the penalty, but would have hit with only a -20, the attack still goes through with the called shot being ignored and the to-hit section is rerolled.

BLIND FIRE: Type: Half Action or Full Action // Subtype: Attack
Characters are able to fire around corners, above cover, and generally just fire without seeing the target, but knowing their general location. This works well with Suppressing Fire, but not for hitting the opponent.

When using Blind Fire, shots are made at a -30 penalty. Using Smart-Link scopes with weapons that are able to use them halve the penalties gained from the Blind Fire. Aiming actions may only be taken with a Smart Link when using Blind Fire.

BRACE WEAPON: Type: Half Action or Full Action // Subtype: Misc.
Certain weapons must be braced before they can be fired effectively. There are two ways that this bracing can be attained. For heavy weapons, this consists of taking a secure stance to brace against the recoil of the weapon for a Half Action. For sniper rifles, medium machine guns, and light machine guns, you must deploy a bipod against something secure for a Full Action. All of these may be operated without any concern for bracing with the purchase of the Heavy Preparation ability. If a user does not brace these weapons, they fire at an extra -10 Penalty, and every shot after gains a -20 Penalty.

CHARGE: Type: Full Action // Subtype: Attack, Movement
The target must be at least 2 meters away and less than the character's full charge distance. When charging, the attack has the possibility of being stronger than it was before due to the speed being traveled. On the Charge, the Base Damage of the weapon or strike is increased by half of the Charge Movement of that character, so a Charge of 10 will give +5 Damage to the Attack, rounding down.

READIED STANCE: Type: Half Action // Subtype: Concentration, Attack
The Active Character makes no attacks and concentrates entirely on self-defense until the beginning of their next turn. The Active Character using Readied Stance may make one extra Reaction, and all opponents suffer -20 to Warfare Ranged and Warfare Melee tests.

DELAY: Type: Half Action // Subtype: Misc.
Instead of acting immediately, the character waits for an opportunity they can act upon. When a character chooses Delay, the character's turn "ends," and any time before the start of the character's next turn, the character can take one Half Action. If two or more characters take a Delayed Action, they must make an opposed Agility Test to see who acts first.

EVADE: Type: Reaction // Subtype: Movement
Evade is a response that a character performs to move away from an incoming attack that has "hit" the character. If the evasion is failed, the damage is rolled. If the character makes the evasion, any damage and effect is ignored. Evasion is made using an Agility Test with the Evasion Skill.

To perform these tests, a character must roll an Opposed Test against the attacker's degrees of success on the attack. If the character evading gains more degrees of success than the attacker, the shot is missed. If the attacker gains more degrees of success over the evader, the attack hits as normal. Each evasion roll after the first takes a -10 penalty. These penalties stack with the next evasion.

When a character is evading, the character is attempting to move out of the way of a shot that is about to happen.

EVADE PARRY: Parrying is a sub-type of the Evasion Action, allowing the character to choose to use Warfare Melee instead of Agility to dodge melee combat. If a character uses an Evasion based on Agility in melee combat, in which the character retreats a meter back to dodge the attack. This then considers the character to no longer be in

melee range unless a weapon says otherwise. Parrying only takes a -5 penalty to each Evasion. that character cannot dodge weapons fire as that character must focus on Warfare Melee parrying in combat.

GUARDED ATTACK: Type: Full Action // Subtype: Attack, Concentration

The character performs a carefully made attack to keep a more defensive stance. When making a Guarded Attack, the character suffers a -10 penalty to Melee and Warfare Ranged Tests, but gain a +10 bonus to all Evasion tests until the beginning of the character's next turn. Any bonuses and penalties gained from a Guarded Attack is lost if the character has been knocked down or stunned.

JUMP OR LEAP: Type: Full Action // Subtype: Movement
Characters can Jump vertically or Leap horizontally. If the Active Character is engaged in melee, each opponent they is engaged with may take a free standard Attack against the character. See Movement for details on Jumping and Leaping.

MANEUVER: Type: Half Action // Subtype: Attack, Movement
When using maneuver, the Active Character attempts to force the opponent to move a number of meters equal to half their Half Move. This is done through an Opposed Warfare Melee, and is treated as a Grapple. If the Active Character wins, the opposing character is moved in the direction the Active Character is attempting to go. If the opponent succeeds, they goes nowhere. If the opponent wins by two or more success, they can push the Active Character as if they was making the maneuver; does not require any opposed skill test.

MOVE: Type: Half Action or Full Action // Subtype: Movement
The Active Character may spend a Half Action to move up to their Half Move agility speed.

Characters are allowed to take their move actions and use it with firing weapons or any other type of action.

Characters taking a Half Action Move can perform another Half Action simultaneously at a -10 penalty.

Characters taking a Full Action Move can perform a Half Action simultaneously at a -20 penalty.

Characters taking a Charge Action Move can perform a Half Action simultaneously at a -25 penalty.

Characters taking a Run Action Move can perform a Half Action simultaneously at a -30 penalty.

MULTIPLE ATTACKS: Type: Full Action // Subtype: Attack
This action allows the Active Character to make additional Melee Attack Actions on his turn if he has multiple melee weapons at hand. This gives the Active Character a -20 to each attack. The character may make a Melee Attack Action with each weapon held.

KILLZONE: Type: Full Action // Subtype: Concentration
The Active Character guards a specific area or target, ready to fire at any moment. When KILLZONE is active, the Active Character establishes a "Kill Zone." This encompasses a 45 degree arch in the direction the Active Character is facing.

Any character in the Kill Zone has a -20 to Dodging fire, and any character firing into the Kill Zone has a +10 bonus to hitting. KILLZONE ends if the characters involved lose concentration, such as taking a shot or moving. Killzones do not stack.

READY: Type: Half Action // Subtype: Misc.

Ready is when an Active Character draws a weapon or retrieves an object that was stowed away or holstered. Skills and Talents may affect the speed at which items are readied, such as Quickdraw. This can be used to apply poisons or administer some kind of drug.

RELOAD: Type: Varies // Subtype: Misc

The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. Note that any Reload Action that is spread across more than one Round is an Extended Action.

STAND/MOUNT: Type: Half Action // Subtype: Movement

If the Active Character is on the ground, the character may stand. If the character is already standing, the character may begin a mounting action to ride a beast or vehicle, or begin climbing a character at least two sizes larger.

STANDARD ATTACK: Type: Full Action // Subtype: Attack

The Active Character makes either a Ranged or Melee attack.

If the attacking character is unarmed, the character can still attempt to make an unarmed attack, or initiate a grapple.

SHORTHAND ATTACK: Type: Half Action // Subtype: Attack

Much like the Standard Attack, except the Shorthand Attack is only a Half Action, and fires only Half of the Rate of Fire of a weapon. A Half Action attack only allows Half of a character's melee attacks (rounded down) unless an Ability or weapon dictates otherwise.

STUN: Type: Full Action // Subtype: Attack

The Active Character makes a Stun instead of attempting to land a killing blow. The Attacker makes a -20 Warfare Melee Test, if the attack succeeds, the attacking character roll a 1D10 and add the attacker's Strength Bonus. The target of the stun rolls a 1D10 and adds their Toughness Modifier +1 for every five points of armor protecting the head. If the Attacker's roll is equal to or higher than the target's roll, the target is stunned for a number of rounds equal to the difference between the two rolls (A round is five seconds).

SUPPRESSING FIRE: Type: Full Action // Subtype: Attack

Suppressing Fire is used when a character or group fires wildly towards an opponent, forcing them to take cover and react under a harsh situation. A character is able to Blind Suppressing Fire using the Blind Fire rules to stay in cover while suppressing.

A character under Suppressing Fire must take a -(X) Courage Test or be pinned. For every Rate of Fire the weapon is being fired at gives (X) a +5, beginning at 0. This is known as a Suppression test. Groups using Suppressing Fire add all of their RoF together when firing as a team. Suppressing Fire effects a 45 degree angle cone from each of the characters taking the action.

TACTICAL ADVANCE: Type: Full Action // Subtype: Movement

The Active Character moves from one point of cover to the next. In doing so, the character may cover a distance up to their Full Action move. For the duration of the move, the character is considered to benefit from the cover the character left from, even though the character is moving in the open for a moment.

USE SKILL: Type: Varies // Subtype: Concentration, Misc.

The Active Character may use a skill. This involves making a Skill Test. The time in which the Skill test takes place is determined by the skill being used.

COMBINING ACTIONS

Characters may choose to opt in and combine all of their actions in to one. This allows characters to do more precise Actions in groups of two or larger. When characters combine Actions, they go at the slowest Initiative of the group participating in the Combined Action. This Action must be declared at the fastest character's Initiative.

Characters that are taking Combined Actions give up their turn until the slowest character is ready.

ACTIONS NOT COVERED

If a character wants to do an action not covered by the game rules, the GM should attempt to allow the action. The GM should consider whatever Skill or Characteristic the Action could cover. It is best that the GM and players to write down how they handled such an action for later use.

MAKING THE ATTACK

The most common Actions in Halo Universe is the attack. No matter what the characters are armed with, the process is the same. Before the attack is made, the GM should verify that the attack is even possible by checking the requirements for the attack.

Melee attacks require the attacker to be in range of hand-to-hand combat, unless a weapon is extended. If the attack is possible, follow these steps.

FIREARMS AND RATE OF FIRE

Every weapon has a Rate of Fire. This indicates how many shots a character can make in a Full Action. If a character decides to fire the weapon with a Half Action, the Rate of Fire is halved (Rounded Up). If a weapon has a Three-Burst Rate of Fire, the gun can be fired six times in a turn, a burst per Half Action.

- STEP ONE: Apply Modifiers to Attacker's Characteristic
- STEP TWO: Attacker makes a test
- STEP THREE: Attacker determines hit location
- STEP FOUR: Attacker determines damage
- STEP FIVE: Target applies damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A Melee attack requires the attacker to make a Warfare Melee Test. A ranged attack requires the attacker to make a Warfare Range Test. There are many instances where one or more factors make performing the attack easier or far more difficult than normal.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together.

When determining difficulty, common sense should be used. Regardless of the usual limits and test penalties, some actions are simply impossible.

STEP TWO: ATTACKERS MAKE A TEST

After the modified characteristic has been determined, the Active Character makes their hit roll. If the roll is equal to or less than the modified characteristic, the attack hits (Evasion to nullify attacks). When determining where an attack hit, reverse the two numbers, for example, a 34 to hit becomes a 43 and strikes the Body, and a 50 to hit becomes an 05 and strikes the Head.

SPRAY AND PRAY

One of the basic requirements for making an attack is the attacker needs to be aware of the target. But why can't someone just blast away in to the darkness in hopes of hitting whatever may be hiding there? This is possible, of course, but shouldn't be treated as a normal attack. The GM should simply decide the likeliness of the character being hit. The GM needs to take in the appropriate factors into consideration, such as Rate of Fire and available cover.

AFTEREFFECTS AND DAMAGE

After the hit has been determined using the to-hit chart, damage needs to be rolled. If an attack breaks through armor and toughness, a roll on the Specialized Damage Chart is made. You will find this chart under Damage and Injury.

STEP FOUR: ATTACKER DETERMINES DAMAGE

After the hit location has been determined, the attacking character determines the damage dealt by their attack. Each weapon has a damage listing, and any modifiers have listed damage that is added on. These damages represent a damage roll and what kind of special modifiers also take effect. All damage shown and rolled is then added up. If the attack was made by a melee weapon, add the attacker's strength bonus to the damage.

The result of all the modifiers added up is the total damage. If a natural 10 is rolled on any damage die, there is a chance of Critical Damage.

CRITICAL DAMAGE

When rolling damage after a successful attack, if a natural 10 is rolled, there is a chance for the weapon to deal critical damage (For weapons that do 1D5 damage, a 5 is considered a possible Critical Damage as well). A weapon that deals Critical Damage roll 5D10 on the Special Damage Chart. Some Abilities and weapons increase the amount of dice rolled on the Special Damage Chart.

STEP FIVE: TARGET APPLIES DAMAGE

From the total damage, the target subtracts their Toughness Modifier and any Armor Points that protect the location hit by the attack. If this reduces the damage to zero or less, the target shrugs off the attack as if nothing happened. All damage done on the body locations must be recorded as total damage in-all.

PIERCING

Piercing is the amount of Armor that an attack ignores. Piercing is the modifier in which an attack nullifies how much Armor Rating will ignore from said attack. If a character is hit by an attack with Piercing 5, and they have an Armor Rating of 10, the character will only absorb 5 points of that damage, instead of all 10. Piercing can be effected by multiple Special Rules that change how they are handled.

PENETRATING PIERCING

Weapons with the Penetrating Special Rule double their Piercing Damage against Shields.

UNARMED COMBAT

Not every fight involves a weapon. Some conflicts may involve unarmed combat, settling things "The old-fashioned way." Though the Old-Fashioned Way does not always work against twelve foot tall pissed off aliens.

To make an unarmed attack, the attacker must be engaged in melee combat with their opponent. The attacker then makes an assault using the Warfare Melee Test.

DUAL WIELDING: TWO-WEAPON FIGHTING

These rules help the GM and players dictate what penalties and rules dictate how two-weapon fighting works.

Dual Wielding attacks gain a -30 Penalty for any attack made while holding two different weapons, or holding equipment with one hand and firing with the other. Dual Wielding heavy weapons gives the character a -60 Penalty for any attack made. After every attack Action from this, the character must make a Strength Test at -5 for every round fired, so they won't drop the both weapons. If failed, the weapons are dropped. If the character is not braced while

firing these weapons, they automatically drop them at the first shots with each.

Some characters have more than two arms. For characters that decide to use more than two weapons when dual wielding, they're at a further -10 per weapon used.

Dual Wielding melee weaponry gives two possibilities, a +20 to Parrying attacks, or taking a Double Strike. A Double Strike is an attack where both weapons being wielded attack at the same time, within the same Melee Attack. One To-Hit Roll, at a -10 Penalty, is made for both weapons to hit. This also means the Opponent needs only one Evasion or Parry to evade the attack. If more than a Half Action of Double Strikes are taken, the attacking Character's Parrying gains a -10 Penalty, instead of the +10 bonus.

- The character may use any two melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack.
- The character may fire at a different target for every weapon being used, but the targets may not be farther than 20 meters apart. For every 10 meters apart, the attack gains a -30 to hit. This Penalty can be ignored with the addition of a Smart-Link scope or weapon.

COMBAT CIRCUMSTANCES

Combat circumstances reflect the effects of terrain, weather, tactical situations, and a mess of other factors. Many circumstances alter the difficulty of tasks by giving to the players, such as firing into smoke or darkness, or jumping over cover to make a charge.

Explosives may make new cover, or take already existing cover down. Characters could be in combat in the glassed ruins of a city, or taking cover behind two dead Hunters. All of these will affect how a battle plays out, so players must use caution and the GM must keep track of variables that alter combat.

COVER

Cover is always a fundamental part in firefights. Players should not be standing still or running in circles on a battlefield while firing, players need to be smart and take cover while fighting or pay the consequences.

There are no penalties for firing at someone who is standing partly behind cover, though there is a chance for the cover to be struck rather than the character. It is up to the GM or player to decide what part of their character's body is being exposed when behind cover. It is a general rule that when firing from behind cover, the character's legs and chest are concealed. If a shot would hit the body location that is concealed behind cover, the damage first strikes the cover. If the damage is enough to completely blast away that section of cover, then the damage continues to the target for whatever is left. For example, if a piece of cover is hit for 20 damage, and it only blocks 12 of it, then 8 of the damage hits the character behind the cover. All Cover has a certain amount of Cover Points in which they may soak a certain amount of damage.

If cover is hit by twice its Cover Point value, it is completely obliterated in that area. If cover is struck at its Cover Point value or less, then it is unharmed. For every three points of damage above the cover's AP, the cover takes that much AP damage. This means that cover will eventually break away if it is too weak. When ammunition or an attack strikes cover, 1/4th of the weapon's Piercing does automatic damage to the cover's Cover Points.

TAKING COVER

When taking cover, players can extend their cover by staying completely behind it. Players can run and slide in to cover, as well as diving the distance of their jump and leap rolls. When diving and sliding, a character can slide their Half Move extra from their jump. This allows players to take cover quicker.

USE YOUR COVER WISELY

Players can use cover and other objects to their disposal to protect themselves from incoming fire and other dangers such as grenades. Characters can use and move cover if allowed by the GM. Another instance of using cover and their surroundings is taking deceased bodies and using them to cover a grenade. This would allow the grenade to be absorbed by however much the armor of the body. This would work the same as an explosion tearing away at cover. The body would most likely not stay intact from the grenade.

COVER TYPE EXAMPLES	COVER POINT
Thick Glass, Light Wood, Plastics	4
Thick Wood, Loose Earth, Thin Metals	12
Tempered metals, Extremely Rusted metals	18
Thin Concrete, Light Stone	21
Metals, Bulletproof Glass	30
Thick Metals, Incredibly Thick Wood	45
Blast Plate Metals, Blast-Proof Glass	130
Bunker Plate Metals	200
UNSC Ship Hull	250
Covenant Ship Hull	350
Nuclear Blast Plates	500

DIFFICULT TERRAIN

Warfare Melee and Dodge Tests made whilst standing in difficult terrain, such as deep mud, slippery slopes, and rubble, are treated with -10 penalties.

ENGAGED IN MELEE

If an attacking character is next to the opponent, both the character and the opponent are considered to be engaged in melee.

SHOOTING INTO MELEE COMBAT

Warfare Ranged Tests firing in to characters engaged in melee combat are at -20 penalties. If one or more characters are stunned, helpless, or unaware, this penalty is ignored. If a character misses with two Degrees of Failure, the shot hits another character in the combat. If the attack misses by three or more Degrees of Failure, the shot misses entirely.

STRAY SHOTS

GMs must choose whether or not to use more merciless rules such as stray shots. This rule dictates that if a shot is missed, or fired in to combat, or a shot was evaded, that there is a possibility of the shot fired to hit someone else. The GM might also rule that anyone shooting in to melee combat must allocate multiple hits to different targets engaged in the melee.

FATIGUED

When a character is fatigued, the character takes a -10 penalty to all rolls. For every two levels of fatigue after the initial give the character an extra -5 penalty.

GANGING UP

A character has advantages when allies engage the same foe. When groups of characters outnumber their opponents by more than 25%,

tests made by the outnumbering group is at a +10 for any combat-related tests.

HELPLESS AND VULNERABLE TARGETS

Warfare Melee Tests made against sleeping, unconscious, or just plain helpless targets automatically succeed. When rolling damage against such a target, roll twice and take the highest result.

Warfare Ranged Tests made against helpless targets are at a +30 to hit, and called shots are only penalty of -5 with sublocations being 10.

HIGH GROUND

Characters standing on higher ground gain +5 to Warfare Ranged but suffer -10 to all Warfare Melee Tests.

WEAPONRY OPTIMAL AND MAX RANGES

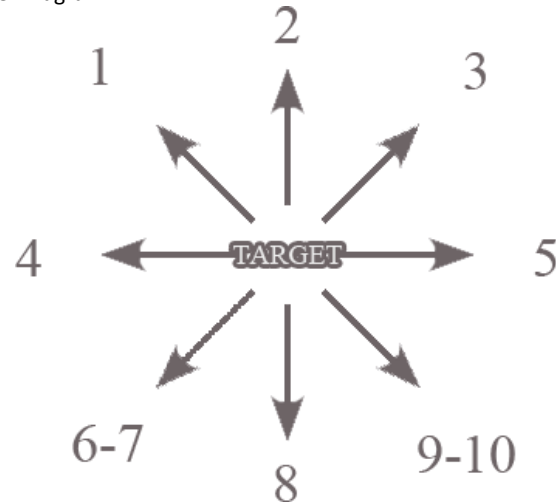
All weapons have an optimal range. When a weapon is used between the two listed ranges, there are no range-based penalties or bonuses gained. The weapon fires as normal.

If the weapon is fired below its Optimal Range, it's counted as Close-Range for that weapon, which gives it a +10 to hit, which does not stack with any other Close-Range bonus, unless the character is Point-Blank.

If a weapon is fired beyond the Optimal Range, the accuracy drops and the shot is harder to make. When a weapon is firing past its Optimal Range, the shot is at a base -20 penalty. The GM may decide if a shot is harder to make because of an even larger distance.

MISSING

Weapons do not always hit and thrown objects have a tendency to bounce about the environment. If a character fails a throw (Throws use Warfare Melee), the GM rolls a 1D10 and consults the following Scatter Diagram.



When scattering in zero gravity, the GM must twice on the scatter chart. One dice to determine the X-axis, and another to determine the Y-axis.

PINNING

Pinning happens often in firefights. People keep their heads down as to not lose them. Pinning represents characters staying under and behind cover. If no cover is near, the character could rush towards the nearest cover or drop to the ground prone, covering their head. If the character is under suppressing fire or just under a lot of fire in general, the character must make a -20 Pinning Test using the Courage Characteristic. On a failure, the character becomes pinned. When a character is pinned, at the beginning of every round the character may attempt a -30 Courage Test to break the effects of Pinning and act normally. Any attacks made while under the effects of pinning are under a -20 penalty.

SIZE

When attempting to attack creatures of different size, there are modifiers to change how easy or difficult the attack is. For every size category larger the target is, the character gains a +5 To-Hit. It's obvious that something like a vehicle or a wall, at point-blank range, will be simple to hit. When scaling becomes such a vast difference, hitting should become automatic. Firing a pistol at a UNSC Frigate should be considered an instant hit, unless it is at an incredible range away. Swinging a stick at a building should never have missing be an option. However, sometimes a roll for hitting a specific section of the object may be needed. The GM should keep this in mind.

SIZES	HEIGHTS	EXAMPLE	SIZE MODIFIER
Mini	1 - 49 cm	A Baseball	--
Weapon	50 – 129 cm	MA5B ICWS	--
Small	130 - 170 cm	Unggoy	1
Normal	171- 200 cm	Human	1
Large	201 - 260 cm	Sangheili	2
Huge	261 - 300 cm	Jirilhanae	2
Hulking	301 - 380 cm	Mgalekgolo	3

CLOSE RANGE

Warfare Ranged tests made to attack targets at Close Range are at a +5 to hit. A weapon firing under its Optimal Range counts as Close Range.

POINT BLANK RANGE

When a character makes a ranged attack against a target that is less than the character's size modifier in meters multiplied by 3, the Warfare Ranged Test made to attack the target is at a +20 bonus. The Point Blank Attack is negated when in Melee combat.

Any of the Opponents within a Point Blank Range may attempt to escape with an Opposed Agility Test. If the Character attempting to escape is successful, both Characters are no longer considered in Melee or Point Blank Range.

EXECUTION RANGE

Execution Range is when there is no distance between the weapon and the target. An Execution Range has no possibility of failing the Attack, unless the weapon is unkempt and dirty, causing it to misfire. This Attack can only be made if the Opponent is not engaged in melee combat, else the Character will only be considered in Close Range.

The Opponent within the Execution Range has a chance to make an Opposed Agility Test at a -10 Penalty to stop the attack by moving or slapping the weapon away, thus ending the Half Action the Execution Range Attack was being used in. This means that if the Attacker has lost their ability to make the Execution Range Attack, they lose the Half Action being used.

STUNNED TARGETS

Warfare Tests made to attack stunned targets are given a +20 bonus to hit.

UNAWARE TARGETS

When a character has no idea what is going on, or that they are about to be attacked, the character is considered unaware, and caught by surprise. Firearm and Warfare Melee Tests are at a +40 to hit.

PIERCING THROUGH CHARACTERS COMPLETELY

Sometimes a shot could strike someone and keep going. An example of this is a sniper round entering someone from the front, and piercing through the back in to someone else. A GM must always consider a round hitting more than one target.

DIRTY AND UNKEMPT WEAPONS

When weapons are through a lot, they begin to act faulty. A clean weapon has almost no chance of jamming; this cannot be said for a weapon that was put through swamp waters, dust clouds, and glassed land. When a GM decides a weapon is unkempt, the weapon gains the Dirty quality. This means that when someone is firing a weapon, rolls of 99-100 jam the weapon.

Clearing a jam takes 1D5-2 rounds, with a minimum of a Half Action if rolled 0 or below. Some weapons can misfire when jammed. A misfire is when the weapon discharges at a time not done by the character. If someone was in front of the weapon during a misfire, they have a chance of being hit.

INJURY

Injuries and damage are represented by Wounds. Injury and Damage gained through combat and other situations slowly chip away at a character's wounds, slowly pushing them closer towards their threshold, which means death.

BLOODCOUNT AND BLOODLOSS

Every character has vitals that need to be tracked and protected. Bloodcount is the percentage of blood still in the body. With every successful attack, bleeding begins. Characters must keep track of their Bleed (Amount of Bloodloss) because every Round they must subtract their Bleed from their Bloodcount. Out of combat, this is done by every minute instead. Bleeding will be specified as Bleed, Bleeding, and Bloodloss.

- When a character's Bloodcount drops to 25, they must immediately make a toughness test or pass out until medical treatment.
- When a character's Bloodcount drops to 10 they will begin to die. Dying characters must make a Toughness tests every round. If the test fails, the character dies.
- A permanent Fatigue is gained for every 20 blood missing. These can be recovered only by recovering bleed.
- When a character's Bloodcount reaches 0, roll a d5 and add the character's toughness modifier. This is the number of rounds before the character dies, outside of combat this may be treated as minutes.

STOPPING THE BLEEDING AND NATURAL HEALING

There are a multitude of ways to stop bleeding. The most effect way of doing so is with Biofoam canisters. Medical attention will also stop bleeding, even more so when done by a skilled medic.

Bleed regenerates 3 points a day, naturally. Bloodloss heals 1 point an hour.

WOUNDS

Wounds are a measurement of how much harm a character can take before suffering effects and eventual death. Every character has a specified number of Wounds. A character can often increase their Wounds by spending experience points on Toughness Characteristic advancements. Wounds do not normally deplete permanently. Even

when a character is injured, that injury does not decrease their Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on their character sheet as Damage. When a character's Damage exceeds their Wounds, they are in real trouble.

DEATH BY WOUNDS

The player's total wounds cannot go under the Toughness Modifier * 2 (Toughness Modifier multiplied by 2) in the negatives. If the character does reach under their limit, they fall unconscious. At this point, any attack afterward that does damage kills the unconscious player.

If left unassisted, the character can slip into a coma. For every round the character is below their limit, the character must make a +20 Toughness Test. If failed, the character slips into a coma.

Merciful GMs usually stop the attacking character in an attempt to go do the same to another opponent.

STEP ONE: HIT LOCATION

01-10 HEAD	
01	Neck
02	Chin
03	Mouth
04-05	Nose
06-07	Cheeks
08	Eyes
09	Forehead
10	Ear
11-20 RIGHT ARM	
11	Fingers
12	Hands
13-15	Forearm
16	Elbow
17-19	Bicep
20	Shoulder
21-30 LEFT ARM	
21	Fingers
22	Hands
23-25	Forearm
26	Elbow
27-29	Bicep
30	Shoulder
31-70 CHEST	
31-36	Small Intestines
37-42	Large Intestines
43-48	Kidney
49-54	Stomach/Liver
55-59	Heart
60-66	Lungs
67-70	No Organ Hit
71-85- RIGHT LEG	
71	Toes
72	Foot
73	Ankle
74-77	Shin
78	Knee
79-83	Thigh
84-85	Pelvis
86-100 LEFT LEG	
86	Toes
87	Foot
88	Ankle
89-92	Shin
93	Knee
94-98	Thigh
99-100	Pelvis

STEP TWO (1D10): GM SPECIAL LOCATION SIDE CHART (OPTIONAL)

ROLL	LOCATION
1-3	Left
4-7	Center
8-10	Right

IF Fingers/Toes (1D10): Fingers and Toes

ROLL	LOCATION
1-2	Pinky Finger/Toe
3-4	Ring Finger/Toe
5-6	Middle Finger/Toe
7-8	Index Finger/Toe
9-10	Thumb Finger/Toe

SPECIAL DAMAGE CHART

Whenever a character is hit by an attack and reaches under 1 Wound, a roll on the Special Damage Chart is needed. This chart shows the possibility of bloodloss and extra debilitating effects from attacks. Each body part has a different section at which to roll on the chart, so make sure you are checking the correct chart. When rolling on the Special Damage Chart, players roll 1D10 for every point of damage that the attack dealt in all, before Armor and Toughness. Never roll on this chart if shields were never broken.

Any effects of the Special Damage Chart can be treated by medics such as bleed, broken bones, and so on. When treated, characteristic damage and other effects are removed if whatever caused the effect is healed. If an attack does not deal any wounds, the Special Damage roll is halved. If an attack deals a roll over 140 on the Special Damage Chart, that body part is destroyed, this doesn't need to mean death, as the GM may be kind enough to leave the character alive.

If a Called Shot was made, the user rolls a 1D10 on the location to see which sublocation was hit.

Finger/Toe

ROLL	EFFECT
01-10	Finger/Toe Broken. +5 Bleed.
11-20	Finger/Toe Severely Broken. +10 Bleed.
21-30	Finger/Toe Shattered. +15 Bleed
31-40	Finger/Toe cut in half. +20 Bleed
41-50	Finger/Toe removed. +25 Bleed

Neck

ROLL	EFFECT
01-10	Lacerations against the neck. Bruising and +5 Bleed.
11-20	Neck gashed open. +10 Bleed.
21-30	The Neck is damaged and torn open. +15 Bleed.
31-40	Neck Struck and shrapnel bursts out. +20 Bleed.
41-50	Jugular struck. +35 Bleed.

Nose/Ear

ROLL	EFFECT
01-10	The appendage was sliced. +4 Bleed.
11-20	The appendage was struck, take a chunk of flesh and cartilage with it. +10 Bleed.
21-30	The appendage was hit and has been punctured through, causing bleeding and a larger part of the appendage to be removed. +15 Bleed.
31-40	The appendage was nearly lopped off with the blow, causing at least half to be removed. +20 Bleed.
41-50	The attack strikes the appendage, completely removing the gist of it. +25 Bleed.

Small/Large Intestines

ROLL	EFFECT
01-10	The attack strikes into the intestines, +5 Bleed.
11-20	A more devastating attack. +10 Bleed.
21-30	The intestines are struck, dealing +15 Bleed.
31-40	The attack ravages its way through the intestines, creating lacerations and major bruising across the organs. +20 Bleed
41-50	The intestines are wrecked by the attack. Causes major internal bleeding and bruises across the wound. +25 Bleed

Kidney/Stomach/Liver/Spleen

ROLL	EFFECT
01-10	The organ is sliced by the attack. +5 Bleed.
11-20	Pain is unleashed across the organ and body. Heavy Bruises and bleeding begin. +10 Bleed.
21-30	The organ is struck, causing part of it to be removed. +15 Bleed.
31-40	The attack smashes directly into the organ.. +20 Bleed.
41-50	The attack pierces the organ causing intense damage. +25 Bleed.

Knee/Ankle/Shoulder/Elbow

ROLL	EFFECT
01-10	The joint is struck and causes bruising and cuts to form across the wound. Bruising and +5 Bleed.
11-20	The joint is hit, causing small bleeding and discomfort when using the joint. +10 Bleed and Heavy Bruising.
21-30	The joint is damaged, causing problems when using it. Any action that uses the joint is at a -10. +15 Bleed.
31-40	The joint is heavily damaged and the bone and cartilage is fractured. -20 to actions using this joint. +20 Bleed.
41-50	The cartilage in the join is completely devastated; causing fractures and impedes the mobility of the joint. -25 to actions using this joint. +25 Bleed.

Heart

ROLL	EFFECT
01-10	The attack strikes and ravages the flesh. Heavy bruising occurs. +5 Bleed.
11-20	The strike impacts the character, knocking the breath from the character. +15 Bleed.
21-30	The attack fractures a rib, causing some of it to splinter in the heart. +25 Bleed.
31-40	A rib is struck and pushed in to the heart, puncturing it. +30 Bleed.
41-50	The attack ravages the heart and ribs, causing extreme pain and internal bleeding. +50 Bleed.

Skull/Brain

ROLL	EFFECT
01-10	The attack strikes and ravages the flesh. +5 Bleed.
11-20	The strike impacts the character, knocking the breath from the character. +5 Bleed and Stunned for 1D10-Toughness Modifier Turns.
21-30	The attack fractures the skull, causing some of it to splinter inward. +10 Bleed. Stunned for 2D10-Toughness Modifier Turns.
31-40	The skull is punctured. +15 Bleed. Stunned for 3D10-Toughness Modifier Turns.
41-50	The attack ravages the head, causing extreme pain and internal bleeding. +20 Bleed. Stunned for 4D10-Toughness Modifier Turns.

Arm/Leg

ROLL	EFFECT
01-10	The flesh is damaged and the area is bleeding. +5 Bleed.
11-20	Skin is tattered. +10 Bleed.
21-30	The bone was struck, creating micro-fractures along the impact. +15 Bleed. -5 to any actions using this limb.
31-40	The bone becomes broken. +20 Bleed. -15 to any actions using this limb.
41-50	The arm becomes heavily damaged, either being cut off or being too damaged. +25 Bleed. This appendage is now useless.

Lung

ROLL	EFFECT
01-10	The flesh is heavily damaged, lung is fine. +5 Bleed.
11-20	The flesh is impacted and the attack bounces off a rib. The breath is knocked from the character. +10 Bleed and Stunned for 1D10-Toughness Modifier Turns.
21-30	A rib is snapped and shattered. +15 Bleed. Stunned for 2D10-Toughness Modifier Turns.
31-40	A rib is struck and pushed into the lung. +20 Bleed. Stunned for 3D10-Toughness Modifier Turns.
41-50	The attack punctures the lung causing extreme pains and possible death. +25 Bleed. Stunned for 4D10-Toughness Modifier Turns. Character begins suffocating.

Eye

ROLL	EFFECT
01-10	The Eye is damaged and is hard to properly see out of. -5 to all eyesight-based Perception Tests.
11-20	The impact damages the eye with shrapnel. -10 to all eyesight-based Perception Tests. +5 Bleed.
21-30	The eye is heavily damaged and is counted as blind for 1D10-Toughness Modifier hours. +10 Bleed.
31-40	The eye is impacted heavily and is counted as blind for 3D10-Toughness Modifier in Days. +15 Bleed.
41-50	The eye is completely destroyed. +20 Bleed.

Hand

ROLL	EFFECT
01-10	The flesh is damaged, -5 for Warfare Tests.
11-20	Hand is hit. -10 for Warfare Tests. +5 Bleed.
21-30	The bones were struck, creating hundreds of micro-fractures along the impact. +10 for Tests involving the hand. +10 Bleed.
31-40	The bone is broken where the impact hits. +9 Bleed. -10 to any actions using the limb. +15 Bleed.
41-50	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +20 Bleed. This appendage is now useless.

Foot

ROLL	EFFECT
01-10	The foot is lightly damaged. -5 for Movement Tests.
11-20	Foot is hit. -10 for Movement Tests. +5 Bleed.
21-30	The bones were struck, creating hundreds of micro-fractures along the impact. +10 Bleed. -10 to Agility.
31-40	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +15 Bleed. -20 to Agility.
41-50	The arm becomes heavily damaged, either from being cut completely off or too damaged. +20 Bleed. This appendage is now useless.

Pelvis

ROLL	EFFECT
01-10	The flesh is damaged. -5 to Movement Tests.
11-20	Skin is tattered on impact. -5 to Movement Tests. +5 Bleed.
21-30	The bone was struck, creating hundreds of micro-fractures along the impact. -10 to Movement Tests. +5 Bleed.
31-40	The pelvis has been struck deeply. The bone is broken where the impact hits. -10 to Movement Tests. +10 Bleed.
41-50	The Pelvis is shattered at the point of impact. -15 to Movement Tests. +15 Bleed.

Chest (No Organ Struck)

ROLL	EFFECT
01-10	The point of impact is heavily bruised. Stunned for 1D5-Toughness Modifier Turns.
11-20	Skin is tattered and begins to bleed. Stunned for 1D10-Toughness Modifier Turns.
21-30	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed. Stunned for 1D10-Toughness Modifier Turns.
31-40	A rib was shattered. +10 Bleed. Stunned for 1D10-Toughness Modifier Turns.
41-50	A Rib was completely destroyed from the attack. -10 to Evasion Tests until treated. Stunned for 1D10-Toughness Modifier Turns. +15 Bleed.

Mouth

ROLL	EFFECT
01-10	The flesh is damaged. -5 to Speech based Tests.
11-20	Skin is tattered and begins to bleed. Roll Toughness Test, if failed, a tooth is lost. -10 to Speech based Tests.
21-30	The mouth was struck, damaging teeth. +5 Bleed. Removes 1D5 teeth. -20 to Speech based Tests.
31-40	The tongue is torn up and 1D10 teeth are removed. -20 Speech based Tests. +10 Bleed.
41-50	The attack deals massive damage to the mouth, removing 2D5 teeth. -30 to Speech based Tests. +15 Bleed.

Chin/Jaw/Cheek

ROLL	EFFECT
01-10	Skin impacted. -5 to Speech based Tests.
11-20	The appendage was struck and takes a chunk of flesh and cartilage with it. +5 Bleed. -10 to Speech based Tests.
21-30	The appendage was hit and has been punctured through, causing bleeding and tearing. +10 Bleed. -15 to Speech based Tests.
31-40	The appendage was incredibly damaged with the blow, causing heavy tearing. +15 Bleed. -20 to Speech based Tests.
41-50	The attack lops off a part of the body part. +20 Bleed. -30 to Speech based Tests.

FEAR AND MENTAL DISORDERS

FEAR TESTS

Fear is used when a Character has been pushed to their limits and is at a possible breaking point. Fear covers possible character actions when reacting to anything the character would find incredibly frightening, such as the Flood, gore on a massive scale, or overwhelmingly bad odds.

MAKING A FEAR TEST

When making a Fear Test, the Character must roll a Courage Test. The GM must add on any modifiers, such as the Fear Modifier and whatever modifiers the character and Opponent has. If the Character passes the Courage Test, the character is fine. If the Character fails, the GM counts up the Degrees of Failure and adds +10 for every degree towards rolling on the Fear Outcome Chart. The GM does not have to go with the rolled outcome if a better idea is made for what should happen with the situation. These are merely there as ideas.

FEAR MODIFIERS

FEAR	MODIFIER	EXAMPLE
Shocking	+10	Gore on the Battlefield
Disturbing	+0	Dismemberment
Horrificing	-10	Watching someone die
Terrifying	-30	Horrible odds of survival
Deathly	-100	Gravemind, himself.

FEAR OUTCOME TEST

Roll	Result
01-20	The character is only badly startled. If in combat or structured time, the character may only take a single Half Action until the beginning of his next turn, where the character may act normally again.
21-30	The character is gripped by fear, all tests that the character makes are at a -10 until the character can snap out of it and recover his wits by passing a Courage Test. +10 to each Test if the previous failed.
31-40	The character is deeply disturbed by whatever is causing such fear in him. The character cannot willingly approach this source of fear unless the character makes a Courage Test. +10 to each Test if the previous failed.
41-60	The character nearly freezes in fear as shock grasps his entire body. The character must make a Courage Test or stay frozen. +10 to each Test if the previous failed.
71-90	The character is frozen from fear for 1D5-Toughness Modifier Turns, with a minimum of one.
91-120	The character develops a Mental Disorder.
121-140	The character develops a Mental Disorder, and also takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2.
141+	The character falls into a short amnesia that lasts 5D10-Toughness Modifier in days, minimum of 5. After waking, the character takes 1D10 Courage Characteristic damage that takes 2D10-Courage Modifier in days to recover, minimum of 2. Upon waking, the character develops a Mental Disorder and is unable to voluntarily recall any events.

MENTAL DISORDERS

When a character suffers traumatizing events and must roll on the Mental Disorder Chart, the first chart shown here is to see what type of disorder is gained.

ROLL	DISORDER
1-3	Phobia
4-6	Obsession
6-7	Delusions
8-10	Nightmares

PHOBIAS

If the GM doesn't have an idea of what phobia the character should gain from the traumatizing experience, here is a list of fears available to choose from or roll for.

ROLL	PHOBIA	WHAT IT IS
1-2	Necrophobia	The fear of death and dead bodies.
3-4	Hoplophobia	The fear of weapons and using them.
5-6	Eremophobia	The fear that allies may turn on you.
7-8	Xenophobia	The fear of aliens.
9-10	Panthophobia	The fear of becoming sick and diseased.

OTHER PHOBIAS

There are thousands of phobias, and most likely one that would fit a condition a character could suffer. There are plenty available online to view in phobia lists that can be viewed. Here are some phobias that would fit the Halo universe.

NAME	WHAT IT IS
Hypnophobia	The fear of sleep, especially cyrosleep.
Astrophobia	The fear of celestial space.
Claustrophobia	The fear of having no escape.
Agoraphobia	The fear of vast openness.
Entomophobia	The fear of insects.
Mnemophobia	The fear of memory loss.

OBSSESSIONS AND MANIAS

Similar to Phobias, there are many types of Obsessions that a player can be overcome by. It is best that the Gm and Players agree on a type of obsession that would fit the character and the fear that caused it. The following chart are some examples of Obsessions a player can be overwhelmed with. Just like phobias, the GM and Players should also look online in Mania and Obsession lists for good disorders to affect the player.

OBSSESSIONS	WHAT IT DOES
Kleptomania	The obsession and mania of stealing objects from others.
Mythomania	The obsession of constantly lying.
Polemanias	The obsession of war and violence.
Xenomania	An inordinate obsession with alien devices.
Eleutheromania	The obsession of being free from military or any other company or organization.
Lypomania	The manic tendency for never seeing anything as good or welcome.

DELUSIONS

Delusions and Hallucinations are under the same principles as Phobias, Manias, and Obsessions. As before, a list of given examples of different delusions and hallucinations will be listed in a chart that the GM and players will be able to choose from. The GM and Players may also go online or look in a medical book for other Delusions and Hallucinations that could affect a character.

DELUSIONS	WHAT IT DOES
Sensation	Hallucinations that affect sensations that are triggered by different events. These include Auditory, Gustatory, Olfactory, Somatic, tactile, visual, and Hypnagogic.
Auditory	The false perception of voices and sounds, such as buzzing, humming, hearing voices in radio static, whispering, and any noise that is feared most.
Gustatory	The false perception of tastes.
Olfactory	The false perception of smells and scents such as burning or dead flesh, candles, and whatever other smells.
Somatic	The false perception of processes and events that are happening inside the body, such as gunshot wounds, pain, being tickled, and electrification.
Tactile	The false sensations of being touched, crawled upon, or even feeling the processes under one's skin.
Visual	The false perception of objects, people, and events happening before one's eyes.
Hypnagogic	Events that happening right before waking up that cannot be differed between being awake. Traumatic or strange events happening right before awaking.
Grandiose	The delusion that one is magic or untouchable through luck.
Paranoid	The belief that one is being controlled of persecuted by stealth powers and conspiracies.
Referential	The delusion that events are being carried by hidden or coded messages that one can decode. This includes conversations and events that happen in certain orders.

NIGHTMARES

A character that has reoccurring nightmares must roll a Courage Test every night when asleep. If passed, the character has no, or is not affected by the nightmares. If the character fails this Courage Test, a Toughness Test must be made with a -10 Penalty, if failed, the character begins to gain fatigue over time for not having good night sleep. Only two fatigue can be gained in total from having Nightmares.

CURING MENTAL DISORDERS

Over time, if the GM feels like it, a character can overcome the disabilities gained. This can be done through self-help, therapy, and just plain time. If the GM is feeling particularly nasty, the character's disorders could become worse over time, as well. It is best to start off a Mental Disorder lightly before having it worsen, instead of having it start off bad and make it worse from there.

MEDICAL WOUNDS AND HEALTH ISSUES

FATIGUE

Not all injuries in Halo Universe are lethal. Exhaustion, combat trauma, or exchanging blows with bare fists can all leave a character tattered, but intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, grappling, and other Actions that push them beyond safe limits. Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to their Toughness Mod and still function, albeit with some side-effects.

Should a character take a number of levels of Fatigue in excess of their Toughness Mod they collapses, unconscious for 30 - Toughness Modifier minutes; after the character awakens, their levels of Fatigue revert to a number equal to their half the Toughness Mod.

LOST EYE

Losing an eye reduces a character's Warfare Melee and Warfare Ranged Tests by -10, and -20 to any sight-based perception skills. Should a character lose both eyes, see the blinded section.

LOST FOOT

The character reduces their movement by half (Round up) and suffers -20 to any movement actions as well as Skill and Characteristic Tests that rely on movement until the foot is replaced. Losing both feet make it hard to walk, and one should look for replacement prosthetics.

LOST LEG

Treat this as a lost foot, but the character cannot use the Evasion Skill. Any movement tests are now at a -40 and the character is almost immobile. Losing both legs counts the character as immobile and helpless.

BLINDED

A blind character automatically fails any sight-based tests and automatically fails any Warfare Ranged Tests. The character also suffers -30 to Warfare Melee Tests.

DEAFENED

The character cannot hear at all, or at least not well enough to communicate with others with speech. Until the character recovers, any hearing-based Perception Tests automatically fail.

COMA

When in a coma, the character is in a sleeping state for long periods of time. A character's coma is extended for 1D10 hours per 10 Blood Lost, and 1D10 hour for every point of health under 0 the character was at the time. This extension of the coma takes effect once the character recovers all their wounds, and is under 10 Blood Loss.

REMOVING FATIGUE

Fatigue goes away with time. Each hour of normal rest (not counting states of unconsciousness), that includes no combat and no other strenuous activity, removes one level of Fatigue. Eight consecutive hours of rest remove all levels of Fatigue.

AMPUTATED LIMBS

A character that loses body parts (Except for the head, which certainly means death) is also afflicted by Blood Loss. Medical Skills can prevent the blood loss on the battlefield, but would not have the time to reattach it or any sort of prosthetic.

LOST HAND

The character suffers -20 penalties to skills and characteristic tests that rely on the use of two hands. The character can no longer wield Two-Handed weapons. Equipment can be strapped to the arm, though. If a character loses both hands, the character will not be able to hold anything or use any Skills, Abilities, Equipment, or Weapons that involve the use of hands.

LOST ARM

As with a lost hand, but the character cannot strap anything to a missing arm.

ON FIRE

Characters, who are on fire, or at least in it, take constant damage until the fire is put out. When a character is exposed to the fire, the character must make an Agility Test or catch on fire.

To put out the flames, characters can drop and roll, and attempt to put out the fire using a +10 Agility Test. For every round the character is on fire, the character gains +10 to the Agility Test, and -10 to the Courage Test. Other characters can put out fires for the character on fire.

The GM may decide if certain environmental conditions can make the fire worse or easier to put out.

SUFFOCATION

This includes drowning, smoke inhalation, and exposure to toxins and areas without oxygen or whatever the organic breathes.

If the character is actually trying to hold their breath, the character can hold its breath for as many seconds equal to the character's Toughness Characteristic.

While the character is holding their breath, and becomes panicked or rushed in any way, the character must make a Toughness test each round to conserve oxygen.

When the character fails a Toughness Test, or runs out of time, the character takes a level of fatigue each round (Every five seconds). If the character is now unconscious, and still without any source to breathe, the character suffers 1D10 damage each round until the character dies. This damage ignores Shields, Toughness, and Armor.

STUNNED

At sometimes in Halo Universe, a character becomes stunned from either too much damage, or being clunked on the head really hard. Stunned characters cannot take Actions or Responses. Stunned characters are not helpless or unaware.

USELESS LIMBS

Useless limbs work as if they were not there. Just check out Amputated Limbs section. Do remember these limbs can still bleed, be shot, and are dead weight.

UNCONSCIOUSNESS

Unconsciousness is only temporary. A character loses Consciousness when the character reaches their Toughness Modifier in levels of fatigue. Critical Damage also has the effect of knocking someone unconscious.

The duration for someone being unconscious is 10-toughness Mod in minutes. If a character has a greater Toughness Modifier than 10, they are out for just a minute. If a character is unconscious while wounded, they gain an extra minute for every point of damage taken.

An unconscious character is treated as unaware, and the character cannot take any actions. The character is treated as a Helpless Target.

If a character falls into unconsciousness due to excessive amounts of fatigue that far surpass the Toughness Modifier, the character will recover enough of the Fatigue to let them wake back up.

VACUUM

Space is a vacuum. There is no pressure and no gravity. An instance where vacuums will be encountered is during ship combat.

If there is a sudden exposure to the vacuum of space, a character can survive unharmed, but takes 1D10 damage, ignoring Armor and Toughness, from the explosive decompression. Characters must make Agility or Strength based Tests to escape the vacuum until the vacuum is closed or otherwise.

THROWING OBJECTS

To throw an object, the character must make a Warfare Melee Test to determine if the item hits on-target. For every degree of success gotten, the evader gains -10 for every Degree of Success. For every Degree of Failure on a throw, the item hits 1D5 meters away on the Scatter Chart from the intended destination.

Weapons that are meant to be thrown gain distance bonuses. These items include grenades, knives, and even footballs.

Thrown items can go up to a character's Strength Modifier multiplied by 12 in meters. The larger the item, and the heavier the item, the shorter it will go. The GM may decide how much lower the multiplier is for how heavy or large an item is.

To throw an object, the character must make a Warfare Melee Test to determine if the item hits on-target. For every degree of success gotten, the evader gains that many degrees as a penalty to Evasion. Every degree of success for thrown weapons adds +1 damage to the attack, as well.

Thrown objects can only go as far as the character's Strength Mod multiplied by 3 in meters. Items that are below the Normal Size Modifier increase the distance. Items that are small can go Strength Mod *4 meters. Items that are Mini can go Strength Mod *5 meters. Items that are Tiny, such as items meant to be thrown like Grenades and Knives can go Strength Mod *6 meters.

Weapons that are larger than Normal subtract the multiplier to the Strength Mod distance by every level above Normal. For example, Large gives the Strength Mod *2, and Hulking gives the standard Strength Mod. Anything past Large is divided in by the level past Hulking.

A character may attempt to throw an object that weighs more than half the Lifting Weight, but such tests are Hard (-20) Strength Test. Something this heavy will only go to a maximum of the character's Strength Modifier in meters.

FALLING OBJECTS AND IMPROVISED WEAPONRY

At some points, a character may need to make do with what they can get their hands on. Whether that weapon is heavy, sharp, or any number of characteristics determines what damage and what kind of damage is done. An item that is bladed or sharp will have a Pierce of half of the character's Strength Mod. Covering items such as bats with barbed wire or other serrated materials gain an extra +5 Pierce Bonus. Strength Bonus is added in as normal to any weapon being used.

This system also allows falling objects to deal damage to a character. These tables are right under this table. More examples of

this Falling/Improvised damage system could be if a vehicle or rubble falls on a character, or hits them from being thrown around by an explosive or an Mgalekgolo. These are just examples. This system is useful for figuring any weight-based damage from any source.

Using improvised weaponry is usually slower than combat weaponry. Using any improvised weaponry, whether it is a melee weapon or just a rock you are throwing, you'll only be able to make one attack per Half Action.

WEIGHT	10	20	30	50	70	90	100	120	140	160	180	200	220	240	260	280
DAMAGE	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10

WEIGHT	300	340	380	440	500	600	700	800	900	1,000	1,500	2,000	2,500	3,000	3,500	5,000
DAMAGE	17D10	18D10	19D10	20D10	21D10	22D10	23D10	24D10	25D10	26D10	27D10	28D10	29D10	30D10	31D10	32D10

WEIGHT	5500	6000	6500	7000	8000	9000	10,000	11,000	12,000	13,000	14,000	15,000	17,000	18,000	20,000
DAMAGE	35D10	40D10	45D10	50D10	55D10	60D10	65D10	70D10	75D10	80D10	85D10	90D10	95D10	100D10	105D10

FALLING

Characters falling off large enough heights to actually hurt them depend mainly on size. To work out damage, the GM uses the size graph listed to find out how many D10s to roll. Use the Hit Locations to determine which part of the body hits the ground first. Falling damage ignores Armor.

SPEED

The speed of an item alters how others must deal with it. The faster an item is going, the more a Character must concentrate to deal with the item. The Speed Chart shows just what sort of Penalty comes with an item moving at a given speed. The faster the object, the greater the penalty. The chart also lists any increase in damage an item will cause from the speed the item is going. The Penalty of dealing with an object is (X), where (X) is the speed the object is moving in KM/H. As a word of thumb, for every 10 KM/H the object is moving, the object will deal +1 damage.

Do not add additional damage to a weapon being fired or a melee attack being made. This is to figure damage being caused by objects which have no damage statistics.

FALLING DAMAGE CHART

Normal	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10
Large	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10
Huge	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10
Hulking	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10
Giant	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10
Immense	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10
METERS	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48

SPEED CHART (KM/H)

SPEED	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
PENALTY	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16
DAMAGE	--	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8

SPEED	85	90	95	100	110	120	130	140	150	160	170	180	190	200	230	260
PENALTY	-17	-18	-19	-20	-22	-24	-26	-28	-30	-32	-34	-36	-38	-40	-46	-52
DAMAGE	+8	+9	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+23	+26

MOVEMENT

At many times in game, it is unimportant to worry about how fast a character can run or how long it takes the character to walk. On the other hand, there can be situations where that can come up during the game. It can become important to know just how far the character can move over a given time.

During Combat Rounds, the character may take a specific Action to move at one of the speeds given to the character, or any number in between. The number of meters a character travels per Round at these speeds is determined by the character's Agility Mod. See the table below for details. This table shows the structured time movement for meters per round.

Agility Mod	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60
11	11	22	33	66
12	12	24	36	72
13	13	26	39	78
14	14	28	42	84
15	15	30	45	90

CROUCHING AND PRONE MOVEMENT

When a character begins to crouch, that character may only take Half Moves during movement. A character beginning to crouch and coming out of a crouch takes only a Free Action. A character that is Prone may only move half of their Half Move. A character may take a free action to drop to the ground to go Prone.

NARRATIVE MOVEMENT AND TERRAIN

Terrain conditions easily affect just how fast a character can cover ground during Narrative Time. Obviously, footslogging through marshes is more time consuming and difficult than normal grasslands, especially for those who are short in stature.

HURRYING

If a character needs to, the character can pick up the pace, moving double the Narrative Time for 2 * Toughness Mod in hours. At the end of this movement, the character must make a Toughness Test or take +1 level of Fatigue. In addition, a hurrying character is less likely to pay notice to the surroundings, so the character takes a -10 penalty to all Perception-Based Tests. Each time the character hurries in succession, the character gains an extra -10 to the Toughness Test. This builds up until it maxes out at -30.

RUNNING AND NARRATIVE TIME

Characters can run full burst during Narrative Time, but in doing so, the character becomes tired. When running, a character triples the rate at which the character moves, but each hour of sustained running calls for the character to make a -(X) Toughness, where (X) is +10 for every hour run. If the test fails, the character takes +1 degree of Fatigue. When a character is running and watching their steps, the

character takes -20 to all Perception-based Tests. After three hours of running, characters begin taking Fatigue at base, before even rolling to see if they take any extra.

MOVEMENT AND THE ENVIRONMENT

The movement rates for characters described in the previous table suppose a reasonably clear battlefield. There may be obstacles and difficult terrain. There are circumstances where obstacles may not impede speed and time. This can include rubble, cave-ins, dense fog, and a variety of other conditions. A GM must always take these conditions in to mind.

Agility Mod	Per Minute	Per Hour	Per Day
0	12m	0.75Km	7Km
1	48m	1.5 Km	15 Km
2	72m	3 Km	30 Km
3	96m	4 Km	40 Km
4	120m	6 Km	60 Km
5	144m	7 Km	70 Km
6	168m	9 Km	90 Km
7	192m	10 Km	100 Km
8	216m	12 Km	120 Km
9	240m	13 Km	130 Km
10	264m	15 Km	140 Km
11	288m	16 Km	160 Km
12	312m	18 Km	170 Km
13	336m	19 Km	190 Km
14	360m	20 Km	200 Km
15	384m	22 Km	220 Km

CONDITIONS	DIFFICULTY
Fog and smoke	Roll Perception. Failing means -10
Deep mud and liquids	-10
Darkness	-10
Dense Crowds	-30
Rubble	-20
Craters	-30
Tremors	-30

WEATHER AND UNNATURAL CONDITIONS

Warfare Melee and Warfare Ranged Tests made while in harsh weather or unnatural conditions are at penalties. The GM may determine if some conditions are worse, and deal greater penalties.

COMBAT IN WEATHER AND UNNATURAL CONDITIONS

Warfare Ranged Tests made to attack characters concealed within fogs, mist, smoke, and dark shadows are at a penalty to hit. The same goes for the character taking the shot being concealed within the fogs, mists, smokes, and shadows.

LISTENING FOR FOOTSTEPS AND HEARING MODIFIERS

All characters can listen for footsteps, no matter the race or type. Listening for footsteps depends on the ground being walked on, the weight of the equipment being carried, and the type of footwear.

GROUND TYPE

GROUND TYPE	MODIFIER	GROUND TYPE	MODIFIER
Sand	+10	Grass	+10
Light Snow	+15	High Grass	+20
Moderate Snow	+20	Ash/Silt	+15
Heavy Snow	+25	Dirt	+0
Rock	+15	Leaves	+20
Gravel	+20	Metal	+30
Water	Depends on Depth	Water Depth	+5 for every inch depth.
Echoing	x2 modifier	Damp Natural	Half penalty

WEIGHT, FOOTSTEPS, MOVEMENT SPEED AND FOOTWEAR

For every 10kg being carried, the footsteps gain a +5 to be heard. Charging and running, and anything faster, give an x2 multiplier for the noise made.

FOOTWEAR MODIFIERS

FOOTWEAR	MODIFIER
Bare, Leather, Cloth	0
Sneaker, Standard Shoes	+5
Combat Shoes. Work boots	+10
Metal/Armor	+15

BACKGROUND NOISE PENALTIES

A battlefield can be loud, making Hearing Tests difficult. There are many different noises that make listening to specific targets difficult, and here are some examples.

BACKGROUND NOISES

BACKGROUND NOISE	PENALTY
Animal chatter	-5
Nearby vehicles	-15
Nearby Heavy Vehicles	-25
Jungle chatter	-30
Light Gunfire	-20
Heavy Gunfire	-40
Explosives, Drops, and Ordnance	-60

CLIMBING

There may be times where a character needs to climb over a wall, but does not have the ability of flight. Climbing is divided into two types, Simple and Difficult.

SIMPLE CLIMBS

Simple climbs can include fences, walls, craters, and anything else that requires effort to move over, but not real Skill to accomplish. Any character with both hands free can easily accomplish these Simple Climbs, provided the character takes the time to do so.

If a Character is trying to climb quickly, is being attacked, or is distracted in any other way, the character needs to make a Strength Test, Climb Test, or Agility Test. If successful, the character climbs as usual. If the character fails the Test, the character cannot make it any higher. If the character fails by two or more Degrees of Success, the character falls.

The GM can adjust the difficulty of the test based on the condition of the climb.

DIFFICULT CLIMBS

Many surfaces are beyond the means of an ordinary climb. A cliff with overhangs, buildings with no visible handholds, and icy precipices are all types of Difficult Climbs. These require a Skill to climb successfully.

A character may make as many attempts as needed to make the climb. To make the climb, the character must make a Climb Test (Skill, uses Agility). On a success, the character ascends at a rate of one-half the character's Half Move speed. For each degree of success, the character climbs half their Agility Mod in meters extra, up to three times the distance. Characters can gain bonuses for special climbing gear or utilities they have created. Characters should gain large bonuses (Such as +40) to the Test for using intelligent ways up, such as abseiling and harnessing.

A character can descend and ascend Difficult Climbs more quickly by abseiling and harnessing, using chains and climbing gear to traverse the climbs. The character must make Strength Tests to keep hold of any climb equipment and chains being used.

JUMPING AND LEAPING DISTANCES

A jump is a controlled vertical ascent or descent where the character either jumps as high as they can, or down "safely." Performing any kind of Jump or Leap is treated as Half Action, unless the character is jumping or leaping larger than 15 Meters.

A character's jump height is a third of the Strength Modifier in meters. A character's jump distance is the highest of their Agility Modifier multiplied by 2, or Strength Modifier multiplied by 2.

SWIMMING

Characters that can swim do not need to make Swim Tests under regular circumstances. If a character is in hazardous waters, or have their limbs shackled, or any other condition that is considered Hazardous, then the character must make a Swim Test as a Full Action. A success indicates that the character moves any direction up to a number of meters equal to one-half the character's Strength Bonus. A failed Test means the character makes no progress and cannot move.

A character can choose to swim underwater. The character must hold their breath. A character that is unable to swim for any reason automatically goes underwater, which means the character will be at risk of suffocation due to drowning.

Heavy equipment, armor, and systems makes swimming extremely difficult. If a character is weighed down, all Swim Tests are Very Hard (-30) and a failed Test automatically imposes one level of Fatigue. The GM may decide if some Swimming Tests are easier or harder for any reason they please.

SWIMMING IN NARRATIVE TIME

Extended Swimming can be exhausting. A character can swim for a number of hours equal to the character's Toughness Mod. After this point, the character must make a Toughness Test per hour with a cumulative -10 penalty per each hour. On a failed test, the character takes +1 level of Fatigue for every Degree of Failure. If the character falls unconscious due to Fatigue, the character goes underwater. If the character needs to breathe, the character begins to Suffocate.

CARRYING, LIFTING, AND PUSHING OBJECTS

A Character in Halo Universe must know their capacity to carry, lift, and push objects. Common sense and GM discretion can dictate how much something weighs, which should be made using common sense.

The amount of weight a character can move depends on the sum of the character's Strength and Toughness Mods combined.

LIFTING WEIGHT

A character's Lifting Weight represents the maximum amount of weight the character can pick up off the ground. A character can attempt to move while holding a heavy load, but if the load surpasses the Carrying Weight, the character is considered Encumbered. Lifting a heavy load from ground to waist level is treated as a Full Round Action. A character is able to lift 2x their maximum Carrying Weight, but may not be able to move much at all at this limit. This is the point in which the body is under stress, and lifting these weights too long will cause Fatigue. This is up to the GM's discretion.

Certain races get multipliers to this rule, Spartan IIIs and IVs, Brutes and Elites gain a multiplier to their Strength and Toughness of x2 to get the carry weight. A Hunter gains an x15 to the Strength and Toughness. Spartan IIs gain an x3 to their Strength and Toughness Modifier.

PUSHING WEIGHT

A character's Pushing Weight represents the maximum amount of weight that can be pushed and pulled across a smooth surface. Difficult terrain adds one level of difficulty to the Test. Pushing is treated as a Full Round Action. A character is able to push 5x their Carrying Weight.

ENCUMBERED CHARACTERS

If a character attempts to overexert himself by carrying, lifting, or pushing more than their limits, the character counts as Encumbered. An Encumbered character can still make whatever charges or runs that are attempted, but any movement made is halved.

LIGHTING

Light is an important factor to many aspects in life. Many battles can take place at night or in the dark, wet caves of a planet. As a result, the darkness becomes an enemy in itself, concealing movement and horrors that could lurk within.

There are multiple types of lighting, Blinding, Bright, Normal, Shadowed, Dark, and Black.

DARKNESS

Warfare Ranged Tests made in the darkness have a -30 penalty to hit. Warfare Melee Tests made in the darkness have a -20 penalty to hit. While a character is concealed by darkness, concealment skill tests gain a +20 bonus.

LIGHTING	SIGHT PENALTIES
Blinding	-50
Bright	-10
Normal	0
Shadowed	-10
Black	-60

Normal is the light most characters are used to. This has no penalty or bonus to any sort of sight-based Perception Tests.

Blinding lights give characters -50 to see, as it is far too bright for their eyes or Optics to handle.

Bright lights are only a small annoyance to the eyes, and only give the character a -10 to sight-based Perception Tests.

Shadows are dim-lit areas, or shadowed locations in which it can be a bit difficult to see in. This leaves characters at a -10 to see. Characters looking in to shadows from the light are at a -20 to see, and characters in the shadows looking outward are at no penalty.

Black is no light. With no presence of light means no seeing a thing. Characters are at a near impossible -60 to sight-based Perception Tests. Characters in Black darkness are considered Blind.

Characters standing in front of light appear almost completely shadowed, and is a tactic used to catch others off guard, as they are engulfed in shadow, and the light is used to disorientate opponents.

Lighting can effect movement, such as moving in shadow, blinding, and black. This is up to the GM on how, or if it even does. Lighting also effects combat how combat works. These sight penalties also act as To-Hit penalties when in combat.

FLYING

This section covers the entirety of flying characters and flying in general.

ALTITUDE

On a typical Earth and Earth-like planets, there are three broad altitude levels: High Altitude, Low Altitude, and Hovering. A flying character can change altitude by one level during each Move Action taken. If a character is using a Charge or Run Action, the character can change altitudes by two levels. A character moving up an altitude from High Altitude will attempt to leave atmosphere.

HOVERING ALTITUDE

Hovering means that the character is skimming just above the ground or however high specified by the character. The character can move over low obstacles with relative ease. Hovering characters can both attack and be attacked by other characters on the ground using even melee.

A vehicle with this Hovering ability stays at the same height above ground, unless stated otherwise. If a character falls in a pit, the character cannot just hover out.

LOW ALTITUDE

This altitude indicates that the flying vehicle is at heights reach, and usually high above the Earth. A low altitude vehicle takes no penalties for shooting downward, but those firing up suffer a -30 penalty to their Firearm Tests.

HIGH ALTITUDE

When a character is flying at High Altitude, it is far beyond the range of many attacks, even range.

The vehicle in High Altitude is at a -20 penalty for firing downward.

EFFECTS OF GRAVITY

Gravity rarely effects Covenant vehicles, as they have systems meant to sustain flight.

COMBAT

Previously in the handbook, there was a Combat Overview section that went through the bare basics of Combat. This section will cover more ground on how combat can be handled.

NARRATIVE TIME AND STRUCTURED TIME

There are two types of timekeeping in Halo Universe; Structured Time and Narrative Time. The GM must choose what is needed based on the needs of the story and choices made by the players. At times, the GM must convey a loose sense of time or a series of events happening once after another, which is known as Narrative Time. In other situations, such as combat and tense situations, need more precise time keeping is needed, so the GM should use Structured Time.

NARRATIVE TIME

In many situations, the game does not require precise time keeping. In many situations, it is enough to know of certain actions taking only a few minutes, about an hour, or even a day. Narrative Time is most often used outside of combat.

STRUCTURED TIME

Structured Time is used for combat and solving problems. Structured Time is used when everything that happens counts, and order is needed. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

A Round consists of every character participating in the encounter taking a single Turn each. Each Turn in a Round is roughly four seconds long, regardless of how many characters are involved. Every Turn taken in a Round happens almost simultaneously, with the faster and luckier characters acting first.

TURNS

Every character in an encounter gets one Turn each Round. Before the combat or encounter begins, each character rolls Initiative to find the specific order they go in. Turns overlap each other slightly. Every Turn is a combination of Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. Each character is able to perform multiple Actions in a turn, the order in which they happen doesn't always matter. For example, a character has two Half Actions; the character could spend one Half Action moving forward and another Half Action of drawing out a weapon. So the order in which these actions does not matter. An example of when Action order is important is when a character must stand before walking or reloading before firing.

COMBAT SYNOPSIS

Combat is resolved in Structured Time divided into Rounds, Turns, and Actions. Each character takes one Turn each Round, as specified earlier. The order in which Turns take place depends on the Initiative Order. When a new Encounter begins, follow these instructions to determine what happens.

STEP ONE: SURPRISE ACTION

At the beginning of combat, the GM may determine whether a character was caught off guard and surprised by the combat. This can only happen once at the beginning of combat. Most instances of combat will have nobody surprised. A surprised character loses their first Turn in the Encounter. If no one is Surprised, ignore this step and move to Step Two.

STEP TWO: INITIATIVE

At the start of the first Round, each character must make an initiative Test. To do so, each character rolls a 1D10 and adds the Agility Bonus, unless an Ability specifies otherwise. The resulted rolls apply for all succeeding rounds, as the highest Initiative Tests go first. The complete order is highest Initiative to lowest.

STEP THREE: COMBATANTS TAKE TURNS

Beginning with the characters at the top of the Initiative Order, each character now takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take the turn. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP FOUR: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any effects that could possibly have the "until the end of the Round" effect have now ended.

STEP FIVE: REPEAT STEP THREE AND FOUR AS NEEDED

The characters continue to play these Rounds and Turns successively until Combat is complete.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where a square represents one meter (Or two if you are pressed for space).

Miniatures may be used to keep track of character positions. If you want to go all out, MEGA BLOKS sells Halo sets for almost everything.

INITIATIVE: EXPLAINED FURTHER

Initiative determines order in which characters act during each Round. To determine Initiative, players and the GM roll 1D10 and add the results to the character's Agility Bonus (Unless an Ability dictates otherwise). The GM rolls any Initiative Test for NPCs and creatures present. To keep things simple for the players, the GM should make one Initiative roll for an entire group of similar enemies.

After every character in the combat has determines their Initiative, the GM makes a list and places them in order from highest to lowest. This is known as the Initiative Order. This is the order in which all characters act in each Round until the combat is over.

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first.

Most combats last for many rounds, but each character's Initiative is only determined at the beginning of combat. Once the Initiative is established, it remains until the end of the Combat. When a new combat begins, a new Initiative Order must be made.

MELEE COMBAT

Melee Combat begins when characters call to initiate it, when any opponent is within 2 meters, +1 for every Size larger than Normal. Weapons can extend the range. There are obviously far more ways to fight than just simple punches, kicks, and some special moves offered from the Abilities. A GM may allow other types of moves using similar damages or outcomes from the Melee Attacks and Grapples.

Characters may make a number of Melee Attacks per full action equal to half their Agility Modifier, rounding down, as shown in the table below. A character is not able to make more than 10 Attacks in a Full Action, and no more than 5 Attacks in a Half Action.

DEFENSIVE STANCE BLOCKING

A character is able to call a Defensive Block, which replaces the Evasion with the ability to double their Toughness Modifier when soaking damage from other melee attacks. You roll Defensive Stance as you would Evasion, but you gain a +10 Bonus to every Evasion.

GRAPPLE COMBAT

Every Turn, the character gains Grapple Points equal to their Warfare Melee Modifier. These points are used in making Grapple Actions, as

each has their own cost and outcome. The character cannot make more than their Agility Modifier in Grapple Actions.

LARGE AND SMALL MELEE WEAPONS

Certain Melee Weapons such as the Hunter Arm Shield and Gravity Hammer are large and cumbersome, relying more on sheer strength to be wielded effectively. Such Weapons use a character's Strength Modifier rather than Agility Modifier to determine the number of attacks that can be made. These weapons are represented by the [S] Tag. Any weapon larger than an Assault Rifle or Plasma Repeater count as a weapon with [S] due to their size.

EXECUTIONS AND ASSASSINATIONS

When an Opponent is caught off-guard, such as being considered Helpless or not knowing someone is there, an attack is able to be made against them. This attack takes up an entire Half Action, and one single Melee Attack is made. This Melee Attack does not get rolled for, but hits automatically and deals double the maximum potential damage of the weapon.

Melee Attack	DAMAGE AND SPECIAL
Punch Attack	1D10+Strength Modifier.
Kick Attack	1D10+Half Strength Modifier, Half Strength Modifier in Pierce
Elbow Strike	1D10+Half Strength Modifier, Half Strength Modifier in Pierce
Knee Blow	2D10+Half Strength Modifier
Headbutt	1D10+Strength Modifier to Defender, and 1D10+Half Strength Modifier to Attacker. +20 to hit.

NUMBER OF AVAILABLE MELEE ATTACKS				
AG/STR MODIFIER	WITHOUT MODERN ARMY COMBATIVE		WITH MODERN ARMY COMBATIVE	
	FULL ACTION	HALF ACTION	FULL ACTION	HALF ACTION
1	1	0	3	1
2	1	0	3	1
3	2	1	4	2
4	2	1	4	2
5	3	1	5	2
6	3	1	5	2
7	4	2	6	3
8	4	2	6	3
9	5	2	7	3
10	5	2	7	3
11	6	3	8	4
12	6	3	8	4
13	7	3	9	4
14	7	3	9	4
15	8	4	10	5
16	8	4	10	5
17	9	4	11	5
18	9	4	11	5
19	10	5	12	6
20	10	5	12	6

ADVANCED MELEE COMBAT

(Must have Modern Army Combatives)

This is a series of movesets and counters that allow for advanced wrestling, countering, and grappling.

ATTACKS	ACTION	DAMAGE AND SPECIAL
Unarmed Manipulation	Full Action	Use your entire turn to manipulate your Opponent's next attack with a weapon to hit themselves, instead of you. To do so, both characters roll an Opposed Warfare Melee Test. If passed, the Attacker is hit with their own weapon. This deals the damage they would have done towards you, but to themselves.
Calculated Assault	Half Action	Using up a Half Action, the character finds the best means of attacking their opponent. This gives the next Half Action of melee attacks a +3 to Piercing. If the character is interrupted, Calculated Assault is cancelled.
Quick Switch	Half Action	With an Opposed Strength, Warfare Melee, or Agility Tests, the Attacker attempts to switch places, or quickly move their opponent within Half Action movement distance. Any following Attacks from either opponent will be met with a -10 to hit.
Toss to Grapple	Full Action	The character may instantly initiate a Grapple by tossing their opponent to the ground with an Opposed Warfare Melee or Strength Test. If the Attacker fails with two or more Degrees of Failure, they are knocked to the ground, instead.
Firearm Counter	Full Action	The character turns the Opponent's own firearm on them on an Opposed Strength Test. If the weapon is larger than a normal UNSC or Covenant Pistol, the Attacker is at a -20 on the Opposed Test. To fire the weapon that turn, it takes +1 to the Cost of this Attack. Any weapon larger than a Sniper Rifle, the Attacker is at a -30 on the Opposed Test.
Arm Hold	Half Action	The Opponent is put into an Arm Hold. This takes a Half Action preparation, and is Opposed by the opponent being attacked. When the test is Opposed, both characters make a Strength or Agility Test. If the Opponent gets more Degrees of Success, they are broken free, but not out of melee combat. If the Opponent gains two or more Degrees of Success, they are able to Counter, and the original controller of the Arm Hold now loses their Half Action to the Opponent, who is able to make their move. If the attacker wins the Opposed Test, the Opponent counts as taking a Punch to the Shoulder, and cannot do any actions besides attempting to Break Free.
Pummeling Stance	Response	The Attacker takes a stance that prepares them for two things, to give or take melee attacks. The character gives up all Response Actions for the ability to take only a Half Action of Attacks within a Full Action, but all Attacks are given a +10 to hit. The Character also doubles their Toughness Modifier when taking any melee attacks that are not from sharp weapons. This lasts as long as the Attacker claims the Action on their turn.

GRAPPLING

GRAPPLES	COST	DAMAGE AND SPECIAL
Melee Attack	1	The character makes a Melee Attack while in the Grapple. The attack gains a +10 to hit due to the close-range of the attack, but suffers by dealing 1D5-Strength Modifier (Minimum of 1) less damage than it would before.
Throw Down	2	The character uses a Toss or a Trip while in a Grapple. If the character moves more than a meter away, the Grapple is ended. Only the controller of the Grapple may use a Throw Down.
Push Opponent	2	The character pushes the opponent out of Grapple Combat. This grapple is resolved over an Opposed Strength Test, or an Opposed Agility Test. If the Character succeeds the Opposed Strength Test, the opponent is pushed back one meter for every degree of success, this cannot exceed the character's Strength Modifier in meters, but gains +1 meter for every +10 size the character has. If the Opponent success the Strength Test, the Opponent is not moved. If the Opponent success the Agility Test against the character's Strength Test, the opponent moves out of grapple combat.
Ready	1	The character readies a weapon or item during combat. If allowed by the GM, they can use the Ready Action to grab for an item belonging to their Opponent. This costs one extra Melee Point. This is solved with a +10 Opposed Agility Test.
Prone	1	The character drops Prone during combat. Spending an extra two points, the character can bring the Opponent with on a successful Opposed Strength or Agility Test.
Stand	2	If both grappling participants are Prone, the Controller of the Grapple can regain their footing for half the Cost and with a +20 Opposed Agility Test. If only the character is Prone, the Opponent may attempt to keep the character down by making an Opposed Agility Test.
Use Item	2	The Character can use a readied item that isn't a weapon.
Break Free	2	The character and the opponent make either an Opposed Agility Test, or an Opposed Strength Test. The Controller is able to choose which one is made. The Opponent may choose to use the other test instead, but this will be at a -10 penalty. The Controller of the grapple is at a +10 on the Opposed Test. If the character attempting to break free is successful, the Grapple is ended. If this character fails, the Grapple continues.
Grapple Climb	2	Mount: Some species are larger than others are. If a character is two size categories larger than the character, they may roll a -10 Agility Test to properly climb upon and hold on to the opponent. At the beginning of every turn for the character, they must make a -10 Agility Test to stay mounted. The opposing Character may use their turn to attack the character. The character being mounted may attack using a -30 Warfare Melee Test to knock the player off. The attack to knock the character off must deal damage, or the attack fails and the character stays mounted. Use GM discretion if needed. The mounted character may attack at a -10 Test. If the attack fails by three or more degrees of failure, they has a chance of falling off that is equal to the amount the roll failed.

Pin	2	Characters can use a choice of Strength or Agility Opposed Tests to hold down the other. When a character is Pinned, that character cannot move until broken out using the Break Free Grapple move. When Broken Free, the character does not leave Grapple Combat, but is now out of the Pin. The controller of the Grapple chooses the Opposed Test. If the opponent chooses to use the other as their test, they are at a -20.
Grapple Controller	--	The Grapple Controller is decided by a Warfare Melee Opposed Test every round. The character not in control must pay one extra Melee Attack Cost point per action taken. The characters may choose to use Strength instead of Warfare Melee, but this roll comes at a -10. A character may also choose to use Agility instead of Warfare Agility, but this comes at a -15 penalty.
Grapple Skill	--	Any Test made while in a Grapple gains the bonus, or penalties, from the character's Grapple Skill.
Grapple Disarm	2	The Attacker and Opponent roll an Opposed Strength Test to determine what happens to the weapon being wrestled for. If the Attacker is successful by less than two Degrees of Success over the Opponent, the weapon scatters One meter for every two Degrees of Success. If won by Three or more Degrees of Success, the Attacker wrestles the weapon away and is now in control of it.

INVISIBILITY AND CAMOFLAUGE

CLOAKING

There are multiple items that offer camouflage through light bending, projection, foliage, and color manipulation. These items make the user appear to be almost invisible or blend into surroundings, but can be seen if the user studies the surroundings to see the ripples or differences caused by the imperfect technology. These cloaking devices give penalties to another user to see the character.

WATCHING FOR CLOAKS

A character may attempt to study and watch for ripples in the air, which then gives the user a +30 for actually spotting the cloaked user. When doing this, the character must sit and watch for at least five seconds (Full Action) without taking any actions that would take concentration. When searching for cloaked characters, the Penalty of the cloaking machine is still taken, meaning that even with the +30 for spotting, there will still be a penalty.

USING WEAPONS WHILE CLOAKED

When a user is cloaked, the weapons used by the character are also hidden. Many weapons have flashing and glowing bits such as a Plasma Rifle or a Forerunner weapon. These give penalties to the camo. Charging weapons and glowing weapons give a -20 to the cloak.

Activating weapons such as an Energy Sword or taking footsteps allows a character to take hearing-based Perception Tests to find the whereabouts of the user. This also gives the user a +20 to spot the cloaked user.

FIRING WHILE CLOAKED

A character that fires a weapon while cloaked is swiftly uncloaked and recloaked within the time of a Half Action, allowing characters a +40 bonus to spotting the cloaked character. Firing for a Full Action will remove the cloak completely. If a character is looking directly at the character firing while cloaked, no Test is needed, unless the GM specifies otherwise.

VISR AND CLOAKED CHARACTERS

VISR and other visual devices such as infrared Goggles can spot cloaked characters with relative ease. VISR outlines cloaked figures just as it does uncloaked figures, while Infrared shows a character's figure masked in red color. This negates all cloaking bonuses the other character receives, but not those given by the Camouflage Skill or Education.

YOU'VE SEEN ONE...

When a character has dealt with a cloaked user before and is dealing with distortion in the air from cloaking characters, the character eventually becomes used to this. The more dealing with cloaked opponents a character goes through, the easier the character can spot them. A character dealing with cloaking users more than once gain +10. A character dealing with cloaking users more than five times give times gain +15. A character dealing with cloaking users more than ten times gain a +20. This cannot surpass the +20 bonus.

MASKING FOOTSTEPS

A character may attempt to hide and mask footsteps by rolling successful Athletics Tests. Masked footsteps take only half Penalties. These tests should gain penalties for excessive weight and equipment or on certain surfaces such as dried leaves, grass, and metallic surfaces.

SUPPRESSED AND SILENCED WEAPONRY

When a weapon is using a suppressed and silenced weapon, that weapon is harder to detect. Weaponry using a suppressor give only half of the standard bonus for detection.

CLOAK HUMMING

As long as there is not a lot of noise, a character can hear the humming of a cloaking system within 5 meters. The character is able to make a +10 Investigation Hearing Test to help spot the cloaked character. Within 2 meters, that bonus becomes +30. At point blank, the bonus becomes +50.

THE ARMORY

This entire section presents the utilities and weaponry of the UNSC and Insurrectionists. Each weapon and equipment offered in this section has the item's information and stats. The processes of acquiring these items are from character creation and acquisition before and during battle.

CREDITS (cR)

Everyone begins with a set amount of cR which can be spent on character creation and starting equipment. The cR can also be spent on acquiring new goods and equipment for missions. Everything has a cR price that must be spent to attain said item. An example of this is the M6F Personal Defense Weapon System (M6F PDWS). This pistol has a cR price of 26 cR. In order for a character to acquire this weapon, the character must first have 26 cR to spend, and if the character must have this weapon as a drop on the battlefield, the drop will cost extra.

SELLING, RETURNING, AND REFUNDS

Equipment may be returned to the original supplier. If the equipment is used in any way, the refund will be halved the price the equipment was purchased. Spent ammunition and destroyed equipment may not be sold, unless specified otherwise by the GM. Damaged equipment may only be returned for 1/4th the original price.

In a previous engagement, scavenged Covenant equipment could be sold to the UNSC for a small cR bonus.

PURCHASING ENEMY EQUIPMENT

When a character is attempting to purchase equipment from the other tables, such as a UNSC personnel attempting to purchase from the Covenant tables, the character will have to pay three times the amount listed on the cR. The Covenant sees this as Heresy, so the GM must use discretion, because those seen using Human technology are killed. The GM, under certain circumstances, are allowed to wave the tripled prices for reasons such as Post-Schism team-up parties, or sanctioned Covenant in the UNSC.

The GM may also decide that, for example, a Covenant character can start off with their built and purchased Covenant gear, and then join the UNSC, getting the Covenant gear more expensive, and the UNSC gear at normal price.

STARTING EQUIPMENT

A character's starting equipment is replaced or repaired after every mission. Depleted ammunition, grenades, and other usable equipment are restored. This only applies to Starting Equipment chosen from character creation.

Starting equipment may not be returned for extra cR at character creation. If starting equipment is lost or replaced with another weapon of choice, the character may always choose to get the equipment back for free.

STARTING AMMUNITION

Everyone begins with 5 clips/Magazines from the weapons of their choosing at Character Creation. Every character has the ability to purchase more from the armories of their Military.

AMMUNITION BELTS

There are plenty of weapons that do not actually use magazines and clips. These weapons are belt fed for constant fire. Each belt comes with 250 rounds unless specified otherwise.

TURRETS

There are plenty of mobile turrets of the UNSC and Covenant. These turrets may come at character creation, and many cannot be carried

by nothing less than an Elite or Spartan. Setting up a turret's tripod takes a Half Action.

RATE OF FIRE

Most weaponry have a Rate of Fire, but all vary based on many variables. A weapon can always fire the entire Rate of Fire listed within a single Turn if a Full Action is used. Some types of Rate of Fire only take a single Half Action to use fully, allowing them to be used twice.

If a weapon fires as a Half Action, it fires half of the ammunition, rounding down. For example, an Automatic Rate of Fire (15) can fire 8 for the first Half Action, and 7 on the next Half Action.

RELOADING

Different types of weapons have different base reloading times. These can be reduced by character Agility and Warfare Range modifiers, to a minimum of 1. Base reload time is shown as Half Actions, so a Pistol will reload, by default, in 4 Half Actions.

For every 2 modifier in both the Agility and Warfare Range Characteristic, the character gains 1 Half Action less to reload the weapon.

PUMP ACTION RELOADING

When reloading Pump Action weaponry, shells are loaded one by one. To a maximum of 3 per Half Action, for every 2 modifier in both Agility and Warfare Range Characteristic, the character is able to reload an extra shell.

WEAPON TYPE	BASE RELOAD TIME
Pistol	4
Submachine Gun / Carbine	5
Bullpup / Rifle / Railgun	6
Belt-fed / Canon	15
Rocket / Missile Launcher	13
Grenade Launcher	10
Flame thrower	17
Sniper Rifle	8
Light Machine Gun	11
Pump Action	1 Shell per Half Action

PURCHASING A MAGAZINE OR CLIP

When purchasing magazines and clips, a character must spend the equivalent of the half MAG/Clip size in cR. So a weapon with 30 MAG costs 15 for the magazine or clip.

Extended Magazines and clips hold 2x the amount of ammunition of the standard magazine size. Drum Magazines hold 3x the amount of ammunition compared to the standard magazine.

DUAL MAGAZINES

This Magazine counts as two individual magazines linked together in some way. The Magazines empty as usual, but gives weapons -2 to Base Reload Time. The doubled magazine is heavier, weighing 10% of a weapon's weight when loaded.

SPECIAL MAGAZINE PENALTIES

Any Extended, Dual, and Drum Magazine, when fired prone, gives the user a -10 Penalty To-Hit. This is due to their unwieldy size becoming an issue with attempting to fire accurately. This is the trade-off for having such a large amount of readily available ammunition.

RELOADING ALIEN WEAPONS

Many weapons of extraterrestrial origin can be reloaded in a manner similar to their human counterparts, done so in accordance with the weapon's type. However unless specified otherwise, weapons powered by a Plasma Battery cannot be reloaded. These weapons may only be recharged at an appropriate charging station. It takes the Base Reload Time of the weapon's type in hours to recharge the battery from empty to full. The GM should take note and modify this time as appropriate if the battery is not completely drained based on the number of remaining charges (the Plasma Rifle would recharge roughly 1 shot per minute).

The rules for dealing with Alien Technology still apply, any human attempting to recharge a Plasma Battery without prior understanding of its function or without a proper charger must pass a -20 Covenant Technology test. Attempting to replace a Plasma Battery requires an Extended Action and a -40 Covenant Technology test.

COVENANT RELOADING HUMAN WEAPONRY

Most Covenant are not familiar with reloading Human weaponry. This is usually viewed as heretical. Those who still wish to reload the weaponry must find how to remove the clip or magazine, and then find how to properly insert the replacement. This involves taking a -20 Human Technology Test to figure out how to properly reload the weapon. These types of rules apply to any race not knowingly understand how to use weapons of another race.

AUTOMATIC SHOTGUN UPGRADE

Shotguns may be retrofit to be Automatic instead of Pump Action, which costs double the cR of the weapon to do. For example, an M90 Close Assault Weapon costs 60 cR, and then takes 120 cR for the Automatic firing upgrade. Any weapon that gains the Automatic Shotgun Upgrade doubles the Pump Action Fire Rate, and becomes Automatic. So a Pump Action (2) becomes Automatic Rate of Fire (4).

SHIELD USE

Each Round, a character may choose to protect a location of their body with their shield. The size of the location protected is determined by the size of the shield and GM discretion. Changing protected locations is an Ability Test as a Response Action. Any other Response Actions taken with this turn are at a -10. Any shots that hit the Shield must puncture or disable the shield before hitting the user. If a character has not used their Shield Use yet in a Round and is being struck, that character may use an Agility Test to hold the shield up to protect themselves from the incoming attack.

FULL BODY SHIELDS

Shields such as the Hunter Shield and the Riot Shield, towards anyone sized as Normal, are given full-body cover instead of normal cover. If a character is not protecting themselves with their shield, they may make a -20 Agility Test to quickly pull the shield in front of themselves from an incoming attack. Any character that is Large must crouch behind the Cover Shield; else, to only protect two body locations that much be next to each other. Any character bigger than Large must use this shield as a normal Shield.

ENERGY SHIELD RULES

A shield works as though it has a set of wounds, depicted by the shield integrity. When a shielded target takes damage from a weapon, Piercing also does damage to the shields, and is subtracted first. After this, the normal damage is done to the shields from the damage roll. Any damage left over damages the user unless the shield is not a layering over the body. Piercing does not roll over to damage if the shields are broken from the pierce.

ENERGY SHIELD RECHARGE TIMES

Shields must recharge when damaged, but can only do so when they do not take sustained damage over the course of a set time. A Shield has the Recharge Time of (X) where (X) is the amount of Half Actions the character must not take damage over 5 to begin recharging the Recharge Rate (X) each Half Action afterward. Recharge Rate (X) is the amount of points the shield integrity regains after each Half Action. These only count on the owner of the shield's Half Actions. This is not affected by a Spartan's extra Half Action.

WEAPON HOLSTER HARDPOINTS

At base, all Human and Covenant armor comes with four magnetic weapon Hardpoints. Two on the back and one on each thigh. These Hardpoints sometimes take two Hardpoints to hold a heavy weapon, which means that any heavy weapon must be held on the back where two Hardpoints are available. Any other weapon takes one single Hardpoint to carry. Any other need for Hardpoints can be filled by purchasing Holsters. A Magnetic Holster works the same as a Hardpoint, but can be positioned as needed.

HEAVY WEAPON HOLSTERING

Some weapons are not meant to be holstered. It's nearly impossible to expect your back to support a Heavy Machine Gun on your back, let alone the Hardpoints keeping it up. These sort of weapons must be lugged around, and can cause sluggish movement if not properly used. Not everyone can be as strong as a Spartan or a Sangheili.

WALKING ARMORIES

Some players may attempt to take things too far by lugging around as many weapons and equipment that their character can carry. To solve this, a GM can decide when a Character has brought too many weapons into combat. No Military would ever allow someone to run into combat covered in explosives or more weapons than a squad normally has, together.

EQUIPMENT DROP PRICES

Characters are able to request Equipment Drops while on the battlefield or in a mission. Equipment Drops can be done multiple ways. Stealth, ODSST pod drop, or standard delivery. Each delivery type costs cR, but can be limited based on set scenarios by the GM. Every Drop costs 1 Support Point.

Equipment Drops must have an open area to drop equipment or land the cargo bobber. Based on if there is a drop, there is the possibility of a scatter, where the equipment will deviate from the desired location.

SUPPORT POINTS

Every character begins with a set amount of Support Points after each Mission. A Support Point is spent each time a character requests a Drop during a mission. The standard Drop Points given to a single character is one, unless specified otherwise. Support Points can also be earned through Rank and Mission rewards.

Support Points are only spent from Drops.

BATTLEFIELD	EXAMPLE	EXTRA PRICE
Clear	The Battlefield is clear, or not a Battlefield at all.	Weapon: 10 cR Troop: 20 cR Light Vehicle: 30 cR Heavy Vehicle: 50 cR
Light	The Battlefield is under light fire and resistance.	Weapon: 40 cR Troop: 60 cR Light Vehicle: 80 cR Heavy Vehicle: 120 cR
Moderate	The Battlefield is riddled with troops, making drops moderately dangerous.	Weapon: 60 cR Troop: 80 cR Light Vehicle: 100 cR Heavy Vehicle: 140 cR
Risky	There are nearby anti-air weaponry and enemy ships awaiting the arrival of opponents.	Weapon: 80 cR Troop: 100 cR Light Vehicle: 120 cR Heavy Vehicle: 160 cR
Dangerous	There is difficulty in getting anything to the characters, so an extra fee must be spent for near-orbit or stealth drops.	Weapon: 100 cR Troop: 120 cR Light Vehicle: 140 cR Heavy Vehicle: 280 cR

DROP	EXAMPLE	EXTRA PRICE
Bobber	Standard delivery ship. Can take time to deliver equipment.	0 cR
Ordnance Launch	Delivery pod launched from a space station or orbiting ship.	100 cR
Stealth Drop	Hidden Stealth-ships drop ordnance pods from sub-orbit locations.	200 cR
ODST Pod	ODST pod able to hold much more equipment than a standard Ordnance Launch. Safely drops equipment. UNSC-Only	200 cR

INFANTRY SUPPORT PACKAGES

There are available Support Packages for calling in Support Infantry. These packages can be expensive, but prices can vary by GM discretion. These Infantry Support Packages cost different amounts of cR and are still affected by Battlefield Conditions.

INFANTRY	DROP	PRICE
5 Army Infantrymen	Five Infantrymen with the Army Soldier character setup from the back of the book under Characters.	650 cR
5 Marines	Five Marines with the Marine Corpsman character setup from the back of the book under Characters,	750 cR
5 ODST	Five ODST with the ODST character setup from the back of the book under Characters.	950 cR
1 Spartan II	One Spartan II with the Spartan II character setup from the back of the book under Characters.	2350 cR
2 Spartan IIIs	Two Spartan IIIs with the Spartan III character setup from the back of the book under Characters.	2150 cR
2 Spartan IVs	Two Spartan IVs with the Spartan IV character setup from the back of the book under Characters.	1900 cR

ORDNANCE AND DROPS AND SCATTER

Characters have the ability to call in packages and ordnance by spending their cR. There are plenty of drops available to those that can afford. When a drop is requested for equipment, it takes 1D5+2 Rounds to come in. If a Guidance Lock isn't being used during the request of an ordinance, it has chance of being off target. To find how far off target the ordnance is, roll 5D10 meters and the scatter roll.

ORDNANCE	DROP	PRICE
Ammunition Cache	Ammunition drop with ammunition for five different weapons chosen.	150 cR
Deployable Cover	Drops 3 Mobile Cover devices.	300 cR
Cryobomb	30 meter blast that freezes all targets in a cryo-like state that causes them to thaw and die. -40 Toughness Test to survive, but takes 10D10 damage. This will not kill the character, but instead, for every point over the character's wound threshold causes the character to be unconscious for that many hours.	6000 cR
Tactical Nuke	Instantly obliterates anything within the 7000 meter blast. Anything else within a 13000 meter radius takes radiation poisoning.	22000 cR
SHIVA Nuke	Instantly obliterates anything within the 12,000 meter blast. Anything else within a 20,000 meter radius takes radiation poisoning.	35000 cR
Orbital MAC Strike	Deals one Orbital MAC strike on the target. If used at a full scale attack, it can be fatal on a planetary level, as these fire at incredible speeds. UNSC Only.	30000 cR
Carpet Bomb	Calls in airstrike that covers 100 meters of land in C-12 grade explosive blasts.	29000 cR
Ordnance Bombardment	Ten blasts on the target that does M168 Demolition Charge stats in damage and radius. Roll for Ordnance scatter on each blast.	5000 cR

PDWS PISTOLS AND SUBMACHINE WEAPONRY

[DW] [I]	M6A Personal Defense Weapon System			Semi-Auto Rate of Fire (5)		"PDWS"	Year: 2412
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+5	9	50m-200m	8	25	12.7x40mm
Civilian Mainstream model. Black Polymer finish. No Civilian or Police cR upcharge.						WEIGHT (KG):	1.5

[DW] [I]	M6B Personal Defense Weapon System			Semi-Auto Rate of Fire (5)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+6	8	50m-200m	8	30	12.7x40mm
Police Mainstream model. Chrome Polymer finish. Built in KFA-2 x2 Scope. No Police cR upcharge.						WEIGHT (KG):	1.6

[DW] [I]	M6C Personal Defense Weapon System			Semi-Auto (3) or Automatic (8)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+5	9	10m-90m	12	30	12.7x40mm
Military variant. Black Polymer finish. Fires fast but suffers in accuracy. Features Spartan Upscale.						WEIGHT (KG):	1.6 (2.2 Upscaled)

[DW] [I]	M6C SOCOM Personal Defense Weapon System			Semi-Auto Rate of Fire (2) or Automatic Rate of Fire (8)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+5	9	10m-90m	12	45	12.7x40mm
Black Polymer finish. Built in Muzzle Break, Suppressor, and VnSLS/V 6E Scope. Features Spartan Upscale						WEIGHT (KG):	2.6 (3.2 Upscaled)

[DW] [I]	M6D Personal Defense Weapon System			Semi-Auto (2) or Automatic (5)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+8	9	20m-120m	12	30	12.7x40mm
Military Mainstream model. Chrome Polymer finish. Built in KFA-2 x2 Scope. Features Spartan Upscale.						WEIGHT (KG):	1.9 (2.5 Upscaled)

[DW] [I]	M6E Personal Defense Weapon System			Semi-Auto Rate of Fire (3)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+7	10	30m-190m	12	25	12.7x40mm
Highly customizable Military model. Electroless Nickel finish. Extra durable, can survive explosives and direct damage.						WEIGHT (KG):	1.7

[DW] [I]	M6F Personal Defense Weapon System			Semi-Auto Rate of Fire (3)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+8	8	30m-190m	12	25	12.7x40mm
Highly customizable Officer model. Electroless Nickel finish. Extra durable, can survive explosives and direct damage. Built in KFA-2 x2						WEIGHT (KG):	1.8

[DW] [I]	M6G Personal Defense Weapon System			Semi-Auto Rate of Fire (3)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+9	8	20m-100m	8	30	12.7x40mm
Officer and Vehicle/Weapon crews' model. Nickel-Plate finish, corrosion-proof. Built in KFA-2 x2 scope. Features Spartan Upscale.						WEIGHT (KG):	1.9 (2.5 Upscaled)

[DW] [I]	M6H Personal Defense Weapon System			Semi-Auto Rate of Fire (3)		"PDWS"	Year: 2555
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+9	14	30m-150m	8	35	12.7x40mm
Officer and Vehicle/Weapon crews' model. Nickel-Plate finish, corrosion-proof. Built in KFA-2 x2 scope. Features Spartan Upscale.						WEIGHT (KG):	1.9 (2.5 Upscaled)

[DW] [I]	M6H2 Personal Defense Weapon System			Semi-Auto (2) or Auto (3)		"PDWS"	Year: 2555
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+11	12	30m-150m	12	35	12.7x40mm
Officer and Vehicle/Weapon crews model. Nickel-Plate finish, corrosion-proof. Built in KFA-2 x2 scope. Features Spartan Upscale.						WEIGHT (KG):	1.9 (2.5 Upscaled)

[DW] [I]	M6I Adjustable Personal Defense Weapon System			Semi-Auto (2), Burst (3), Auto (8)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+8	12	20m-120m	18	40	12.7x40mm
Black Polymer finish. Built in Muzzle Break and adjustable detachable stock.						WEIGHT (KG):	2.5

[DW] [I]	M6J Adjustable Personal Defense Weapon System			Automatic Rate of Fire (12)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Carbine/Pistol	1D10	+5	9	40m-100m	21	40	12.7x40mm
Electroless nickel finish. Built in adjustable detachable stock.						WEIGHT (KG):	2.8

[DW] [I]	M6K Personal Defense Weapon System			Semi-Auto Rate of Fire (6)		"PDWS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+9	5	50m-200m	6	30	12.7x40mm
Police undercover variant. Black polymer finish. Built in Muzzle Break and Suppressor. No Police cR upcharge.						WEIGHT (KG):	2.2

[DW] [I]	M6 Machine Pistol			Automatic Rate of Fire (6)		"Machine Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+9	9	20m-80m	21	45	12.7x40mm
Chrome polymer finish. Built in Pistol Grip for +5 to hit if using with both hands. No Police cR upcharge.						WEIGHT (KG):	2.9

[DW] [I]	Pocket Pistol			Semi-Auto (1)		"Mini-Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Small Pistol	1D10	+14	9	10m-80m	3	25	12.7x40mm
Civilian high-powered Self-Defense pistol. Chrome Polymer finish. No Civilian or Police cR upcharge.						WEIGHT (KG):	0.5

[DW] [I]	Narq-Dart Pistol			Semi-Auto (1)		"Tranquilizer Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D5	+5	17	10m-80m	3	25	Narq-Dart
High-powered pistol for piercing armor and administering medication to tranquilize opponents. Minor damage, high-impact. Nonlethal damage. Tranquilize(7) Special Rule.						WEIGHT (KG):	1.4

[DW] [I]	M7 Caseless Submachine Gun			Semi-Auto (4) or Auto (10)		"Submachine Gun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Submachine Gun	1D10	+4	16	40m-80m	60	45	5x24mm
Police undercover variant. Chrome polymer finish. Built in Pistol Grip for +5 to hit if using with both hands. No Police cR upcharge.						WEIGHT (KG):	1.3

MELEE AND CLOSE COMBAT WEAPONRY (Half Strength Mod = HSM)

[I] [DW]	UNSC Close-Quarter Combat Knife					"Combat Knife"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Melee Knife	1D10	+6 + HSM	6 + HSM	1m		10	
Military knife with 20cm carbon-steel blade. Non-reflective, rust resistant. Weighted for throwing. No Civilian or Police cR upcharge.						WEIGHT (KG):	0.6

[I] [DW]	UNSC Military Combat Kukri					"Combat Kukri"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Melee Knife	1D10	+6 + HSM	5 + HSM	2m		15	
Lengthened Military knife with a 49cm long carbon-steel blade. Non-reflective, carbide coating, rust resistant.						WEIGHT (KG):	0.9

[I] [DW]	UNSC Multi-Purpose Tomahawk					"Tactical Tomahawk"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Melee Axe	1D10	+7 + HSM	4 + HSM	1m		15	
Military Tomahawk with a 30cm head in length, all sharpened along the top, and a 38cm handle. Shares the same qualities as the knife.						WEIGHT (KG):	0.9

[I] [DW]	UNSC-MP Machete					"Machete"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Melee Machete	1D10	+8 + HSM	3 + HSM	1m		15	
Military knife with a 30cm long carbon-steel blade and a 12cm weighted handle. Non-reflective, carbide coating, rust resistant.						WEIGHT (KG):	1.3

[I] [DW]	Police Baton					"Billystick"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Baton	2D10	1+Strength Modifier	0	2m		15	
Law Enforcement baton 91cm in length. Collapses to 12cm that is spring-loaded. Expands in a Half-Action. No Police cR upcharge.						WEIGHT (KG):	2.1

[I] [DW]	Brass Knuckles					"Knuckle Duster"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Melee	1D10	5 + HSM	0	1m		10	
Solid metal shaped to fit human knuckles. No Civilian or Police Upcharge.						WEIGHT (KG):	1.6

[I] [DW]	Humbler Stun Device					"Shockstick"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	
Baton	1D10	+Strength Modifier	0	2m		60	
Electrified baton 51cm length. Has Electrified Special Rule. Glows a purple color. Easily seen in the dark. No Police cR upcharge.						WEIGHT (KG):	2.2

[I] [DW]	Pepper Spray					"Mace"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	USES
Pepper Spray	---	---	---	5m-10m		20	20
Used to disable opponents. Only effects face hits. +40 to aiming. Pepper Spray Special Rule. No Police of Civilian Upcharge.						WEIGHT (KG):	2.1

[I] [DW]	Taser Gun					"Taser"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	USES
Electroshock Gun	2D10	1	1	2m-12m		40	32
Sticky and Electrified Special Rules. Use Warfare Melee when up close, else, use Warfare Range, instead. No Police of Civilian Upcharge.						WEIGHT (KG):	2

Bullpup Select-Fire Rifles

	Prototype XBR55			Semi-Auto (2) or Burst (3)		"Battle Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	2D10	+5	11	100m-950m	60	100	9.5x40mm
Black Polymer finish. Built in KFA-2 x2 Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	4.2

[I]	BR55 Service Rifle			Semi-Auto (2) or Burst (3)		"Battle Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	2D10	+5	11	100m-950m	36	60	9.5x40mm
Black Polymer finish. Built in KFA-2 x2 Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	3.7

[I]	BR55 Heavy Barrel Service Rifle			Semi-Auto (2) or Burst (3)		"Battle Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	2D10	+5	13	100m-950m	36	70	9.5x40mm
Black Polymer finish. Built in KFA-2 x2 Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	3.8

[I]	BR85 Heavy Barrel Service Rifle			Semi-Auto (2) or Burst (3)		"Battle Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	2D10	+5	12	100m-950m	36	70	9.5x40mm
Black Polymer finish. Built in KFA-2 x2 Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	7.6

[I]	M392 Designated Marksman Rifle			Semi-Auto (1) or Burst (3)		“DMR”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	2D10	+6	13	100m-1200m	15	50	7.62x51mm
Black Polymer finish. Built in SLS/V 5B 3x Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	6.7

[I]	M395 Designated Marksman Rifle			Semi-Auto (1) or Burst (2)		“DMR”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Select Fire Rifle	3D10	+5	15	100m-1200m	15	55	7.62x51mm
Black Polymer finish. Built in SLS/V 5B 3x Scope that can be removed. Headshot Special Rule.						WEIGHT (KG):	8.5

	Prototype MA1 Individual Combat Weapon System			Automatic Rate of Fire (9)		“P.A.R”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+5	10	50m-400m	15	50	.390 Caliber
Black Polymer finish. Original prototype of the MA and MA5 rifle series. -10 To-Hit.						WEIGHT (KG):	2.3

[I]	MA37 Individual Combat Weapon System			Semi-Auto (3) Auto (8)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+5	10	50m-550m	32	60	7.62x51mm
Black Polymer finish. Built-in Compass and Ammo Indicator. Has two rates of fire, Automatic and Burst Fire. No SWAT cR Upcharge.						WEIGHT (KG):	7.0

[I]	MA2B ICWS/Carbine			Automatic Rate of Fire (6)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+7	12	50m-300m	21	55	.390 Caliber
Black Polymer finish. Cut-down carbine variant of the MA5B. Built-in ammo indicator. Lacks a select fire mode. -10 To-Hit.						WEIGHT (KG):	2.7

[I]	MA3 Assault Rifle			Burst (2), Auto (8)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+6	13	80m-350m	32	55	.390 Caliber
Black Polymer finish. Built-in ammo indicator. -10 To-Hit. Built-in Tactical Flashlight and Ammo Counter.						WEIGHT (KG):	2.4

[I]	MA5B Individual Combat Weapon System			Semi-Auto (3), Auto (10)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+5	12	20m-350m	60	60	7.62x51mm
Titanium Polymer finish. Built-in Compass and Ammo Indicator. Built-in Tactical Flashlight and Ammo Counter.						WEIGHT (KG):	7.1

[I]	MA5C Individual Combat Weapon System			Automatic (9), Burst (3), Semi-Auto (1)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+5	12	20m-350m	32	60	7.62x51mm
Titanium Polymer finish. Built-in Compass and Ammo Indicator. Built-in Tactical Flashlight and Ammo Counter.						WEIGHT (KG):	7.1

[I]	MA5D Individual Combat Weapon System			Semi-Auto (2), Auto (7)		“Assault Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+6	13	20m-400m	32	60	7.62x51mm
Titanium Polymer finish. Built-in Compass and Ammo Indicator. Built-in Tactical Flashlight and Ammo Counter.						WEIGHT (KG):	7.1

[I]	MA5K Carbine			Semi-Auto (2), Burst (3), Auto (10)		“Carbine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Rifle	1D10	+5	10	20m-200m	30	60	7.62x51mm
Titanium Polymer finish. Built-in Compass and Ammo Indicator. Built-in Tactical Flashlight and Carry Handle.						WEIGHT (KG):	5.5

SHOTGUNS

[I]	M90 Series Close Assault Weapon System			Pump Action (2)		“Tactical Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Shotgun	3D10	+10	16	10m-60m	12	60	Soellkraft 8 Gauge
Black Polymer finish. Adjustable Stock with Pistol Grip. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	5.4

[I]	M90 DTM/Law Enforcement Shotgun			Pump Action (2)		“Enforcer Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Shotgun	2D10	+10	16	15m-60m	12	45	Soellkraft 12 Gauge
Black Polymer finish. Solid Stock, no pistol grip. No Police cR upcharge. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	4.6

[I]	WST DTM/Civilian Market Shotgun			Pump Action (2)		“Enforcer Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Shotgun	2D10	9	14	15m-60m	12	45	Soellkraft 12 Gauge
Black Polymer finish. No Police or Civilian cR upcharge. Solid Stock, no Pistol Grip. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	4.6

[I]	M45 Tactical Shotgun			Pump Action (2)		“Tactical Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Shotgun	3D10	+8	18	10m-60m	6	50	M296SC 8 Gauge
The precursor of the M90 Series Shotgun. Comes with collapsible stock and pistol grip. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	5.2

[I]	M45E Tactical Shotgun			Pump Action (2)		“Tactical Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Shotgun	3D10	+8	18	10m-60m	12	70	M296SC 8 Gauge
The precursor of the M90 Series Shotgun. Has unremoveable collapsible stock. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	5.9

[I]	M5-A6 Automatic Shotgun			Semi-Auto (1), Auto (4)		“Automatic Shotgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Automatic Shotgun	3D10	+10	11	10m-45m	24	300	Soellkraft 8 Gauge
High capacity Drum Magazine (1.5 KG). Treat as Rifle when finding Reload Time. Spread Special Rule if using standard ammunition.						WEIGHT (KG):	8.6

EXPLOSIVES AND GRENADES

[I]	M9 High-Explosive Grenade				“Fragmenting Grenade”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Hand Grenade	2D10	+5	12	Blast(8) Kill(2)	15	Comt. H-E
Green matte finish. Grip texture. Features Spartan Upscale.					WEIGHT (KG):	0.4 (0.6 Upscaled)

[I]	NAPALM Grenade				“Flame Grenade”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Hand Grenade	1D5	+3	5	Blast(7) Kill(1)	15	Napthenic/Palmitic
Green matte finish. Grip texture. Flame(1D10)					WEIGHT (KG):	0.7

[I]	Concussion Grenade				“Concussive Grenade”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Non-Deadly	2D10	+10	10	Blast(2) Kill(2)	15	
Grip texture. Concussion Special Rule that has a radius of 7 Meters.					WEIGHT (KG):	0.6

[I]	Thermite Grenade				“Thermite Grenade”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Thermite	1D5	+10	40	Blast(4) Kill(2)	150	Thermite/Palmitic
Cauterize Special Rule. Powerful enough to melt through floors of a UNSC Frigate, use with extreme caution. Charge (1).					WEIGHT (KG):	0.9

[I]	Flashbang Grenade				“Flashbang”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Non-Deadly	1D5	+2	2	Blast(12) Kill(1)	10	
Grip texture. Flashbang Special Rule. Non-Lethal. No Police cR upcharge.					WEIGHT (KG):	0.3

[I]	Smoke Grenade				“Smoke Grenade”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Non-Deadly	1D5	+1	1	Blast(20) Kill(1)	10	
Grip texture. Smoke Grenade(15) Special Rule. Non-lethal. No Police cR upcharge.					WEIGHT (KG):	0.3

[I]	Tear Gas Grenade				“Tear Gas”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Non-Deadly	1D5	+1	1	Blast(20) Kill(1)	10	
Grip texture. Tear Gas Special Rule. Non-Lethal. No Police cR upcharge.					WEIGHT (KG):	0.3

[I]	LOTUS Anti-Tank Mine				“LOTUS”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Landmine	4D10	+10	25	Blast(9) Kill(3)	190	Comt. H-E
Shaped Charge. Quarter meter diameter. Spiked stylization rim. Adjustable proximity sensor and timer.					WEIGHT (KG):	15.5

[I]	T12 R/9 Antipersonnel Mine				“T12 Landmine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Landmine	3D10	+7	12	Blast(12) Kill(1)	30	Comt. H-E
Titanium finish. Adjustable Proximity Motion Sensor and Timer.					WEIGHT (KG):	15.5

[I]	Asteroidea Antipersonnel Mine				“Roid Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Landmine	5D10	+10	6	Blast(5) Kill(5)	95	Comt. H-E
Pressure-triggered, Eight armed disc. Easily thrown. Adjustable proximity sensor and timer.					WEIGHT (KG):	14

[I]	AntLion Antipersonnel Mine				“Ant Lion”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Landmine	4D10	+14	6	Blast(8) Kill(4)	85	Comt. H-E
Area-Denial charge. Capable of Remote and Manual proxy Detonation.					WEIGHT (KG):	13

T-14 Magnetic Tank Mine					“Mag-Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Magnetic Explosive	4D10	+24	15	Blast(8) Kill(4)	285	Comt. H-E
Explosive with incredibly powerful magnet, once activated. -30 Strength Test to remove activated magnet. Adjustable Proximity Sensor.					WEIGHT (KG):	16.5

[I]	T-18 Magnetic Claymore				“Rolling Thunder”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Magnetic Explosive	2D10	+15	15	Blast(5) Kill(3)	185	Comt. H-E
Explosive with incredibly powerful magnet, proximity detonation. Springs from the ground and magnet activates. Easily thrown.					WEIGHT (KG):	12.5

[I]	C-7 Foaming Explosive				“Sticky Bomb”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Demolition Foam	4D10	+2	8	Blast(7) Kill(5)	80	Composition-7
Foaming, expanding explosive that creates a very sticky resin. Electrically triggered, rapidly expanding.					WEIGHT (KG):	5.8

[I]	C-12 Shaped Demolitions Charge					"Damage Pack"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	AMMUNITION
Ordinance	6D10	+10	15	Blast(20) Kill(10)		250	C-12/Comt H-E
Keypad-armed large explosive. Comes with backpack for carrying. Extremely dangerous. Adjustable Timer for Remote Detonation.						WEIGHT (KG):	15.5

[I]	M168 Demolitions Charge					"Blow Pack"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	AMMUNITION
Ordinance	10D10	+20	20	Blast(20) Kill(10)		250	C-12/Comt H-E
Keypad-armed large explosive with adhesive backing. Adjustable Timer and Remote Detonation. Powerful shockwaves up to 30 meters.						WEIGHT (KG):	15.5

[I]	Heavy Satchel Door Charge					"Blast Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	AMMUNITION
Satchel Charge	5D10	+10	30	Blast(5) Kill(5)		150	H2 Comt H-E
Satchel which explodes outward in only one direction for blowing down doors. Safe to stand behind during detonation, but not close.						WEIGHT (KG):	9

[I]	Light Satchel Door Charge					"Blast Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		cR	AMMUNITION
Satchel Charge	3D10	+5	15	Blast(5) Kill(5)		100	H2 Comt H-E
Satchel which explodes outward in only one direction for blowing down doors. Safe to stand behind during detonation.						WEIGHT (KG):	6

ROCKET, MISSILE, AND GRENADE LAUNCHERS

[I] [H]	M41 Surface-To-Surface Rocket Launcher					Blast (9) Kill(3)	"M41 Launcher"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Launcher	4D10	+15	19	20m-1500m	2	80	M19 102mm
Built in KFA-2 x2 Scope. Vehicle Lock Special Rule. Able to lock onto vehicles larger than a Mongoose.						WEIGHT (KG):	12.7

[I] [H]	M19-B Surface-to-Air Missile Launcher					Blast (9) Kill(3)	"M41 Launcher"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Launcher	3D10	+12	15	20m-2500m	2	80	M19 102mm
Man-Portable SAM Platform. Vehicle Lock Special Rule to only air vehicles.						WEIGHT (KG):	15.7

[H]	Hydra Multiple Launch Rocket System					Burst (X)	"Hydra MLRS"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Launcher	3D10	+10	10	50m-500m	2	80	M19 102mm
Built in KFA-2 x2 Scope. Blast (9) Kill(3). Vehicle Lock Special Rule. Homing Special Rule. May Charge for four Half Actions. Every charge gains +1 to Burst, to a maximum of 6.						WEIGHT (KG):	13

[I] [DW]	M363 Remote Projectile Detonator					Blast (3) Kill(1)	"Sticky Launcher"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol/Grenade	2D10	+5	10	10m-50m	1	50	M9030 HEIRD 12cm
Single-Shot, muzzle-loaded grenade launcher. Magnetically-latched explosive.						WEIGHT (KG):	6.8

[I]	M319 Individual Grenade Launcher					Blast (7) Kill(3)	"Grenade Launcher"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Grenade Launcher	2D10	+15	6	20m-100m	1	60	40mm EMP-G
Capable of manual detonation. EMP Special Rule. Collapsible Wire Stock.						WEIGHT (KG):	8.4

[I] [H]	XM510 Mutlishot Grenade Launcher			Blast (7) Kill(3)	Burst (2)	"Multishot Launcher"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Grenade Launcher	2D10	+7	8	20m-150m	6	60	40mm Grenade
Once shot hits maximum range, it ricochets on the ground towards its initial direction. Explodes on impact.						WEIGHT (KG):	10.5

[I] [H]	LAU-65D/SGM-151 Automatic Missile Launcher			Blast (5) Kill(2)	Rate of Fire (2)	"Multishot Launcher"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Pod	2D10	+15	6	20m-500m	8	140	ASGM-10 Missile
Vehicle Lock Special Rule. Able to lock onto all vehicles. Comes with turret stand. -40 Strength Test to not fall if fired without stand.						WEIGHT (KG):	25.2

FLAMETHROWERS

[I]	M7057 Flamethrower					Sustained Rate of Fire [3]	"Flamethrower"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Defoliant Projector	2D10	+5	2	1m-20m	27	120	Pyrosene-V
Fires sticky flammable chemicals. The weapon is heavy, but features no kickback. Flame(1D5)						WEIGHT (KG):	45

[I] [H]	NA4 Defoliant Projector					Sustained Rate of Fire [6]	"Flamethrower"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Defoliant Projector	2D10	+8	2	1m-40m	60	400	NAPALM-Oxide Mix
Fires sticky flammable chemicals. Comes with micro-exosuit capable only of lifting the weapon with ease. Flame(1D10)						WEIGHT (KG):	90.5

LONG AND EXTREME RANGED WEAPONRY

[I] [H]	Sniper Rifle System 99 Anti-Materiel			Semi-Auto Rate of Fire [1]		“SR599 Sniper Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Sniper Rifle	3D10	+18	25	200m-2000m	4	145	14.5x114mm
Comes with built-in bipod and built-in night vision scope on a 5x/10x/15x scoping system. Headshot Special Rule.						WEIGHT (KG):	13.7

[I] [H]	Sniper Rifle System 99C-S2 Anti-Materiel			Semi-Auto Rate of Fire [1]		“SR599 Sniper Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Sniper Rifle	3D10	+15	20	100m-2000m	4	145	14.5x114mm
Comes with built-in bipod and built-in night vision scope on a 2x/9x/12x scoping system. Headshot Special Rule.						WEIGHT (KG):	13.7

[I] [H]	Sniper Rifle System 99D-S2 Anti-Materiel			Semi-Auto Rate of Fire [1]		“SR5-D Sniper Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Sniper Rifle	3D10	+10	27	200m-2300m	4	140	14.5x114mm
Comes with built-in bipod and built-in night vision scope on a 3x/6x/9x scoping system. Headshot Special Rule.						WEIGHT (KG):	14.1

[H]	Sniper Rifle System 99D S5 Anti-Materiel			Semi-Auto Rate of Fire [1]		“SR55 Sniper Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Sniper Rifle	3D10	+14	23	200m-2300m	4	140	14.5x114mm
Comes with built-in bipod and built-in night vision scope on a 5x/10x/15x scoping system. Headshot Special Rule.						WEIGHT (KG):	14.2

[I] [H]	M99 Special Applications Scope Rifle			Semi-Auto Rate of Fire [1]		“SR599 Sniper Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Gauss Rifle	3D10	+20	40	200m-4000m	10	345	5.4mm Gauss
Comes with built-in bipod and a 2x/10x/20x scope. Recharge Rate (3). Headshot Special Rule. This rifle is Bolt Action.						WEIGHT (KG):	22.4

LIGHT, MEDIUM, AND HEAVY MACHINE GUNS

[H]	M735 Light Machine Gun			Automatic Rate of Fire (10)		“SAW”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Light Machine Gun	1D10	+3	12	30m-300m	150	200	7.62x51mm NATO
Man-portable Squad Automatic Weapon. Built-in Ammo Display. High-Capacity Drum Magazine.						WEIGHT (KG):	9.6

[H]	M739 Light Machine Gun			Automatic Rate of Fire (11)		“SAW”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Light Machine Gun	1D10	+4	13	30m-350m	72	220	7.62x51mm NATO
Man-portable Squad Automatic Weapon. Built-in Ammo Display. High-Capacity Drum Magazine.						WEIGHT (KG):	11.2

[H]	.30 Caliber Light Machine Gun			Automatic Rate of Fire (20)		“Confetti Maker”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Light Machine Gun	1D10	+4	11	5m-100m	120	320	7.62x51mm NATO
Man-Portable “Confetti Maker.” Notoriously inaccurate, extreme high rate of fire. -10 to hit.						WEIGHT (KG):	10.6

[H]	M247 General Purpose Machine Gun			Automatic Rate of Fire (10)		“M247”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Machine Gun	1D10	+8	13	30m-500m	100	400	7.62x51mm NATO
Air-Cooled, gas-operated, electrically fired. Linkless-feed machine gun. Comes with tripod mount and 100 Round detachable ammo box.						WEIGHT (KG):	15.4

[H]	M247H Heavy Machine Gun			Automatic Rate of Fire (8)		“Heavy 247”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Heavy Machine Gun	2D10	+7	14	30m-700m	200	400	12.7x99m
Air-Cooled, gas-operated, electrically fired. Linkless-feed machine gun. Comes with tripod mount and 200 Round detachable ammo box.						WEIGHT (KG):	37.6

[H]	AIE-486H Heavy Machine Gun Turret			Automatic Rate of Fire (9)		“HMG”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Heavy Machine Gun	2D10	+7	15	30m-400m	200	420	7.62x51mm NATO
Tri-barreled rotary machine gun. Comes with Tripod Mount.						WEIGHT (KG):	60

[H]	Heavy Machine Gun-38			Automatic Rate of Fire (10)		“HMG38”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Heavy Machine Gun	2D10	+4	12	10m-100m	50	260	12.7x99m
Man-portable Machine Gun. Popular on the Black Market. 50 Round Detachable Box.						WEIGHT (KG):	19.5

ENERGY-BASED WEAPONS

[H]	Asymmetric Recoilless Carbine-920			Charge (X)		“Railgun”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Railgun Carbine	(X)D10	+15	20	20m to 1500m	1	1850	16x65mm M645
Penetrating Special Rule. (X) is how many Half Actions charged. Max Charge of Three Half Actions, and then automatically fires.						WEIGHT (KG):	14.9

[H]	M6 Grindell/Galilean Nonlinear Rifle			Sustained (2)		“Spartan Laser”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Directed Energy System	3D10	+10	35	10m-8000m	6	2800	Grindell Battery Cell
Penetrating Special Rule. Built-in WYRD III 2x Smartlink. Recharge (2).						WEIGHT (KG):	20.4

VEHICLE WEAPONRY

M310 120mm Smooth-Bore High-Velocity Cannon				Rate of Fire (1)	Blast (15) Kill (8)	2525	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Cannon	4d10	+20	25	250m-8000m	12	--	120mm APBC Shell
Primary Armament of the UNSC M850 Grizzly Main Battle Tank. Autoloader stores 24 Shells.						WEIGHT (kg):	2084

M512 90mm Smooth-Bore High-Velocity Cannon				Rate of Fire (1)	Blast (12) Kill (4)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Cannon	3d10	+25	20	250m-4000m	15	--	90mm APBC Shell
Primary Armament of the UNSC M808 Scorpion Main Battle Tank. Autoloader stores 45 shells.							WEIGHT (kg): 1029

M400 40mm Autocannon				Rate of Fire (2)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+10	18	500m-4500m	250	--	40mm M48 APGJDU
Primary Armament of the UNSC M808B2 Sun Devil Main Battle Tank. Typically mounted in quad configuration. 1050cm Barrel.						WEIGHT (kg):	1681

M71 Anti-Aircraft Gun				Rate of Fire (20)		"M71 Scythe"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	3D10	+10	18	500m-4500m	100,000	--	20x102mm
Vehicle Lock Special Rule, air vehicles only. Cannot fire anywhere lower than a 10 degree angle. Automated turret. Considered to have 70 WFR and an 80 Perception.						WEIGHT (kg): 5681	

Scimitar 4x178mm Rocket Pod				Rate of Fire (2)	Blast (20) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Pod	4d10	+19	14	200m-3000m	4	--	178mm Rocket
Primary Armament of the UNSC M808B3 Tarantula Main Battle Tank. Typically mounted in pairs.						WEIGHT (kg):	508.6

Zeus 320mm Plasma Cannon				Recharge Rate (3)	Blast (12) Kill (7)	Plasma Special Rule	2531
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Artillery Cannon	4d10	+12	8	200m-15000m	1	--	UNSC Battery Cell
Primary Armament of the UNSC M-45D Rhino Mobile Artillery Assault Platform. Reverse-engineered from Covenant Technology.							WEIGHT (kg): 3700

M66 30mm Light Rail Gun				Recharge Rate (1)	Penetrating	2496	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Railgun	3d10	+18	25	400m-8000m	1	--	30mm ELA Round
Secondary Armament of the UNSC SP42 Cobra Main Battle Tank.						WEIGHT (kg):	204

M98 105mm Rail Gun				Recharge Rate (1)	Penetrating	2496	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Railgun	3d10	+20	35	400m-15000m	1	--	105mm ELA Round
Primary Armament of the UNSC SP42 Cobra Main Battle Tank. Vehicle must be securely anchored to safely fire this weapon.						WEIGHT (kg):	714

M260 Argent V Missile Launcher				Rate of Fire (3)	Blast (10) Kill (6)	Vehicle Lock	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Pod	2d10	+20	20	250m-4800m	4	--	Argent V Missiles
UNSC SAM. Primary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Typically Comes in pods of 4 or 7. Only locks Air.						WEIGHT (kg):	405.1

M79 Multiple Launch Rocket System				Burst (6)	Blast (6)	Kill (2)	Vehicle Lock	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Pod	2d10	+13	12	250m-800m	4	--	65mm Rocket	
Vehicle Lock Special Rule against air vehicles.							WEIGHT (kg):	405.1

XM51 Heavy Grenade Launcher				Rate of Fire (4)	Blast (9) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Grenade Machine Gun	2d10	+15	6	100m-1500m	250	--	40x53mm Grenade
Secondary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Airbursts Capable. Internal Ammunition Feed.						WEIGHT (kg):	494.8

102mm Shaped Charge-High Explosive Rocket Turret				Rate of Fire (3)	Blast (9) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Launcher	4d10	+15	19	250m-2200m	3	--	102mm HEAT Rocket
Primary Armament of the UNSC Warthog Light Anti-Armour Vehicle. Tri-barreled rocket launcher similar to the M41.						WEIGHT (kg):	1706

[H] M41 Light Anti-Aircraft Gun				Rate of Fire (8)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Machine Gun	2d10	+6	10	50m-700m	1,000	--	12.7x99mm
Machine Gun Found on more common Warthogs. Shield on front with an Armor of 25.							WEIGHT (kg): 115.6

[H]	M46 Light Anti-Aircraft Gun			Rate of Fire (8)			2557	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Machine Gun	2d10	+7	10	70m-700m	1,000	--	12.7x99mm	
Machine Gun Found on more common Warthogs. Shield on front with an Armor of 25.							WEIGHT (kg):	115.6

[H] M202XP Machine Gun				Rate of Fire (8)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Machine Gun	2d10	+6	12	50m-700m	250	--	12.7x99mm
Machine Gun Found on UNSC Automated Stationary Guns. Typically mounted in quad configuration. Obsolete as of 2541.							WEIGHT (kg): 115.6

[H]		T261 Lucifer Gatling Gun			Rate of Fire (12)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	3d10	+2	10	50m-1500m	850	--	20x102mm
Arm-mounted cannon on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System. Fires HE shells.						WEIGHT (kg):	462.5

LUA-1810/SGM-151		Rate of Fire (4)			Blast (6) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Launcher	3d10	+15	10	250m-900m	5	--	ASGM-4
UNSC Surface-to-Air Missile Launcher on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System.						WEIGHT (kg):	200.5

[H]		M68 Asynchronous Linear-Induction Motor			Rate of Fire (1)		"Gauss Cannon"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Directed Energy System	3D10	+10	30	10m-8000m	750	--	Battery Cell charged 25x130mm Slug
Penetrating Special Rule. Built-in WYRD III 2x Smartlink. Recharge (1).						WEIGHT (KG):	180.4

[H]		M655 Heavy Machine Gun			Rate of Fire (4)		2554
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+10	12	50m-700m	250	--	20x102mm
Primary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System.						WEIGHT (kg):	133.3

[H]		M5920 Surface-to-Surface Missile Launcher			Rate of Fire (4)		Blast (9) Kill (3)	2554
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Launcher	3d10	+10	14	250m-1000m	8	--	M19 102mm Missile	
Secondary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System.						WEIGHT (kg):	93.6	

GUA-23/AW/Linkless Feed Autocannon		Rate of Fire (4)					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+14	14	50m-1000m	250	--	30x173mm
Primary Armament of the UNSC AV-22 Sparrowhawk Attack VTOL, AV-14 Hornet Attack VTOL, and AC-220 Vulture Gunship.						WEIGHT (kg):	1275

Class-2 Guided Munitions Launch System		Rate of Fire (2)			Blast (10) Kill (2)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Pod	1d10	+16	14	250m-1300m	12	--	ASGM-4
Secondary Armament of the UNSC AV-14 Hornet Attack VTOL. Launches Automatic Self-Guided Missiles.						WEIGHT (kg):	60.15

M95 Lance		Rate of Fire (6)			Blast (10) Kill (2)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Missile Pod	2D10	+16	17	50m-9300m	60	--	ASGM-4
Automated Turret. Considered to have 70 WFR and an 80 Perception. Vehicle Lock Special Rule against any Aerial or Space vehicle.						WEIGHT (kg):	60.15

A-74 Sylver Vertical Missile Launcher		Rate of Fire (1)			Blast (20) Kill (6)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile Launcher	3d10	+17	17	250m-4300m	1	--	ANVIL-IV ASM
Secondary Armament of the UNSC AC-220 Vulture Gunship. Fires Vertically-launched Air-to-Surface Missiles.						WEIGHT (kg):	240.6

M955 ASW/AC 30mm Machine-Linked Autocannon		Rate of Fire (7)					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+13	14	500m-3000m	250	--	30x173mm
Secondary Armament of the UNSC B-65 Shortsword Suborbital Long-Range Bomber.						WEIGHT (kg):	1275

M1024 ASW/AC 30mm Machine-Linked Autocannon		Rate of Fire (7)					2552
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+14	14	500m-3300m	250	--	30x173mm
Primary Armament of the UNSC YSS-1000 Sabre Interceptor.						WEIGHT (kg):	1275

ST/Medusa Missile Launch System		Rate of Fire (4)			Blast (10) Kill (3)		Vehicle Lock	2552
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Pod	1d10	+10	17	250m-3500m	4	--	90mm Medusa Missile	
Secondary Armament of the UNSC YSS-1000 Sabre Interceptor. Ineffective against Ship Energy Shielding.						WEIGHT (kg):	1137.3	

M1075 ASW/AC 35mm Machine-Linked Autocannon		Rate of Fire (9)					2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	2d10	+15	13	420m-2000m	250	--	35x227mm
Primary Armament of the UNSC F-41 Broadsword Multirole Strike Fighter.						WEIGHT (kg):	1640

M6088 ST/Medusa Missile Platform		Rate of Fire (2)			Blast (10) Kill (3)		Vehicle Lock	2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Pod	1d10	+10	17	250m-3500m	6	--	90mm Medusa Missile	
Secondary Armament of the UNSC F-41 Broadsword Multirole Strike Fighter. Ineffective against Ship Energy Shielding.						WEIGHT (kg):	1706	

Automatic Self-Guided Missile Delivery System		Rate of Fire (3)			Blast (20) Kill (6)		Vehicle Lock	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Pod	4d10	+16	14	500m-6200m	30	--	ASGM-10	
Primary Armament of the UNSC GA-TL1 Longsword Interceptor.						WEIGHT (kg):	17060	

M1909 ASW/AC 50mm Machine-Linked Autocannon				Rate of Fire (7)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	3d10	+18	30	500m-3000m	250	--	50x419mm
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.						WEIGHT (kg):	2105

110mm Rotary Cannon				Rate of Fire (5)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	3d10	+20	25	500m-3000m	250	--	110mm Shell
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.						WEIGHT (kg):	3840

120mm Ventral Gun				Rate of Fire (2)			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Autocannon	4d10	+20	25	500m-3000m	50	--	120mm Shell
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor. Typically mounted in pairs to the underside. Retracts into Hull.						WEIGHT (kg):	3840

M370 Autocannon				Rate of Fire (7)				2525
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	3d10	+16	12	100m-1200m	250	--	70mm	
Primary Armament of the UNSC D77-Troop Carrier Pelican Dropship. Fires Depleted Uranium Rounds and links to pilot's HUD.						WEIGHT (kg):	2300	

ANVIL-II Air-to-Surface Missile Pod				Rate of Fire (1)		Blast (10) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile Pod	3d10	+7	11	250m-2800m	8	--	ANVIL-II ASM	
Secondary Armament of the UNSC D77-TC Pelican. Fires Air-to-Surface Missiles.						WEIGHT (kg):	320.8	

GAU/53 70mm MBHRC				Rate of Fire (8)				2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	3d10	+16	12	100m-1200m	250	--	70mm	
Primary Armament of the UNSC D79 Heavy-Troop Carrier Pelican Dropship and G79 Heavy-Troop Carrier/Mobile Armory Gunship.						WEIGHT (kg):	2300	

Wolf Spider M8 Automated Defense System				Rate of Fire (15)				2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	2d10	+10	12	100m-1200m	10,000	--	12.7x99mm	
Automated turret. Considered to have 70 WFR and an 80 Perception.						WEIGHT (kg):	2300	

GAU-10/A Heavy Autocannon				Rate of Fire (6)				2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	2D10	+14	18	10m-600m	250	--	30x173mm	
Primary Armament of the UNSC Kestrel						WEIGHT (kg):	2300	

[I]	M460 Automatic Grenade Launcher			Rate of Fire (3) or (1)		Blast (7) Kill(3)		"Grenade Launcher"
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Grenade Launcher	2D10	+15	6	20m-100m	400	60	40mm EMP-G	
Capable of manual detonation. If fired as Rate of Fire (1), the grenade gains the EMP Special Rule.						WEIGHT (KG):	8.4	

[H]	M410 40mm Heavy Machine Gun			Rate of Fire (3)				2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	2d10	+7	15	100m-3000m	200	--	40mm M48 APGJDU	
Secondary Armament of the UNSC G79 Pelican Gunship. Fires Amor Piercing Gas-jacketed Depleted Uranium Rounds.						WEIGHT (kg):	431	

M369 90mm SBHVC/DM Cannon				Recharge Rate (1)				2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Railgun	4d10	+10	20	450m-10000m	1	--	16x65mm M645	
Secondary Armament of the UNSC G79 Pelican Heavy-Troop Carrier/Mobile Armory Gunship. Dorsally mounted turret.						WEIGHT (kg):	874	

M638 Autocannon				Burst (5)		Blast (2) Kill (1)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Autocannon	2d10	+12	10	50m-1800m	250	--	20x102mm	
Primary Armament of the UNSC UH-144 Falcon Troop Transport. Fires High Explosive Rounds.						WEIGHT (kg):	136	

M302 Rocket Pod				Rate of Fire (3)		Blast (5) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Rocket Pod	2d10	+20	15	250m-4800m	4	--	Argent V Missiles	
UNSC SAM. Primary Armament of the UNSC Kestrel.						WEIGHT (kg):	405.1	

[H]	MG460 Automatic Grenade Launcher			Rate of Fire (2)		Blast (9) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION	
Grenade Machine Gun	2d10	+15	6	50m-900m	120	--	40x53mm Grenade	
Secondary Armament of the UNSC UH-144 Falcon Troop Transport. Capable of Manual Detonation. 120 Round Drum.						WEIGHT (kg):	237.5	

Lancet Micro-Missile				Rate of Fire (1)		Blast (6) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	
Missile	2d10	+10	20	250m-1000m	1	--	Lancet Micro-Missile	
Primary Armament of the UNSC ARGUS Unmanned Aerial Drone.						WEIGHT (kg):	39	

Scorpion Anti-Tank Missile				Rate of Fire (1)	Blast (9) Kill (3)		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Missile	3d10	+18	30	300m-6000m	1	--	Scorpion Missile
UNSC Air-to-Ground Anti-Tank Missile. Secondary Armament of the UNSC Skyhawk Fighter.						WEIGHT (kg):	64

X23 Non-Nuclear Electromagnetic Pulse Cannon				Recharge Rate (3)	Penetrating	EMP	2531
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Electromagnetic Pulse	8d10	+30	35	400m-1500m	250	--	UNSC Battery Cell
Primary Armament of the UNSC XRP12 Gremlin Combat Support Vehicle. Deals no Wounds. Wrecks Havoc on Electronics.						WEIGHT (kg):	2250

Magnetic Accelerator Cannon Mark 2547				Recharge Rate (6)	Penetrating		2557
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Magnetic Accelerator	3d10	+60	50	400m-2000000m	1	--	35cm HRG
Primary Armament of the UNSC M510 Mammoth Seigework/Ultra-Heavy Mobile Anti-Aircraft Weapon Platform.						WEIGHT (kg):	32000

Magnetic Accelerator Cannon Mark II				Recharge Rate (4)	Penetrating		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Magnetic Accelerator	4d10*10	+90	100	400m-20000000m	1	--	190cm HRG
Primary Armament of UNSC Navy Warships.						WEIGHT (kg):	4000000

Magnetic Accelerator Cannon Mark V				Recharge Rate (4)	Penetrating		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Magnetic Accelerator	6d10*10	+120	600	400m-20000000m	1	--	950cm HRG
Primary Armament of UNSC Orbital Defense Platforms.						WEIGHT (kg):	12000000

SPECIALIZED AMMUNITION

12.7x40mm “Magnum”					5 cR per 50
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, IN, HV,		+9 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV,		+8 cR
Shredder (JHP)	+4	-3	HV	Roll 3D10 on Special Damage Chart	+6 cR
Soft Point (JSP)	+5	-4	HV		+5 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV,		+8 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV,	Flame(1D5)	+10 cR
High Velocity (HV)	+5	+5	All except CL		+13 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Cold Load (CL)	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+6 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

5x24mm “Caseless”					20 cR per 120
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HV		+9 cR
Shredder (JHP)	+4	-3	HV	Roll 3D10 on Special Damage Chart	+6 cR
Soft Point (JSP)	+5	-4	HV		+5 cR
Semi-Armor Piercing (SAP)	-0	+3	HV		+8 cR
High Velocity (HV)	+5	+5	All except CL		+13 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Cold Load (CL)	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+9 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

7.62x51 “NATO”					30 cR per 120
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, Tracer, IN, HV		+9 cR
High-Explosive (HE)	+1D10	-4	AP, Tracer, SAP, IN, HV		+7 cR
Shredder (JHP)	+4	-3	HV	Roll 3D10 on Special Damage Chart	+6 cR
Soft Point (JSP)	+5	-4	HV		+5 cR
Incendiary (INs)	-4	-3	AP, HE, Tracer, SAP, HV	Flame(1D5)	+10 cR
High Velocity (HV)	+5	+5	All except CL		+13 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Tracer	-0	-0	AP, HE, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +10 to Evasion bonus to avoid Tracer Fire.	+5 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	HV		+6 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, Tracer, IN, HV		+8 cR
Cold Load	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+8 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

9.5x40mm “Kurz”					24 cR per 100
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-3	+5	HE, IN, HV,		+9 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV, SAP		+8 cR
Shredder (JHP)	+4	-3	HV	Roll 3D10 on Special Damage Chart	+6 cR
Soft Point (JSP)	+5	-4	HV		+5 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	HV		+6 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV,		+9 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV	Flame(1D5)	+10 cR
High Velocity (HV)	+5	+5	All except CL		+7 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Cold Load (CL)	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+5 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

12.7x99mm “Browning”					20 cR per 80
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-3	+5	HE, Tracer, IN, HV		+9 cR
High-Explosive (HE)	+1D10	-4	AP, IN, HV, SAP, Tracer		+8 cR
Tracer	-0	-0	AP, HE, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+8 cR
Saboted Light Armor Penetrator (SLAP)	-4	+5	HV, Tracer		+6 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, IN, HV, Tracer		+8 cR
Incendiary (INs)	-4	-3	AP, HE, SAP, HV, Tracer	Flame(1D5)	+10 cR
High Velocity (HV)	+3	+3	All except CL		+13 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Cold Load (CL)	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+5 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

12 and 8 Gauge Shotgun Shells					10 cR per 40
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Slug (SL)	+1	+3	FRS, FRST, BCR, TZ, INS	Penetrating Special Rule	+3 cR
Shot (ST)	-0	-0	INS, BCR	Standard Shell for Shotguns. Spread Special	+0 cR
Flechette (FL)	-2	+3	INS, BCR	Spread Special	+3 cR
BOLO (BO)	-5	-10	None	Roll 4D10 Special Damage	+5 cR
Fragmentation Slug (FRS)	+4	-3	None	Blast (2)	+7 cR
Fragmentation Shot (FRST)	-1	-5	None	Spread, Blast (1)	+6 cR
Breaching Round (BCR)	+3	+3	None	Halves the range of the weapon.	+3 cR
Incendiary Shell (INS)	-4	-3	SL, FL, ST	Flame(1D10)	+5 cR
Taser (TZ)	-3	-1	SL	Electrified Special Rule	+8 cR
Rubber Rounds (RR)	*	0	None	When hit, the Opponent must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty. * Roll one less 1D10 on Damage Roll	+0 cR

14.5x114mm					20 cR per 40
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, HV		+9 cR
High-Explosive (HE)	+1D10	-4	AP, HV		+7 cR
Armor Piercing Fin-Stabilized Discarding Sabot (APFSDS)	-3	+9	HV	+5 to hit	+1 cR
High Velocity (HV)	+5	+5	All		+13 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

Flamethrower Fuels (Tank is full 'MAG' of Flamethrower)					5 cR per Tank
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Pyrosene-V	--	--	N/A	Standard UNSC Flamethrower fuel	+0 cR
Napalm Defoliant	+4	-3	N/A	Beginning at -30 for the first test, each consecutive Agility Test to put out the fire will get a +10 until this penalty reaches 0.	+20 cR
Nitrace-Ether Defoliant	-5	-4	N/A	+20 meters Range	+2 cR

.390 Caliber					20 cR per 100
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	PRICE
Armor Piercing (AP)	-1	+5	HE, Tracer, IN, HV		+9 cR
High-Explosive (HE)	+1D10	-4	AP, Tracer, SAP, IN, HV		+7 cR
Shredder (JHP)	+4	-3	HV	Roll 3D10 on Special Damage Chart	+6 cR
Soft Point (JSP)	+5	-4	HV		+5 cR
Tracer	-0	-0	AP< HE, Match, SLAP, SAP, IN, HV	All shooters firing at a target hit with tracers within the same Round get a +10 bonus to hit. The target gains a +5 to Evasion bonus to avoid Tracer Fire.	+7 cR
Saboted Light Armor Penetrator (SLAP)	-4	+8	HV		+6 cR
Semi-Armor Piercing (SAP)	-0	+3	HE, Tracer, IN, HV		+8 cR
Incendiary (INs)	-4	-3	AP, HE, Tracer, SAP, HV	Flame(1D5)	+10 cR
High Velocity (HV)	+5	+5	All except CL		+13 cR
Stun Round (STRD)	-15	0	None	Stun(1) Special Rule.	+2 cR
Cold Load (CL)	-2	-2	All except HV	When used with suppressor, -10 Perception Checks to hear weapon.	+4 cR
Rubber Rounds (RR)	1D5	0	None	When hit, character must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty.	+0 cR
Match Grade (MG)	--	--	All	Match Grade gives a +10 Bonus to all Shots fired after the first shot made. Selecting Match Grade ammunition comes after all other choices, and doubles the cR cost of what was selected in total.	x2 cR

40MM GRENADES					2 cR for 1
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT		PRICE
Fragmentation	--	--	This is the standard Grenade. Weapon profiles dictate the damage.		Standard
Smoke	1D5+4	1	Covers a diameter of 15 meters in thick smoke.		+6 cR
Buckshot Canister	3D10+5	20	Spread Special Rule		+10 cR
Slug Canister	4D10+10	25	Acts as a shotgun slug.		+12 cR
Incendiary	1D5+1	1	Blast(15) Kill(5) Flame(1D10)		+10 cR
Thermobaric	6D10+15	15	Blast(3) Kill(3)		+150 cR
Flashbang	1D5+4	1	Replaces the Flashbang's (X)'s 12 with 25. Blast(25) Kill(8)		+5 cR
Parachute Flare	1D5+5	1	A Flare that falls very slowly, supported by a small parachute.		+7 cR
Infrared Illuminator	1D5+1	1	Provides Infrared Illumination		+15 cR
Tear Gas	1D5+1	1	Blast (25) Kill(1) Tear Gas		+9 cR

AMMUNITION	PRICE
Narq Dart	1 cR for 20
M19 102mm	1 cR for 10
M9030 HEIRD 20cm	5 cR for 15
ASGM4	3 cR for 12
65mm MLRS	1 cR for 9
120mm SB Missile	5 cR for 16
90mm SB Missile	2 cR for 12
NAPALM-Oxide	2 cR for 12
Pyrosene-V	1 cR for 8
UNSC Battery Cell	1 cR for 1 "Cannot be reloaded. Only recharged. 30 Minutes to recharge a single shot."
UNSC Grindell Battery Cell	45 cR for 1 "Cannot be reloaded. Only recharged. One hour to recharge a single shot."
M19 102mm	1 cR for 20
12.7mm High Velocity	4 cR for 20
30mm APR	4 cR for 20
120mm Shell	4 cR for 30
110mm Shell	3 cR for 30
30mm ELA	2 cR for 25
35cm HRG	3 cR for 5
950cm HRG	4 cR for 5
16x65mm M645	6 cR for 5
20x102mm	5 cR for 10
5.4mm Gauss	10 cR for 5

The minimum damage of Base Damage is 0.

The Minimum Pierce a weapon can have is 0.

HUMAN ARMORY

If there is an unlisted Military or standard piece of equipment that the GM feels necessary to allow, there is no reason not to add it. Not everything is possible to list, and these cover UNSC-based requisition equipment, not everyday goods. The same goes for Covenant Equipment.

HELMET AND FACIAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Polarized Tactical Goggles	Only Half Penalties in Bright lights.	0.5	33
Combat Flashlight	Creates light to counter penalties. +30 in Darkness. +15 in Lowlight.	0.7	3
Night Vision Device	Only -10 Penalty for Darkness and -5 penalty for lowlight.	0.9	15
Helmet Recorder	Records every instance of the soldier	0.8	5
Holographic Tactical Eyepiece	Allows use of HUD and maps without a handheld device	0.3	22
Holographic Civilian Eyepiece	A similar version of the Military Tactical Eyepiece. Shows friendly locations unless modified to show Opponents. Used also as a television and b-net provider.	0.4	
S90 Gas Mask	Allows user to breathe in toxic locations. Comes with 5 disposable filters. Each filter lasts only 24 hours and costs 5 cR each. Comes with adapter to fit Respirator Packs.	1.4	10
Balaclava	Face mask for warmth and face protection.	0.2	1
Binoculars	Offers the Scope benefits of a 2x/4x/6x/10x/20x scope.	2.2	30

CARRYING DEVICES

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Hardcase	Armored Carrying Device similar to a briefcase. 11 armor. Carries 8 Magazines or Grenades, or the size equivalent.	4.2	9
Tactical Hardcase	Armored Carrying Device that is an armored pouch. 11 armor. Carries 3 Magazines or Grenades, or the size equivalent.	2.3	10
Softcase	Soft bagged Carrying Device similar to a briefcase or backpack. Carries 12 Magazines or Grenades, or the size equivalent.	0.5	2
Tactical Softcase	Soft bagged Carrying Device that is a pouch. Carries 4 Magazines or Grenades, or the size equivalent.	0.3	3
Tactical Thigh Rigs	Thigh armored carrying device. 12 armor. Carries 3 Magazines or Grenades, or the size equivalent.	1.1	18
Weapon Holster	Holds weapons through simple latches and holsters.	0.2	2
Ammunition Pouch	Ammunition pouch. Carries 8 standard size Magazines or Grenades, or the size equivalent.	0.5	2
Utility Webbing	Holds 6 Hardcases, Softcases, holsters, pouches, and casings to the Character's armor.	0.1	8
Magnetized Weapon Holster	Holds Weapons with powerful magnets. No chance of a weapon being lost as long as the magnet is active.	0.8	11
Blastproof Clear Casing	Blast-proof casing for electronic devices. 16 Armor.	0.5	10
M/LBE Hard Case	Blast-Proof backpack. 16 Armor. Carries 12 magazines or Grenades, or the size equivalent.	1.1	30

For every Magazine or Clip a case can hold, it can hold the following equivalents.

ITEM	EQUIVELANT AMOUNT
8 Gauge Shell	5 Shells
12 Gauge Shell	8 Shells

SCOPES AND ATTACHMENTS

EQUIPMENT	BENEFITS	TYPE	Mount	Restriction	WEIGHT	cR
KFA-2 x2 Scope	2x Smartlink	Smartlink	Upper, Side	VISR or Holographic Tactical Eyepiece	0.1	6
SLS/V 5B	3x Smartlink	Smartlink	Upper, Side	VISR or Holographic Tactical Eyepiece	0.2	8
VnSLS/V6 4x Scope	4x Smartlink	Smartlink	Upper, Side	VISR or Holographic Tactical Eyepiece	0.2	11
Oracle N-Variant Scope	3x/6x/9x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	None	0.4	11
Oracle N-Variant Scope v2	4x/8x/12x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	None	0.5	12
Oracle N-Variant Scope v3	5x/10x/15x Thermal Enhancement/ VISR Uplink	Sniper Optic	Upper	None	0.7	14
EVOS-D 3x	3x Scope	Optic	Upper	None	0.1	11
A2 Scope 2x	2x Scope	Optic	Upper	None	0.1	6
EVOS-D V2	2x/4x Scope	Optic	Upper	None	0.1	8
EVOS-D Marksman Sight	6x Scope, VISR Uplink	Optic	Upper	Not for Pistols	0.2	9
EVOS-D Adaptive	3x/5x Scope, VISR Uplink	Optic	Upper	Not for Pistols		10
Laser Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots, if noticed. -10 to aim if mounted on top Rail.	Aiming Module	Any	None	0.1	5
Infrared Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots if they have infrared equipment on their visor or VISR, and noticed by the opponent. -10 to aim if mounted on top Rail.	Aiming Module	Any	Must be able to see Infrared light	0.2	20
Flashlight	+30 in Darkness. +15 in Lowlight. -15 to aim if on top Rail.	Flashlight	Any	None	0.9	5
Tactical Flashlight	Opponent gains -20 to Visual Perception, -15 to aim if on top Rail. +40 Darkness, +10 Lowlight,	Flashlight	Any	None	0.3	10
Flash Suppressor	-20 to Visual Perception to spot shooter.	Suppressor	Barrel	None	1.1	11
SS/M 49 Sound Suppressor	-20 to visual and hearing Perception. -1 Damage, -2 Pierce. Halves Effective Range of the weapon.	Suppressor	Barrel	Not used with High-Velocity Ammo	1.9	11
Underslung Shotgun	Attaches underbarrel shotgun. Has same stats as M45 shotgun, but holds only two Shots.	Underslung weapon	Lower	Bullpup or Flamer	1.3	33
Underslung Grenade Launcher	Attaches underbarrel grenade launcher. Has same stats as XM510 except it only holds 1 round.	Underslung weapon	Lower	Bullpup or Flamer	1.5	37
Foregrip	Halves penalties when running and firing the weapon.	Brace	Grip	None	1.1	33
Bipod	Automatically provides Bracing when deployed. Removes all bracing-related Penalties.	Brace	Lower	Sniper Rifles and Machine Guns	2.0	5
Tripod	Automatically provide Bracing when deployed. Removes all bracing-related Penalties.	Brace	Lower	Sniper Rifles and Machine Guns	2.0	5

ELECTRONIC WARFARE

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Electronic Countermeasure Device	Tricks enemy electronic radar, sonar, or other detection systems. Denies targeting information or alters it.	3.1	45
Guidance Lock	Sets location for airstrikes and package drops.	2.1	11
ONI-S/Energy Disruptor Utility	Shuts down all electronic equipment in 10 meter area. Also known as the ONI Special Educator, this experimental technology works slightly like a grenade in use, but shuts down electronics similar to an EMP.	1.1	70
Radar Jammer	Tricks radars to see twice as many enemy units than there is.	1.7	42
Spoofers	Forces doors open through means of sending constantly changing electrical pulses through the door.	0.9	41
Dumb AI	An AI that begins with five Trained Skills, Three +10 Skills, and one +20 Skill. AI cannot learn, gain experience, or Luck. The Characteristics of a Dumb AI do not gain a 2D10 roll and cannot be upgraded through purchase. The Dumb AI gains all special Characteristic Abilities as the Smart AI. A Dumb AI still has personality. <div> <div>STR</div> <div>T</div> <div>AG</div> <div>WFR</div> <div>WFM</div> <div>INT</div> <div>PER</div> <div>CR</div> <div>CH</div> <div>LD</div> </div> <div> <div>20</div> <div>20</div> <div>20</div> <div>40</div> <div>25</div> <div>90</div> <div>50</div> <div>30</div> <div>50</div> <div>30</div> </div>	--	5000

COMPUTING AND COMMUNICATIONS

EQUIPMENT	BENEFITS	WEIGHT	CR PRICE
Identification Friend or Foe Tags	Hostile and Friendly unit detector and radar system. This comes standard to all military units, both Covenant and UNSC. Allies register as tags when at a distance. If coupled with Radar, units will show up on a radial screen that show direction and distance.	--	27
Emergency Locator Beacon	Automated signal device for emergency EVAC.	0.9	29
Panic Button	Beacon distress signal informs all allies to assist.	0.1	18
WAYPOINT Comm	Handheld television, delivery, and News unit for UNSC soldiers.	2.1	20
LP-Comm	Emergency Communicator that fits in the ear. Used when helmets and other tech no longer work. Smaller range.	0.1	12
UGPS	Universal Global Positioning System used to find exact current location on any supported planet. The UGPS also contains a Rapid Mapper System (RMS) that uses specialized echo-location and laser-based mapping systems to create a new GPS map for locations the characters have been before. UGPS systems communicate with each other over incredibly large distances to create fuller, more usable maps.	0.4	20
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations.	0.9	22
Covenant-UNSC Translation System (CUTS)	Simple computer that translates text, speak, and radiowaves to and from Covenant languages.	3.1	56
Data Pad	Small, hand-held computer device used by both civilians and military in the UEG. This compact device has a touch screen, and is capable of recording audio or text, and can display video or image files. A Data Pad may transmit data over wireless networks, or can be secured via a cable to a wired network. A Data Pad can be password protected or secured with biometrics, and can also be linked to special AR glasses or a HUD to display its information. A Data Pad runs a variety of aps, and has quite a large capacity for data-storage.	.6	25
TACPAD	Similar to a Data Pad, but is considered to have 15 Armor and 10 Break Points.	1.2	60
Portable Computer	Military Hardcase computer used by the UNSC. Portable Computers are heavier and more bulky than a TACPAD or Data Pad, the Portable Computer is much more durable, and has a greater processing power. In addition to networking capabilities of the Data Pad, the PC can record, playback and send text, audio and video, do real-time communication with local UNSC military networks (Such as SHIPNET, Surveillance Grids or UNSC Military base networks) and can send or receive information from electronic optics or HUDs through use of a wired link. The Portable Computer is also powerful enough to run most Dumb AI systems, and can link to certain remote-operated vehicles or emplacements. A PC can be password protected or secured with biometrics.	2.7	120

SENSORS

EQUIPMENT	BENEFITS	WEIGHT	CR PRICE
ARGUS	Explosive device detecting unit. Detects explosives within 4 meters forward.	1.1	32
Doppler Radar	Uses the Doppler effect to measure radial velocity and to take environmental tests.	1.2	32
Fiber Optic Probe	Small camera on the end of a four meter long electronic, wire-shaped device. Smart-Link capable.	1.1	44
Interrogator Translator	UNSC/ONI translation laptop for Covenant to Human languages.	3.2	21
Microtail	Miniature UNSC tracking device that uses M-Waves. Small as a tack.	0.01	28
Motion Tracker	Scans movement of the environment up to 14 meters.	0.3	58
Roadware	Special computer software that pilots UNSC vehicles at high speeds. +20 to high speed driving tests if the planet has a surveillance grid or UGPS map.	1.0	12
UNSC-MPD Scanner	UNSC Detective equipment tracks Microtail and other systems the unit is programmed to track.	1.0	43
VISR	Specialized systems for visual readings and tracking of allies and enemies.	0.2	79
WYRD III	Smart-Linking system that takes scope images and implants them in to the user's HUD.	0.2	11
Spotter Assist Target System	A scoped spotting system that has multiple zoom variants. X10, x15, x20, x25, x30, and x40 scopes that allow a Spotter to assist a sniper in extreme-ranged combat.	0.7	69
C-BRN Unit	This unit detects and gives information on chemical and radioactive materials, or any other airborne or grounded contaminant.	0.7	15

OTHER

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
MRE	'Meals, Ready to Eat' Military packaged food for Soldiers to eat during missions.	0.5	1
Camping Stool	A stool for sitting that has a setting that allows the stool to fit any size.	1.4	3
PG000E Portable Electricity Generator	Portable generator capable of powering Food preparation stations, radios, and even basic AI.	46.5	79
MK71 Emergency Food Preparation Station	Stores 12 gallons of food that is automatically prepared when dispensed.	21.7	66
Mobile AI Docking Station	Mobile docking computer system for most Dumb AI and Smart AI. Needs a power generator or large power source to run a Smart AI.	9.3	170
NA4 Standard Tank	The standard tank for the NA4 Defoliant weapon. 9 armor to the tank.	15.7	12
NA4 Armored Tank	Armored Tank extension for the Na4 Defoliant tank. 23 armor on the tank.	28.6	34
Earplugs	Simple earplugs that allow characters to ignore half the effects of Flashbangs or other loud noises. -40 to hearing Investigation and Perception Tests.	0.1	1
Climbing Harness	+50 to climbing tests.	4.8	12
Nanotube Rope	Incredibly strong rope tethered using nanotubing. 5 cR per 4 meters.	3 per 4m	5
UNSC Military Shovel	A Standard issue sharpened shovel for entrenchment and other uses.	0.7	11
Duct Tape	Simple tool that has been in use for over 500 years.	0.1	1
Multi-Tool Kit	A briefcase sized kit with tools such as wrenches, screwdrivers, and other useful tools. +10 to repair and fabrication of equipment and items. Repair is impossible without tools of some kind.	6.3	12
Fire Extinguisher	Puts out fires using foamed dry chemicals.	3.2	3
Anti-Ballistics Shield (RIOT SHIELD)	A Riot-shield that acts as active cover. The Riot shield uses hardened plastics to offer a window. Covers the entire body of the average Marine. If the user wishes to cover their entire body, they must Crouch, limiting their movement but offering better protection. The Riot Shield offers an Armor Rating of 20.	7.6	11
Military Grade Handcuffs	Used to bind an individual's hands or ankles. To escape, a character must roll a -40 Security. Handcuffs have a Toughness of 150 and an Armor Rating of 14. If this armor or Toughness is surpassed, the cuffs are broken.	1.4	12
Police Equipment Package	This package comes standard to all SWAT and Police character. These packages include two pairs of Military Grade Handuffs, Pepper Spray, the Humbler Stun Baton, and the Taser Gun.	--	90
Neural Implant Tag Upgrade	This upgrades the soldier's FOF Tag and neural implant to work with Tanks and other vehicles that have Neural Implant usage. These allow the vehicles to be used with greater efficiency. Without this tag, tanks cannot be moved and fired at the same time.	0.1	70
Ghillie Cloak	When laying Prone or crouched against similar foliage to the Ghillie Cloak, the Cloak gives an extra +20 to Camouflage. Before and after every Mission, the Cloak can be traded in to get a different kind of camouflage variant.	2.7	16

AERIAL GEAR

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Falcon Wing Aerial Descent Unit	Standard issue military parachute for the UNSC. Commonly considered to be the safest kind of chute, the Falcon Wing consists of a light pack with a black chute inside, and two straps the wearer can use to maneuver to their target. The Falcon Wing has a carrying capacity of 440 kg, including its own weight, and is ideal for atmospheric operations. The chute has integrity of 5, but reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Falcon Wing is completely destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	7.3	12
Parafoil	The Parafoil is a special aerial-insertion tool for Airborne Infantry, an alternative to the SOEIV. Parafoils use a collapsible "foil", like a glider, made of resilient metals to allow it to carry heavy loads safely to the ground. The Parafoil can be used to insert from Low Orbit or Atmosphere. The Parafoil has a carrying capacity of 730 kg, including its own weight. Deployment of a Parafoil reduces all falling damage a character takes to zero so long as it is opened at or above 60 meters from the ground. The Parafoil has an integrity of 10, though reducing this to 0 only compromises it, causing it to half whatever falling damage is rolled against the wearer. At double its Integrity, the Parafoil is completely destroyed, and the wearer takes falling damage as normal. Striking the foil counts as a Called Shot.	14.5	45
M-Spec Reentry Pack	The Reentry Pack is a device similar to a Parafoil/Airfoil Carapace issued as a standard safety feature in many orbital craft, like the YSS-Sabre. The pack uses a variety of foils, heat-sinks and chutes to safely bring a pilot from orbit to the ground. The Reentry pack can actually decelerate a large amount of weight, up to 350kg, not counting its own weight, enough to deliver even a SPARTAN in armor to the ground safely. The M-Spec, being an emergency device, is not intended to drop soldiers with their equipment, but does have a special holster to hold a Sidearm securely without losing it in the drop. The Reentry Pack can only be used with Vacuum sealed gear, such as MJOLNIR.	15.2	20

MEDICAL

EQUIPMENT	BENEFITS	WEIGHT	COST
Artificial Limb	Bionic limb replacement. Cannot take bleed. If limb takes 50 damage, it is destroyed. Has a natural Armor Rating of 5, which stacks to the armor that is being worn. It has no Toughness Modifier.	4.5	92
Biomedical Foam Canister	Also known as Biofoam. When used, roll 5D10+(Intelligence Bonus per dice rolled). The total rolled is what Bleeding Is stopped. Biofoam numbs pain of the user and gives the user a +20 Bonus to ignoring Shock and Fatigue from the wounds that Biofoam was used on.	0.9	6
Bone-Knitting Polymer	Seals broken bones over the course of one day. Bone could heal improperly if it is used while still sealing.	0.7	15
Chorotazine	Medication that treats head-injuries. Removes 1 degree of fatigue per use. Will cause fatigue, instead of removing it, if used more than twice a day. 5 uses.	0.1	5
Cytoprethaline	Prevents cell damage from cryosleep. 5 uses.	0.1	4
Medical Packet	Emergency packet filled with common medications.	1.7	10
Health Pack	Holds Biofoam, Stitch Kit, Polypseudomorphine, Self-Adhering Battle Dressing, syringes, and other useful common medical components.	2.6	15
Stitch Kit	Medical stitching kit that seals wounds. Stops 1D10+Intellect Bonus Bleeding.	0.7	4
Polypseudomorphine	Stops pain, slows bleeding by 1/3 rd , and makes user unconscious for 2D10-Toughness Modifier in hours. A second dose can stop 2/3 rd of the bleeding, but will cause the character to be out an extra 2D10 hours. A 3 rd dose will knock the character out for an extra 10D10 hours from the second dose. A 4 th dose will kill the character. 5 uses.	0.1	4
Self-Adhering Antiseptic BD	Special antiseptic that heals 1 wound and stops 5D10 Bleed. Taking this more than once an hour will cause +1 Fatigue per use.	0.7	5
Medical Scanner	Scans bodies to find what is wounded.	1.1	29
Morphine	Removes penalties due to joint damage and wounds for 1D5+Toughness Modifier hours. -20 Penalty to hit and for any Perception Tests. Each dose given to a player gives them 2 degrees of fatigue. 5 uses. Morphine allows the character to ignore Fatigue from bruising. Any more than Toughness Modifier + 2 doses will kill the character on a failed Toughness Check. If the check is passed, the character slips into a coma for 1D5 hours per every dose given.	0.1	5
Ocular Implant	Replaces the eye with a bionic neutrally connected system.	0.2	80
Sterile Field Generator	Creates a sterile field in a radius of 2 meters. Stops infections. Gives +5 to medical rolls within the field.	1.2	52
Syringe Set	A simple syringe for any use deemed necessary. +5 to surgical rolls and medical tests that involve injections and medical doses.	0.2	1
Thermal Blanket	Allows characters to stay warm in harsh colds.	4.2	3
Flash Clone Replacement	A user can get flash-clone replacements of limbs and organs. It takes 30 days for an organ and 70 days for a limb.	--	Free
Respirator Pack	Standard-issue emergency gear for UNSC naval personnel. This unit contains breathable oxygen for situations when the atmosphere is no longer breathable, such as contamination, hull breach or deliberate venting of atmosphere. While this gear is not a full pressure suit, and thus will not protect against direct exposure to vacuum, it does contain a reservoir of oxygen that lasts an average of four hours, and can replenish itself in contact with breathable oxygen. A respirator pack supply air directly to a wearer, or features an adaptor to feed air to rebreather-equipped armor such as ODST BDUs or MJOLNIR armor.	4.5	25
Magnetic Splint	Reduces any movement penalties from a broken or heavily damaged leg by half.	2.3	15
Survival Splint	A splint made of materials found in nature and the surroundings. Reduces any movement penalties from a broken or heavily damaged leg by 1/4 th .	--	--
Polymerized Hemoglobin Transfusion	Specialized transfusion pack that, over the course of 2 Minutes (25 Rounds), heals 50 bleed. (2 per Round). No more than two can be applied at once without giving the character a heart attack for every 2 rounds being used. This takes a -10 Toughness Test, if failed the character dies.	4.5	30
Rumbledrug	An Insurrectionist-created Super-Soldier serum. It is ingested in a drug cocktail form and causes the user to ignore all forms of Fatigue, Shock, Fear, Special Damage Effects, and Unconsciousness. The user doubles their Strength, Toughness, and Agility Modifiers when figuring damage resistance, Movement Speed, and Melee damage. The character who took the Rumbledrug rolls 2D10+Toughness Modifier (Before Rumbledrug bonuses). The outcome of this test is how many hours they are able to live before taking massive side-effects. The following side-effects are taken when time is up. For every hour under the use of the drug, the user takes 1D10 permanent Toughness Characteristic Damage, 1D10 permanent Agility Damage, 1D10 permanent Strength Damage, and 1D10 permanent Intellect Damage. The user also takes a -1 permanent Wound Damage for every Run Movement and Half Action of melee attacks made.	1.1	--
Dermacortic Steroids	Standard steroid drug that doubles the healing of wounds per one day. Dangerous when used with other medication. If used with other Medication, wounds are still gathered, but the character gains +10D10 -Toughness Modifier levels of Fatigue.	0.5	30

COVENANT WEAPONRY

PISTOLS AND CARBINES

[DW]	Spiker			Automatic Rate of Fire (6)		"Type-25 Carbine"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Carbine	1D10	+10	13	20m-150m	40	36	Superheated Spike
Comes with attached cleaver. Count it as a Jiralhanae Hunting Knife. Cauterize Special Rule. Detachable cylinder magazine.						WEIGHT (KG):	13.2

[DW]	Mauler			Automatic Rate of Fire (2)		"Type-52 Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	2D10	+19	13	20m-50m	5	39	7.9in Bolt
Comes with attached cleaver. Count it as a Jiralhanae Hunting Knife. Cauterize Special Rule.						WEIGHT (KG):	7

[DW]	Plasma Pistol			Automatic Rate of Fire (4)		"Type-25 Directed Energy Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Pistol	1D10	+9	2+(X)	5m-40m	250	36	Plasma
The Plasma Pistol may charge for up to 3 Half Actions. (X) gains +5 for every Half Action charged and consumes 5 ammo. Cauterize Special Rule. Homing Special Rule when Charged. Consumes 5 ammo per Half Action when left charging past 3 Half Actions.						WEIGHT (KG):	3.5

[DW]	Needle Pistol			Semi-Auto (2)		"Type-33 Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pistol	1D10	+11	5	5m-64m	6	36	Needle
Needle(1) Special Rule. Homing Special Rule.						WEIGHT (KG):	1.6

RIFLES AND MARKSMAN WEAPONRY

[DW]	Plasma Rifle			Semi-Auto (3), Auto (9)		"Type-25 Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+14	14	25m-60m	300	36	Plasma
Cauterize Special Rule. Firing a full Rate of Fire gains the Overheat (2) Special Rule.						WEIGHT (KG):	5.8

[DW]	Jiralhanae Plasma Rifle			Automatic Rate of Fire (11)		"Type-25 Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+14	15	25m-50m	300	38	Plasma
Cauterize Special Rule. Firing a full Rate of Fire gains the Overheat (2) Special Rule.						WEIGHT (KG):	5.9

	Covenant Carbine			Semi-Auto (2), Auto (5)		"Type-51 Carbine"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Carbine	2D10	+10	18	50m-650m	18	44	8.7x60mm CRP
Fires radioactive ballistic caseless charges. Built in 3x scope and ammunition display. Headshot Special Rule.						WEIGHT (KG):	7.8

	Storm Rifle			Semi-Auto (3), Auto (9)		"Type-55 Advanced Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+11	16	25m-50m	200	60	Plasma
Cauterize Special Rule. Firing a full rate of fire causes the rifle to Overheat (2) Special Rule.						WEIGHT (KG):	6.2

[H]	Plasma Repeater			Semi-Auto (3) Auto (12)		"Type-51 Improved Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+13	18	25m-50m	200	76	Plasma
Cauterize Special Rule. Every Half Action fired decreases Rate of Fire by 1. Regains 1 RoF per Half Action not firing.						WEIGHT (KG):	8.4

	Concussion Rifle			Semi-Auto (1), Auto (3)		"Type-50 Heavy Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+15	20	25m-50m	6	85	Plasma
Cauterize Special Rule. Fires bolts of Plasma. Detachable Plasma Storage Cell. Gravity (2) Special Rule.						WEIGHT (KG):	7.3

[DW]	Needler			Automatic Rate of Fire (6)		"Type-33 Launcher"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Guided Munitions	1D10	+13	4	5m-65m	18	36	Needle
Needle(6) Special Rule. Homing Special Rule.						WEIGHT (KG):	4.3

	Needle Rifle			Semi-Auto Rate of Fire (3)		"Type-31 Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rifle	2D10	+7	8	100m-950m	21	44	Needle
Needle(3) Special Rule. Built-in 3x Scope. Fires high velocity Explosive Crystalline Shards. Headshot Special Rule.						WEIGHT (KG):	4.6

LONG AND EXTREME RANGED WEAPONRY

[H]	Particle Beam Rifle			Semi-Auto (1), Auto (3)		"Type-50 Sniper"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Sniper Rifle	2D10	+17	30	200m-3200m	10	150	Ion-Accel Hydrogen
Penetrating, Headshot, and Cauterize Special Rule. Built-in 8x/12x Scope. Firing a Full RoF causes the weapon to gain Overheat (4).						WEIGHT (KG):	18

[H]	Focus Rifle			Sustained (4)		"Type-52 Special Applications Rifle"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+17	12	200m-2000m	12	150	Plasma
Cauterize Special Rule. Fires a sustained beam. Built-in 8x/10x Scope. Headshot Special Rule.						WEIGHT (KG):	14.5

EXPLOSIVES AND GRENADES

Plasma Grenade					"Type-1 Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Grenade	2D10	+8	20	Blast(6) Kill(1)	16	Plasma
Sticky Special Rule. Cauterize Special Rule. Allows for distinguishing between targets and environment unless toggled off.					WEIGHT (KG):	1.1

Flame Grenade					"Type-3 Antipersonnel Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Grenade	1D10	+6	4	Blast(10) Kill(1)	16	Incendiary Gel
Flame(1D10) Special Rule. Jiralhanae incendiary device. Breaks on impact and burns for One Round.					WEIGHT (KG):	3.6

Spike Grenade					"Type-2 Fragmentation Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Grenade	1D10	+6	1+Strength Modifier	Blast(10) Kill(1)	19	Spiked fragment
Sticky Special Rule. Jiralhanae fragmentation shaped charge.					WEIGHT (KG):	1.9

Personal Antimatter Grenade					"Type-7 Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Grenade	2D10	+15	15	Blast(8) Kill(6)	30	Antimatter
When thrown, this grenade deploys tons of small spikes. If hits someone, deals 1D5 extra damage.					WEIGHT (KG):	1.7

Covenant Charge					"Type-4 Charged Explosive"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Satchel Charge	3D10	+5	20	Blast(5) Kill(1)	150	Unknown
Satchel which explodes outward in only one direction for blowing down doors. Safe to stand behind during detonation, but not too close.					WEIGHT (KG):	9

Plasma Bomb					"Type-1 Ordinance"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Ordinance	5D10	+16	40	Blast(20) Kill(10)	250	Plasma
Remote-armed large explosive. Comes with backpack for carrying. Used mainly for building demolitions. Powerful shockwaves.					WEIGHT (KG):	22.5

Jiralhanae Landmine					"Type-2 Fragmentation Landmine"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	AMMUNITION
Landmine	3D10	+9	13	Blast(6) Kill(3)	40	Spiked fragment
Launches 3 meters above ground for airburst effect. Proximity and Pressure triggered.					WEIGHT (KG):	8.9

GRENADE AND ROCKET LANCERS

[H]	Brute Shot			Semi-Auto Rate of Fire (2)		"Type-25 Grenade Launcher"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Grenade Launcher	3D10	+11	9	15m-100m	6	95	JH HI-Explosive
Blast (2). Tungsten Carbide Scythe. Count as Jiralhanae Combat Knife.						WEIGHT (KG):	19.2

[H] Plasma Launcher				Burst (X)		"Type-52 Guided Munitions Launcher"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Grenade Launcher	--	--	--	10m-150m	12	395	Plasma Grenade
Sticky Special Rule. Vehicle Lock Special Rule. Homing Special Rule. May Charge for four Half Actions. Every charge gains +1 to Burst, to a maximum of 4. Built in 3x Scope. This weapon fires Plasma Grenades, so when determining damage, review the damage tables for the Plasma Grenade. After impact, the Plasma Grenades take 1 Half Action to activate and explode.						WEIGHT (KG):	12.5

[H] Fuel Rod Gun				Semi-Auto Rate of Fire (5)		"Type-33 Light Anti-Armor Weapon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Launcher	3D10	+10	12	20m-300m	5	395	38mm RadEXP
If fired at ranges below the minimum Range, the Fuel Rod does not explode, and only deals 1D10+3 damage, no Pierce. Blast(3) Kill(1).						WEIGHT (KG):	23.3

[H] Hunter Assault Cannon Blast				Automatic Rate of Fire (1)		"Type-33a Heavy Anti-Armor Weapon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Rocket Launcher	5D10	+13	6	20m-300m	30	395	38mm RadEXP
If fired at ranges below the minimum Range, Assault Cannon does not explode, and only deals 1D10+3 damage, no Pierce. Blast(3) Kill(1).						WEIGHT (KG):	133.5

[H]	Hunter Assault Cannon Beam			Sustained Rate of Fire (3)		"Type-33b Heavy Anti-Armor Weapon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Beam Launcher	2D10	+14	8	20m-340m	30	395	Incendiary Gel
Fires a sustained beam of radioactive incendiary gel. Flame(1D5)						WEIGHT (KG):	133.5

MELEE AND CLOSE COMBAT WEAPONRY

Half Strength Mod = HSM

[DW]	Curveblade				"Type-1 Energy Knife"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Energy Blade	1D10	7+HSM	6+HSM	1m	10	
Cauterize Special Rule. Deactivates when not held.					WEIGHT (KG):	0.9

[DW]	Jiralhanae Combat Knife				"Combat Knife"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Knife	1D10	4+Strength Modifier	11	2m	30	
Large curved blade with a heavy handle. Counts as [S] if only using one hand.					WEIGHT (KG):	5.4

[DW]	Burnblade					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Heated Blade	2D10	4 + HSM	10	2m	500	
Cauterize Special Rule. Superheated sword once used by Sangheili soldiers. Incredibly rare.					WEIGHT (KG):	2.4

[DW]	Energy Sword				"Type-1 Energy Sword"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Energy Blade	2D10	6 + HSM	40	2m	--	
Cauterize Special Rule. Deactivates when not held. 128cm blade.					WEIGHT (KG):	2.4

[DW]	Energy Cutlass				"Type-31 Needle Sword"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Needle Blade	2D10	1+Strength Modifier	6	1m	25	
Needle(1) Special Rule. Single-use. Easily Thrown. Essentially an elongated Explosive Crystalline Shard.					WEIGHT (KG):	0.9

[DW]	Energy Dagger				"Type-1 Energy Dagger"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Energy Blade	2D10	3 + HSM	25	1m	200	
Cauterize Special Rule. Connected to armor's gauntlet. Cannot use without a set of armor. 40cm blade.					WEIGHT (KG):	1.2

	Energy Garrote				"Type-1 Energy Garrote"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Energy Blade	1D5	2 + HSM	2	Grapple	100	
Cauterize Special Rule. Two small cylinders unravel into plasma garrote. +20 to grappling and strangling.					WEIGHT (KG):	0.2

	Energy Stave				"Type-1 Energy Stave"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Energy Blade	3D10	6 + HSM	40	5m	--	
Cauterize Special Rule.					WEIGHT (KG):	2.4

[S]	Gravity Hammer				"Type-2 Energy Hammer"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Gravity Weapon	3D10	4+Strength Modifier	9	5m	700	
Gravity(4) Special Rule if activated. Gravity Hammer damage is only an impact hit, while the Gravity Special Rule will still impact a nearby missed hit. Gravity Hammer only deals Base Damage if the hammer hits the opponent. Activating the Gravity Special Rule takes a Half Action, where no other attacks may be made during this.					WEIGHT (KG):	16.8

[DW] [S]	Hunter Heavy Metal Shield				"Hunter Shield"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Shield	2D10	+Strength Modifier	Strength Modifier	2m	90	
Cannot be Parried. -10 to Evading the shield if wielded by Mgalekgolo. Only [DW] if wielded by Mgalekgolo.					WEIGHT (KG):	300

TURRET WEAPONRY

	Plasma Cannon Turret			Automatic Rate of Fire (9)		"Type-42 Energy Support Weapon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Energy Turret	1D10	+11	14	100m-500m	200	285	Plasma
Cauterize Special Rule. Comes with large anti-gravity tripod.						WEIGHT (KG):	21.1

	Portable Plasma Turret			Automatic Rate of Fire (7)		"Type-52 Energy Support Weapon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Energy Turret	2D10	+11	12	100m-500m	200	285	Plasma
Cauterize Special Rule. Comes with large anti-gravity tripod.						WEIGHT (KG):	21.1

	Shade Turret			Automatic Rate of Fire (4)		"Type-29 Anti-Infantry Stationary Gun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Turret	3D10	+10	18	50m-500m	200	385	Plasma
Cauterize Special Rule. Fires three plasma bolts at once surrounded by a magnetic field. Three bolts built in to damage.						WEIGHT (KG):	30.4

	T-55 Shade Turret			Automatic Rate of Fire (12)		"Type-55 Anti-Infantry Stationary Gun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Turret	1D10	+12	15	50m-500m	200	385	Plasma
Cauterize Special Rule. Has built in Plasma Shield on the front of the turret.						WEIGHT (KG):	30.4

VEHICLE WEAPONRY

Class-2 Energy Gun				Automatic Rate of Fire (4)		"Twin Plasma Cannons"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Cannon	2D10	+17	22	20m-700m	--	--	Plasma
Cauterize Special Rule. Blast(1)						WEIGHT (KG):	--

35mm Autocannon			Semi-Auto Rate of Fire (1)			"35mm Brute Autocannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Autocannon	2D10	+16	28	10m-100m	--	--	35mm Spike
Usually coming in a link of four, each one fires one after another so the other may cool before next use. Caulterize Special Rule.						WEIGHT (KG):	--

Charged Plasma Cannon				Sustained Rate of Fire (4)		"Scarab Gun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Cannon	4D10	+18	30	20m-700m	--	--	Plasma
Cauterize Special Rule. Blast(5) Kill(2) Important Note: Locus variant of this weapon only rolls 3D10 instead of the 4D10 damage roll.						WEIGHT (KG):	--

Wraith Medium Plasma Cannon				Automatic Rate of Fire (12)		“Medium Plasma Cannon”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Rifle	1D10	+9	14	100m-500m	--	--	Plasma
Cauterize Special Rule.						WEIGHT (KG):	21.1

Shadow Medium Plasma Cannon				Automatic Rate of Fire (4)		"Medium Plasma Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Turret	3D10	+8	18	50m-500m	--	--	Plasma
Cauterize Special Rule. Fires three plasma bolts at once surrounded by a magnetic field. Three bolts built in to damage.						WEIGHT (KG):	30.4

T-56 PEW/M				Sustained Rate of Fire (4)		"Lich Plasmacannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Cannon	4D10	+18	30	20m-700m	--	--	Plasma
Cauterize Special Rule. Blast(5) Kill(2)						WEIGHT (KG):	--

Anti-Aircraft Turret				Automatic Rate of Fire (4)		“Anti-Aircraft Turret”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Cannon	1D10	+12	16	20m-700m	--	--	Plasma
Cauterize Special Rule. Blast(1)						WEIGHT (KG):	--

Anti-Infantry Plasma Cannon				Automatic Rate of Fire (16)		"Type-26 Anti-Infantry Stationary Gun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Energy Cannon	1D10	+5	12	50m-500m	--	--	Plasma
Cauterize Special Rule.						WEIGHT (KG):	30.4

Class-2 Plasma Mortar				Charge (1)		"Revenant Mortar"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Mortar	4D10	+18	30	20m-200m	--	--	Plasma
Cauterize Special Rule. Blast (6) Kill (2). Recharge(1).						WEIGHT (KG):	--

Heavy Plasma Mortar				Charge (1)		"Wraith Mortar"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Mortar	6D10	+20	30	20m-200m	--	--	Plasma
Cauterize Special Rule. Blast (6) Kill (2). Recharge(2).						WEIGHT (KG):	--

Class-2 Projectile Cannon				Burst (12)		“Fuel Rod Cannon”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Anti-Aircraft	3D10	+6	3	20m-200m	--	--	Plasma
If fired at ranges below the minimum Range, the Fuel Rod does not explode, and only deals 1D10+3 damage, no Pierce. Blast(3) Kill(1). Recharge(2).						WEIGHT (KG):	--

Heavy Plasma Cannon				Automatic Rate of Fire (3)		"Heavy Plasma Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Plasma Cannon	2D10	+8	18	100m-900m	--	--	Plasma
Cauterize Special Rule.						WEIGHT (KG):	--

Pulse Laser				Automatic Rate of Fire (2)		"Pulse Laser"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Pulse Cannon	6D10	+10	10	400m-1900m	--	--	Plasma
Cauterize Special Rule.						WEIGHT (KG):	--

Plasma Charge				Semi-Automatic Rate of Fire (1)		"Plasma Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Air-to-ground	10D10	+3	10	400m-1900m	--	--	Plasma
Cauterize Special Rule. Recharge(3)						WEIGHT (KG):	--

Heavy Needle Cannon				Semi-Automatic Rate of Fire (1)		"Heavy Needle Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Needle Cannon	3D10	+6	20	400m-1100m	--	--	Needle
Homing Special Rule. Needle(1).						WEIGHT (KG):	--

Stasis Cannon				Sustained Rate of Fire (2)		"Stasis Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Stasis Beam	3D10	+0	25	40m-200m	--	--	EMP Field Beam
EMP Special Rule. Must deal damage to cause EMP Special Rule.						WEIGHT (KG):	--

[H] Focus Cannon				Sustained Rate of Fire (6)		"Focus Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Plasma Beam	2D10	+2	30	5m-900m	300	--	Plasma
Cauterize Special Rule. Covenant Plasma Beam Employed on the Locust Light Excavation Vehicle.						WEIGHT (KG):	1030

[H] Heavy Focus Cannon				Sustained Rate of Fire (3)		"Focus Cannon"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Plasma Beam	4D10	+20	40	5m-900m	70	--	Plasma
Cauterize Special Rule. Covenant Plasma Beam Employed on the Scarab Ultra Heavy Assault Platform.						WEIGHT (KG):	21000

COVENANT AMMUNITION

AMMUNITION	PRICE	
Plasma Battery	80 cR for 1	
Plasma Storage Cell	12 cR for 1	
Needle	1 cR for 3	
Superheated Metal Spike	10 cR for 40	
7.9mm Metal Bolt	6 cR for 8	
8.7x60mm Caseless Rod	7 cR for 18	
Brute Shot HE Grenade	12 cR for 6	
38mm REBP	10 cR 5	
Incendiary Gel	50 cR for 30	
Ionized Hydrogen Cell	18 cR for 1	*Each Cell carries 1 MAG worth of shots and is treated as a Plasma Battery for reloading*

COVENANT ARMORY

DEPLOYABLE EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Bubble Shield	Forms a barrier that protects from all damage that has a 3 meter radius and lasts for 4 rounds. Shorts out and explodes when use is up. Explosion shares same profile as M9 Grenade.	2.1	50
Active Camo Cloaking System	Covenant Active Camouflage system integrated with armor. This unit provides a +60 bonus to Camouflage that lasts 6 rounds, but does not mask sounds or weapon effects. 3 turn recharge once deactivated. This is only available to Covenant. Must fully recharge before used again.	1.8	200
Deployable Cover	Deployable cover system that has an AP of 50 before shorting out and closing. Takes 6 rounds to recharge.	2.6	110
Power Drain Device	Drains all shields in a 3 meter radius and lasts for 2 rounds. Shorts out and explodes when used up. Explosion shares the same profile as M9 Grenade.	2.9	70
Flare	The effects of a Flashbang blind for as long as it is active. The Flare lasts for 2 Rounds and explodes once used up. Explosion shares same profile as M9 Grenade.	1.3	80
Radar Jammer	Causes there to be three times as many enemy tags on radars for 4 rounds.	2.1	150
Regenerator	Regenerator regenerates shields at twice the shield's rate instantly. Explode after use. Explosion is non-lethal.	1.9	190
Kindler GPS	Kindler Global Positioning System used to find exact current location on any supported planet. The Kindler UGPS displays maps as a hologram that is projected above the handheld device.	0.4	20
Kindler Unit	The Kindler Unit uses laser scanning to track environments to create the maps for the KGPS. This handheld device can float on its own and move down straightforward paths, scanning its surroundings. It will eventually attempt to return to the user once scanning is complete.	0.4	50

MEDICAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Magnetic Splint	Reduces any movement penalties from a broken or heavily damaged leg by half.	2.1	15
Survival Splint	A splint made of materials found in nature and the surroundings. Reduces any movement penalties from a broken or heavily damaged leg by 1/4 th .	--	--
Artificial Limb	Bionic limb replacement. Cannot take bleed. If limb takes 50 damage, it is destroyed.	4.5	92
Syringe Set	A simple syringe for any use deemed necessary. +5 to surgical rolls and medical tests.	0.2	1
Thermal Blanket	Allows characters to stay warm in harsh colds.	4.2	3
Wound Sealant	Stops 2D10 points of bleeding, Minimum 5 per dice roll.		
Covenant have access to Covenant equivalent of Human Equipment at no extra cost. GM discretion is advised. This is to allow more choice, even if there has never been mention of a tool that should have been obvious to have in the first place.			

STANDARD EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
MRE	'Meals, Ready to Eat' Military packaged food for Soldiers to eat during missions.	0.5	1
Camping Stool	A stool for sitting that has a setting that allows the stool to fit any size.	1.4	3
Rope	Specially crafted plastic-metallic rope. Comes in sizes starting at 4 meters. Costs 3 cR per 4 meters.	2 per 4m	12
Spy Probe	Small probe that scans and records sound, visual, and energy signals.	12.9	300
Kig-Yar Point Defense Gauntlet	Shield that protects most of the user's body but takes up a hand to use. This shield has a Shield Integrity of 90. Recharge of 30. Recharge Rate 3.	2.7	500
Kig-Yar Wrist Point Gauntlet	Shield that protects whatever the wrist of the user is in front of. One for each arm. These shields each have a Shield Integrity of 90. Recharge of 30. Recharge Rate 3	1.8	425
Methane tank	Used for Grunts. Offers 6 days of Methane and can be recharged.	9.8	45
Portable Methane Recharger	Cycles Methane out of the atmosphere so Grunts can recharge. Refills itself completely once a day and can fill two packs when filled.	36.2	290
Plasma Battery	Recharges weapons. Takes two Full Actions to recharge and can only recharge ten times.	17.5	40
Medical Tools	Because there is no real clear medical tools of the Covenant, just use the UNSC medical tools with the same prices and abilities.	--	---
Gravitational Holster	Special gravity field that holds a weapon to the desired location.	1.1	300
Standard Holster	Strong leather-like bonds that hold the weapon to the user.	0.4	14
Kig-Yar Tactical Headpiece	Specialized headpiece that is polarized and has a 5x automatic zoom.	2.8	79
Equipment Pouch	Very much like the standard UNSC Hardcase. 11 armor.	0.4	10
Portable Communications Transmitter	Emergency Communicator that fits in the ear. Used when helmets and other tech no longer work. Smaller range.	0.1	14
Emergency Beacon	Transmits Emergency codes on all Covenant Frequencies to request assistance.	0.5	21
Transmitter Frequency Admitter Array	Large station that extends the ranges of comms to reach ships in the Solar System.	17.8	64
Portable Computer	Military Hardcase computer used by the Covenant Empire. Portable Computers are heavier and more bulky than UNSC TACPADS or Data Pads, the Portable Computer is much more durable, and has a greater processing power. In addition to networking capabilities of the Data Pad, the PC can record, playback and send text, audio and video, do real-time communication with local Covenant Outposts and Communication networks and can send or receive information from electronic optics or HUDs through use of a wired link. The Portable Computer is also powerful enough to run Covenant AI systems, and can link to certain remote-operated vehicles or emplacements. A PC can be password protected or secured with biometrics.	2.4	140
Covenant Race Infinitely Variable Translator	Simple computer that translates text, speak, and radiowaves to and from Covenant languages.	3.5	86
Covenant have access to Covenant equivalent of Human Equipment at no extra cost. GM discretion is advised. This is to allow more choice, even if there has never been mention of a tool that should have been obvious to have in the first place.			

FORERUNNER KNOWN ARMORY

[DW]	Boltshot		Semi-Auto Rate of Fire (4)			"Z-110 DEPE"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Pistol	1D10	+5	8	20m-175m	10	74	Hardened Light
Shotgun Hybrid	3D10	+9	8	10m-20m	Costs 5 Ammo, instead of 1.		
May be Charged(1) to fire as Shotgun Hybrid. Hard Light Special Rule.						WEIGHT (KG):	1.3

Suppressor			Automatic Rate of Fire (9)			“Z-130 DEAW”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Rifle	1D10	+11	12	20m-200m	48	77	Hardened Light
Hard Light Special Rule.						WEIGHT (KG):	2.8

	Light Rifle			Burst Fire (3)		"Z-130 DEEW"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Rifle	2D10	+5	11	70m-800m	36	77	Hardened Light
Largeshot Hybrid	4D10	+6	13	70m-800m	Depletes 3 shots from the Magazine in one large bolt. Rate of Fire 1.		
Hard Light Special Rule. Two firing modes. Burst fire, and a combined single-shot. Built-in 3x Scope.						WEIGHT (KG):	3.5

Scattershot				Automatic Rate of Fire (3)		"Z-180 CCREAM"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Shotgun	3D10	+12	10	20m-100m	5	76	Hardened Light
Hard Light Special Rule. Spread Special Rule. Shots are able to ricochet against surfaces.						WEIGHT (KG):	6.4

Binary Rifle			Automatic Rate of Fire (1)			"Z-750 SASR"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Sniper	4D10	+15	16	200m-1500m	2	530	Hardened Light
Hard Light Special Rule. Built-in 5x/10x scope. Headshot Special Rule.						WEIGHT (KG):	16.9

Incineration Cannon			Automatic Rate of Fire (1)			"Z-390 EMR	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Sniper	3D10	+20	15	60m-400m	2	530	Hardened Light
Hard Light Special Rule. Built-in 3x scope. Recharge (2) Special Rule. Blast(3) Kill(1). After first Half Action, explosive radius expands to Blast(6) Kill(3). Damage from the first blast to the blast's extension does not stack.						WEIGHT (KG):	19.5

Beam Turret			Sustained Rate of Fire (5)			"Z-0459"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Beam	2D10	+5	4	100m 200m	14	73	Hardened Light
Hard Light Special Rule. Remote Defense Turret.						WEIGHT (KG):	2.4

Sentinel Beam			Sustained Rate of Fire (4)			"Z-DECSI"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Beam	2D10	+7	5	20m 300m	100	73	Hardened Light
Hard Light Special Rule. Can be found on Forerunner Sentinels. Can sometimes be recovered upon unit expiration.						WEIGHT (KG):	2.6

	Pulse Beam		Sustained Rate of Fire (3)			"Z-DECSI"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Beam	4D10	+7	5	20m 300m	100	--	Hardened Light
Hard Light Special Rule. Can be found on Forerunner Sentinels. Can sometimes be recovered upon unit expiration.						WEIGHT (KG):	260

Enforcer Missile Launcher			Automatic Rate of Fire (4)			"Z-DECSI"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	BELT	cR	AMMUNITION
Missile Launcher	2D10	+16	10	100m-2300m	32	--	Hardened Light
Fires volleys of mortar-like explosives. Found on Enforcer Sentinels. Can sometimes be recovered upon unit expiration. Blast (6), Kill (2)						WEIGHT (KG):	260

[DW]	Promethean Hardlight Sword					"Hardlight Sword"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION
Hardlight Blade	4D10	+Strength Modifier	20	2m	--	120	
Hard Light Special Rule. Dice Minimum(4) Special Rule.						WEIGHT (KG):	2

ARMORS AND BATTLE DRESS UNIFORMS

Armors of separate eras of the Halo Universe. If there is an armor set not listed in a later era, but was available in the previous, this just means that armor was never upgraded, and can still be taken.

UNSC/Insurrection Insurrectionist Era

ARMOR	Size	Mass	Base Material	Price	Armor Toughness				Special Capability
M50B Standard UNSC BDU	Human Fit	11.9 kg	Cloth/Titanium Alloy	23 cR	Head 10	Arms 11	Chest 12	Legs 11	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
Vacuum UNSC BDU	Human Fit	11.1 kg	Cloth/Titanium Alloy	37 cR	Head 9	Arms 10	Chest 11	Legs 10	Vacuum Sealed: 60 minutes of Oxygen.
LV Lightweight Mobility UNSC BDU	Human Fit	7.7 kg	Cloth/Titanium Alloy	120 cR	Head 9	Arms 10	Chest 11	Legs 10	Mobility-boosting Exo-lining. +5 to Agility, +5 Evasion
EDB2 E.O.D UNSC BDU	Human Fit	29 kg	Cloth/Titanium Alloy	95 cR	Head 13	Arms 13	Chest 15	Legs 13	-5 Agilty, -15 Evasion. Only takes Blast damage, even win in Kill Radius from Explosives.
M48M Medic UNSC BDU	Human Fit	12.1 kg	Cloth/Titanium Alloy	76 cR	Head 11	Arms 12	Chest 13	Legs 12	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.
EFFU-B Fire Rescue Armor	Human Fit	31.8 kg	Cloth/Titanium Alloy	120 cR	Head 13	Arms 12	Chest 13	Legs 11	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
EXO/Atmospheric UNSC BDU	Human Fit	17.5 kg	Cloth/Titanium Alloy	96 cR	Head 11	Arms 11	Chest 12	Legs 12	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen once 20 minutes are out. Breathing this causes 1 level of fatigue.

UNSC/Insurrection Covenant Era

ARMOR	Size	Mass	Base Material	Price	Armor Toughness				Special Capability
M52B Standard UNSC BDU	Human Fit	11.9 kg	Cloth/Titanium Alloy	23 cR	Head 11	Arms 12	Chest 13	Legs 12	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
Vacuum UNSC BDU	Human Fit	11.2 kg	Cloth/Titanium Alloy	37 cR	Head 10	Arms 10	Chest 12	Legs 10	Vacuum Sealed: 60 minutes of Oxygen.
LV-45 Lightweight Mobility UNSC BDU	Human Fit	7.7 kg	Cloth/Titanium Alloy	120 cR	Head 9	Arms 10	Chest 11	Legs 11	Mobility-boosting Exo-lining. +5 to Agility, +5 Evasion
ED4 E.O.D UNSC BDU	Human Fit	29 kg	Cloth/Titanium Alloy	95 cR	Head 13	Arms 13	Chest 15	Legs 13	-5 Agilty, -15 Evasion. Only takes Blast damage, even win in Kill Radius from Explosives.
M52M Medic UNSC BDU	Human Fit	12.1 kg	Cloth/Titanium Alloy	76 cR	Head 11	Arms 12	Chest 13	Legs 13	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.
EUG-FFB Fire Rescue Armor	Human Fit	31.8 kg	Cloth/Titanium Alloy	120 cR	Head 11	Arms 12	Chest 13	Legs 12	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
CBE Cross-Branch UNSC BDU	Human Fit	12 kg	Cloth/Titanium Alloy	124 cR	Head 11	Arms 12	Chest 13	Legs 12	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
EXO/Atmospheric UNSC BDU	Human Fit	17.5 kg	Cloth/Titanium Alloy	96 cR	Head 11	Arms 12	Chest 13	Legs 12	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen once 20 minutes are out. Breathing this causes 1 level of fatigue.

ARMOR	Size	Mass	Base Material	Price	Armor Toughness				Special Capability
M53 Standard UNSC BDU	Human Fit	12.2 kg	Cloth/Titanium Alloy	23 cR	Head	Arms	Chest	Legs	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
					12	12	13	13	
Vacuum UNSC BDU	Human Fit	11.7 kg	Cloth/Titanium Alloy	37 cR	Head	Arms	Chest	Legs	Vacuum Sealed: 60 minutes of Oxygen.
					11	12	13	12	
LV-50 Lightweight Mobility UNSC BDU	Human Fit	6.3 kg	Cloth/Titanium Alloy	120 cR	Head	Arms	Chest	Legs	Mobility-boosting Exo-lining. +5 to Agility, +5 Evasion
					12	12	13	13	
EDE1 E.O.D UNSC BDU	Human Fit	29 kg	Cloth/Titanium Alloy	95 cR	Head	Arms	Chest	Legs	-5 Agilty, -15 Evasion. Only takes Blast damage, even win in Kill Radius from Explosives.
					13	14	15	14	
M53M1 Medic UNSC BDU	Human Fit	16.1 kg	Cloth/Titanium Alloy	96 cR	Head	Arms	Chest	Legs	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.
					12	12	14	13	
EUG-FRB2 Fire Rescue Armor	Human Fit	34.8 kg	Cloth/Titanium Alloy	120 cR	Head	Arms	Chest	Legs	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes Oxygen. Half Damage from fire.
					12	13	14	13	
CBE Cross-Branch UNSC BDU	Human Fit	12.7 kg	Cloth/Titanium Alloy	24 cR	Head	Arms	Chest	Legs	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
					12	12	13	13	
EXO/Atmospheric UNSC BDU	Human Fit	18.1 kg	Cloth/Titanium Alloy	96 cR	Head	Arms	Chest	Legs	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen.
					12	13	13	12	
Officer's Upgraded UNSC BDU	Human Fit	11.8	Cloth/Titanium Alloy	500 cR	Head	Arms	Chest	Legs	Ignores a single point of Pierce Damage to armor from Plasma weaponry.
					13	13	14	13	
Communications UNSC BDU	Human Fit	12.1 kg	Cloth/Titanium Alloy	86 cR	Head	Arms	Chest	Legs	Built in Radio Backpack with Covenant Translation Software
					12	13	13	13	

ARMOR	Size	Mass	Max Speed	Price	Armor Toughness				Special Capability
Mjolnir Materials Prototype Mark 1 Exoskeleton	Human Fit	1900 kg	Half Move	1200 cR	Head	Arms	Chest	Legs	This armor stacks on whatever is worn. The suit is able to be run at user's Half Move. Suit gives +1 Mythic Strength.
					5	5	5	5	
Mjolnir Materials Prototype Mark 2 Exoskeleton	Human Fit	1600 kg	Full Move	1600 cR	Head	Arms	Chest	Legs	This armor stacks on whatever is worn. The suit is able to be run at user's Full Move. Suit gives +1 Mythic Strength.
					6	6	6	6	
Mjolnir Materials Prototype Mark 3 Exoskeleton	Human Fit	7.7 kg	Full Move	2000 cR	Head	Arms	Chest	Legs	This armor stacks on whatever is worn. The suit is able to be run at user's Full Move. Suit gives +2 Mythic Strength.
					7	7	7	7	

ARMOR	Size	Mass	Base Material	Strength Modifier	Agility Modifier	Armor Toughness				
MJOLNIR Mark IV Powered Assault Armor	2.21m	591 kg	Titanium	+10	--		Head	Arms	Chest	Legs
	Height		Alloy	+1 Mythic	+1 Mythic		19	20	21	20
Mark IV Special Abilities	Temperature Regulation		The suit will always attempt to regulate temperatures to be a mild 72 degrees.							
	Onboard Computer		This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.							
	Vacuum Regulation		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.							
	Reactive Metal Liquid Crystals		This offers the Spartans the Strength and Agility multipliers given by the suit.							
	Heads-Up Display		Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.							
	Onboard AI Construct Upgrade		Allows the integration of Smart AI technology with technical ports on the back of the helmets.							
	Biofoam Injector		When serious injuries are taken, the suit automatically stops bleeding by using Biofoam. Has five uses before recharge between missions.							

ARMOR	Size	Mass	Base Material	Strength Modifier	Agility Modifier	Armor Toughness					
MJOLNIR Mark V Powered Assault Armor	2.19m Height	538 kg	Titanium Alloy	+15	+5		Head	Arms	Chest	Legs	
				+1 Mythic	+1 Mythic						

ARMOR	Size	Mass	Base Material	Strength Modifier	Agility Modifier	Armor Toughness					
MJOLNIR Mark VI Powered Assault Armor	2.19m Height	459 kg	Titanium Alloy	+20	+10		Head	Arms	Chest	Legs	
				+2 Mythic	+2 Mythic						

ARMOR	Size	Mass	Base Material	Strength Modifier	Agility Modifier	Armor Toughness			
MJOLNIR Mark VII Powered Assault Armor	2m Height	435 kg	Titanium Alloy	+20	+10	Head	Arms	Chest	Legs
						19	20	21	20
				+2 Mythic	+2 Mythic	Shield Integrity		40	
						Recharge Time		2	
						Recharge Rate		10	

Mark VII Special Abilities	Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.
	Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.
	Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.
	Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.
	Improved Personal Energy Shielding	This allows the user to be protected by attacks and the environment. Plasma no longer deals double Piercing damage to the Shields.
	Heads-Up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
	Onboard AI Construct Upgrade	Allows the integration of Smart AI technology with technical ports on the back of the helmets.
	Improved Radar	Improved refresh rate and double the radar distance. Now includes Thermal sensors.
	Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
	Biofoam Injector	When serious injuries are taken, the suit automatically stops bleeding by using Biofoam. Has five uses before recharge between missions.
	Nano Technology	When the suit toughness is damaged, the suit automatically begins repair process. Once a day, the suit repairs 2 point of damage.

ARMOR	Size	Mass	Base Material	Strength Modifier	Agility Modifier	Armor Toughness					
MJOLNIR Generation II Mark I	2m Height	435 kg	Titanium Alloy	+25	+15		Head	Arms	Chest	Legs	
								19	20	21	20
				+2 Mythic	+2 Mythic		Shield Integrity		40		
							Recharge Time		2		
							Recharge Rate		10		

GEN II MARK I Special Abilities	Temperature Regulation	The suit will always attempt to regulate temperatures to be a mild 72 degrees.
	Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.
	Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.
	Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.
	Improved Personal Energy Shielding	This allows the user to be protected by attacks and the environment. Plasma no longer deals double Piercing damage to the Shields.
	Heads-Up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
	Onboard AI Construct Upgrade	Allows the integration of Smart AI technology with technical ports on the back of the helmets.
	Improved Radar	Improved refresh rate and double the radar distance. Now includes Thermal sensors.
	Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
	Biofoam Injector	When serious injuries are taken, the suit automatically stops bleeding by using Biofoam. Has five uses before recharge between missions.
	Nano Technology	When the suit toughness is damaged, the suit automatically begins repair process. Once a day, the suit repairs 2 point of damage.

ODST ARMOR SETS (Cannot be purchased)

ARMOR	Size	Mass	Base Material	Armor Toughness			
Standard ODST Battle Dress Uniform	1.9m	27 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
	Height			13	13	14	12
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Kevlar Undersuit		Offers better protection to the user. Worn under the suit.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Rucksack		An armored M/LBE Hard Case armored backpack.				

ARMOR	Size	Mass	Base Material	Armor Toughness			
ODST/UA Personal Protection Equipment	2m	39 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
	Height	14		13	15	13	
	This armor is bulky, which gives the user a -15 to Aglity.						
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Kevlar Undersuit		Offers better protection to the user. Worn under the suit.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Rucksack		An armored M/LBE Hard Case armored backpack.				
	UU PPE Demolitions Armor		Extra titanium-alloy and ceramic-titanium composite plating used for Demolition experts and plasma protection.				

ARMOR	Size	Mass	Base Material	Armor Toughness				
Sharp Shooter ODST Battle Dress Uniform	1.9m Height	25 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs	
				14	12	13	12	
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
	Kevlar Undersuit		Offers better protection to the user. Worn under the suit.					
	Temperature Regulator		Protects the user from harsher conditions and plasma.					
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.					
	Rucksack		An armored M/LBE Hard Case armored backpack.					
	Scope Smart Target Link		Links to Oracle Scopes on any of the Sniper Rifle System sniper rifles for +10 accuracy with any Aim Action when used.					

ARMOR	Size	Mass	Base Material	Armor Toughness			
ODST ONI/S-1 Recon Battle Dress Uniform	1.9m Height	27 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				12	12	12	12
				An expensive variant of the ODST armor, but light in armor. Costs 200 cR.			
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Kevlar Undersuit		Offers better protection to the user. Worn under the suit.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Rucksack		An armored M/LBE Hard Case armored backpack.				
	Specialized ODST S1/ONI FF		Specialized chest piece that allows for stealth capabilities. +20 to any camouflage Test that does not stack with any other cloaking unit.				

ARMOR	Size	Mass	Base Material	Armor Toughness			
UVH-BA ODST Battle Dress Uniform	1.9m Height	18 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				11	12	13	12
				Lightweight armor that has small leg exoskeletons for quicker movement. +10 to Agility. Costs 100 cR.			
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Kevlar Undersuit		Offers better protection to the user. Worn under the suit.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Rucksack		An armored M/LBE Hard Case armored backpack.				
	Hybrid Black-Surface paneling		This pitch-black suit gives +10 to Camouflage when in darkness.				

INFILTRATION ARMORS

ARMOR	Size	Mass	Base Material	Armor Toughness			
UNSC Black Body Suit	Human Fit	7 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				8	8	8	8
				Lightweight armor that has small leg exoskeletons for quicker movement. +10 to Agility. Costs 100 cR.			
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Oxygen Regulator		Recycles oxygen and stored oxygen to last longer. 1 hour of usable oxygen.				
	Hybrid Black-Surface paneling		This pitch-black suit gives +10 to Camouflage when in darkness.				

ARMOR	Size	Mass	Base Material	Armor Toughness			
Mark I Semi-Powered Infiltration Armor	2.10m Height	57 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				12	13	13	13
Special Abilities	VISR BATTLENET HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
	Liquid Nanocrystals	Offers better protection to the user.					
	Temperature Regulator	Protects the user from harsher conditions and plasma.					
	Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.					
	Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.					
	Photo-Reactive Panels	These camouflaging panels shift light and conceal the user. Used for pure stealth. +30 Camouflage					
	Thermal Cooling	Hides the user from thermal scanners.					

ARMOR	Size	Mass	Base Material	Armor Toughness			
Mark II Semi-Powered Infiltration Armor	2.10m Height	53 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				13	13	14	13
Special Abilities	VISR BATTLENET HUB	Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.					
	Liquid Nanocrystals	Offers better protection to the user.					
	Temperature Regulator	Protects the user from harsher conditions and plasma.					
	Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.					
	Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.					
	Photo-Reactive Panels	These camouflaging panels shift light and conceal the user. Used for pure stealth. +50 Camouflage					
	Thermal Cooling	Hides the user from thermal scanners, but not from VISR.					

ARMOR	Size	Mass	Base Material	Armor Toughness			
Semi-Powered Headhunter Variant Armor	2.10m Height	59 kg	Ceramic-Titanium Composite Plating	Head	Arms	Chest	Legs
				13	13	14	13
				Shield Integrity		40	
				Recharge Time		4	
				Recharge Rate		10	
Special Abilities	VISR BATTLENET HUB		Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.				
	Liquid Nanocrystals		Offers better protection to the user.				
	Temperature Regulator		Protects the user from harsher conditions and plasma.				
	Vacuum Regulator		Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.				
	Oxygen Recycler		Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.				
	Photo-Reactive Panels		These camouflaging panels shift light and conceal the user. Used for pure stealth. +50 Camouflage				
	Thermal Cooling		Hides the user from thermal scanners, but not from VISR.				
	Shielding Power Consumption		When camouflage is in use, shield integrity and shield recharge is halved until the camouflage is recharged completely.				

SWAT and Police Armors

ARMOR	Size	Mass	Price	Armor Toughness				Special Capability
Standard Police Battle Dress Uniform (BDU)	Human Fit	7.7 kg	23 cR	Head	Arms	Chest	Legs	
				10	10	11	10	
Riot Suppression Armor (BDU)	Human Fit	14.5 kg	23 cR	Head	Arms	Chest	Legs	This armor gives the user -10 to Evasion. Ignores half of Base Damage from Melee attacks.
				12	12	13	12	
Police Special Response SWAT Armor (BDU)	Human Fit	7.7 kg	23 cR	Head	Arms	Chest	Legs	
				12	11	13	11	

Sangheili Combat Harnesses

ARMOR	Size	Mass	Shield			Price	Armor Toughness				Special Capability
Sangheili Minor Combat Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	130 cR	Head	Arms	Chest	Legs	
			50	3	10		13	13	14	13	
Sangheili Major Combat Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	230 cR	Head	Arms	Chest	Legs	
			50	2	10		13	13	14	13	
Sangheili Spec-Op Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	450 cR	Head	Arms	Chest	Legs	Built-in Active Camo Cloaking System. If cloaked, Recharge Time is increased to 6.
			35	3	10		13	12	14	13	
Sangheili Ultra Combat Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	680 cR	Head	Arms	Chest	Legs	
			50	2	10		13	14	15	14	
Sangheili Honor Guard Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	1790 cR	Head	Arms	Chest	Legs	
			60	1	10		15	16	17	16	
Sangheili Zealot Combat Harness	Sangheili fit	59 kg	Shield Integrity	Recharge Time	Recharge Rate	1790 cR	Head	Arms	Chest	Legs	
			60	2	10		16	17	19	16	
Arbiter Combat Harness	Arbiter Fit	34 kg	Shield Integrity	Recharge Time	Recharge Rate	--	Head	Arms	Chest	Legs	
			50	3	10		13	13	14	13	

Kig-Yar Combat Harnesses

ARMOR	Size	Mass	Hull Material	Price	Armor Toughness				Special Capability
Kig-Yar Minor Combat Harness	Kig-Yar fit	13 kg	Sangheili Metallics	23 cR	Head	Arms	Chest	Legs	
					12	12	13	13	
Kig-Yar Major Combat Harness	Kig-Yar fit	13 kg	Sangheili Metallics	93 cR	Head	Arms	Chest	Legs	
					13	12	13	13	
Kig-Yar Zealot Combat Harness	Kig-Yar fit	13 kg	Sangheili Metallics	423 cR	Head	Arms	Chest	Legs	
					14	13	14	13	
Kig-Yar Sniper Combat Harness	Kig-Yar fit	13 kg	Sangheili Metallics	93 cR	Head	Arms	Chest	Legs	The helmet counts as having VISR.
					12	12	12	12	
Kig-Yar Murrillo Combat Harness	Kig-Yar fit	13 kg	Sangheili Metallics	93 cR	Head	Arms	Chest	Legs	Built-in Tactical Headpiece.
					12	13	13	12	
Kig-Yar Commando Harness	Kig-Yar fit	13 kg	Sangheili Metallics	220 cR	Head	Arms	Chest	Legs	Built-in Hologram System.
					13	13	13	13	
Kig-Yar Spec-Ops Harness	Kig-Yar fit	13 kg	Sangheili Metallics	800 cR	Head	Arms	Chest	Legs	Built-in Active Camo Cloaking System.
					12	12	13	11	
Kig-Yar Champion Combat Harness	Kig-Yar fit	18 kg	Sangheili Metallics	723 cR	Head	Arms	Chest	Legs	-30 Agility when worn.
					15	14	17	14	

Unggoy Combat Harnesses

ARMOR	Size	Mass	Hull Material	Price	Armor Toughness				Special Capability
Unggoy Minor Combat Harness	Unggoy fit	9 kg	Sangheili Metallics	23 cR	Head	Arms	Chest	Legs	
					9	10	11	10	
Unggoy Major Combat Harness	Unggoy fit	9 kg	Sangheili Metallics	45 cR	Head	Arms	Chest	Legs	
					10	10	11	10	
Unggoy Heavy Combat Harness	Unggoy fit	12 kg	Sangheili Metallics	86 cR	Head	Arms	Chest	Legs	-10 Agility when worn.
					11	11	13	11	
Unggoy Spec-Ops Harness	Unggoy fit	12 kg	Sangheili Metallics	86 cR	Head	Arms	Chest	Legs	Built-in Active Camo Cloaking System.
					8	9	10	9	
Unggoy Ultra Combat Harness	Unggoy fit	9 kg	Sangheili Metallics	95 cR	Head	Arms	Chest	Legs	-5 Agility when worn.
					11	9	13	11	
Unggoy Mobility Harness	Unggoy Fit	12 kg	Sangheili Metalics	123 cR	Head	Arms	Chest	Legs	Mobility exosuit. +5 to Agility, +5 Evasion
					9	9	10	11	
Unggoy Suicide Harness	Unggoy fit	9 kg	Sangheili Metallics	23 cR	Head	Arms	Chest	Legs	Explodes when in the radius of another explosion. Deals Plasma Grenade damage, alongside an extended Blast(8) Kill(3).
					9	10	11	10	

Huragok Explosive Harness									
ARMOR	Size	Mass	Explosive	Price	Armor Toughness				Special Capability
Huragok Explosive Harness	Huragok special fit	18 kg	Explodes: 3D10+4 Explosive(6) Kill(2)	130 cR	Head	Arms	Chest	Legs	Shield Projection: A Huragok projects an extra 30 Shield Integrity bonus to a maximum number of allies within 5 meters to its half Intellect Modifier with a Recharge Time of 5 and a Recharge Rate of 30. The harness explodes if the Huragok dies, and can be triggered remotely.
					15	7	16	5	

Pre-Schism Jiralhanae Combat Armor										
ARMOR	Size	Mass	Hull Material	Price	Armor Toughness				Special Capability	
Jiralhanae Minor Combat Harness	Jiralhanae fit	16 kg	Sangheili Metallics	25 cR	Head	Arms	Chest	Legs		
					7	7	9	7		
Jiralhanae Major Combat Harness	Jiralhanae fit	16 kg	Sangheili Metallics	45 cR	Head	Arms	Chest	Legs		
					7	8	9	8		
Jiralhanae Ultra Combat Harness	Jiralhanae fit	16 kg	Sangheili Metallics	75 cR	Head	Arms	Chest	Legs		
					8	8	10	9		
Jiralhanae Captain Major Harness	Jiralhanae fit	16 kg	Sangheili Metallics	90 cR	Head	Arms	Chest	Legs		
					9	9	10	9		
Jiralhanae Captain Ultra Harness	Jiralhanae fit	16 kg	Sangheili Metallics	100 cR	Head	Arms	Chest	Legs		
					10	10	11	10		
Jiralhanae Chieftain Harness	Jiralhanae fit	16 kg	Sangheili Metallics	500 cR	Head	Arms	Chest	Legs	-5 Agility when worn.	
					11	12	13	12		
										Shield Integrity
					40	3	10			

Post-Schism Jiralhanae Power Armor											
ARMOR	Size	Mass	Shield			Price	Armor Toughness				Special Capability
Jiralhanae Minor Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	35 cR	Head	Arms	Chest	Legs	-5 Agility when worn.
			25	3	10		8	8	9	8	
Jiralhanae Major Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	60 cR	Head	Arms	Chest	Legs	-5 Agility when worn.
			30	3	10		9	9	9	9	
Jiralhanae Stalker Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	150 cR	Head	Arms	Chest	Legs	Built-in Covenant Camouflage System. Helmet counts as having VISR.
			20	3	10		9	8	8	8	
Jiralhanae Bodyguard Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	110 cR	Head	Arms	Chest	Legs	-10 Agility when worn.
			40	3	10		10	12	13	12	
Jiralhanae Captain Major Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	150 cR	Head	Arms	Chest	Legs	-15 Agility when worn.
			50	3	10		10	11	12	10	
Jiralhanae Captain Ultra Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	190 cR	Head	Arms	Chest	Legs	-15 Agility when worn.
			50	2	10		11	12	13	12	
Jiralhanae Chieftain Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	750 cR	Head	Arms	Chest	Legs	-20 Agility when worn.
			50	2	20		12	13	13	12	
Jiralhanae War Chieftain Armor	Jiralhanae special fit	19 kg	Shield Integrity	Recharge Time	Recharge Rate	1150 cR	Head	Arms	Chest	Legs	-20 Agility when worn.
			60	2	20		13	14	15	14	

Hunter Armor								
ARMOR	Size	Mass	Price	Armor Toughness				Explosives Damage
Hunter Armor	Hunter Fit	779 kg	1090 cR	Head	Arms	Chest	Legs	Hunter Armor ignores the Blast Radius of a weapon and takes the Blast damage of the Kill radius when struck.
				30	30	35	30	
Called Shots	A player may attempt a Called Shot at two locations that have weaker armor than the rest. This is the gut and the back torso of the Hunter. The armor on this is at 22.					There are several locations on the Hunter that have Half Armor. These Called shots are at a -60 from the front and -30 from the rear, which ignore half of the Hunter's armor on impact.		

Hunter Arm Shield

ARMOR	Size	Mass	Hull Material	Price	Armor Toughness	
Hunter Heavy Metal Shield	Hunter Arm Fit	150 kg	Mgalekgolo Metallics	260 cR	SHIELD	
					45	

Covenant Empire Sealed Suits

ARMOR	Mass	Hull Material	Price	Armor Toughness				Special Capability
Sangheili Sealed Suit	4 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	
Jiralhanae Sealed Suit	4 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	
Unggoy Sealed Suit	2 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Methane
				1	0	1	0	
Kig-Yar Sealed Suit	3 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	
Yanme'e Sealed Suit	3 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	
Huragok Sealed Suit	3 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	
Mgalekgolo Sealed Suit	18 kg	Sangheili Metallics	41 cR	Head	Arms	Chest	Legs	Stacks with Combat Harness Vacuum Sealed: Has 45 minutes of Oxygen
				1	0	1	0	

UNSC AND INSURRECTIONIST ARMOR PERMUTATIONS

These variant suit pieces take up space on the suit. Each suit has a helmet location with front, left, right, and jaw locations, a chest location, and abdomen location, a right and left thigh location, a right and left shoulder location, a right and left wrist location, forearms location, and a lower back location. Each permutation fills one or more of these slots. Unless noted otherwise or ruled by the GM, no two permutations may fill the same location. The armor permutations list whether they are limited to, or not available to specific sets of armor. Please keep these in mind when selecting Permutations. Not all Permutations are compatible.

TORSO ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINT LOCATION	COST
Tactical/LRP	Designed to increase combat efficiency of Soldiers, this adds three rectangular Tactical Hardcases to the Abdomen.	Abdomen	60
Tactical/Recon	Intended for longer duration covert operations. This Permutation adds six Tactical Softcases across the Chest piece.	Chest	60
Tactical/Patrol	When stealth is required, everything counts. This Permutation adds a Ghillie Cloak to the armor. Can be used in addition to any other Chest and Back Permutations	Rear Chest	30
UA/CounterAssault	This Permutation adds an armored plate with two Tactical Hardcases over the abdomen of the armor. Gives +1 Chest Armor. Weighs 3kg.	Abdomen	220
UA/ODST	This Permutation borrows from the ODST, and adds an armored plating of an ODST BDU over the top plate. Cannot be used on ODST Battle Dress Uniforms. +2 Chest Armor, weighs 5kg.	Chest	220
UA/Base Defense	Allows for extra storage for 2 40mm Grenades or Hand Grenades, and gives +1 Armor to the Chest. Weighs 3kg.	Chest and Abdomen	180
UA/Multi-Threat	This dangerous addition adds storage for 10 40mm Grenades or Hand Grenades, and adds +1 to the Chest Armor. Weighs 4kg.	Chest and Abdomen	300
HP/Halo	Deployment equipment specialty that adds two plates of Titanium-A over the standard armor as well as a venting shaft underneath the plating. +20 to parachute and jump-gear use, and adds storage for 10 40mm Grenades or Hand Grenades. Mjolnir Only.	Chest/Abdomen	220
HP/Parafoil	This chest piece has two hard points for supporting suspenders that are used to attach to the G-25 PAS Parafoil, or to anything else you can imagine.	Rear Chest	20
Collar/Grenadier	This armor Permutation was the original testbed for Mjolnir Shield Technology, which has been updated to increase the shielding of Mjolnir armors. This Permutation gives +5 to the maximum Energy Shield Strength.	Chest and Abdomen	500
Collar/Breacher	This armor variant addition adds a heavy collar to the chestplate, and gives room to store 7 Shotgun Shells. +1 Armor for the Chest, and any sublocations of the lower-head.	Chest	220
Assault/Commando	The Commando Permutation adds a medium-range Radio Transmitter and a Tactical Hardcase. This also adds a large Tactical Softcase backpack on the back.	Chest and Lower Back	100
Assault/Sapper	This Permutation adds an additional 10 40mm Grenades or Hand Grenades to be stored. Can be swapped out with a variant that contains four Hardcases (two on each side).	Chest	160
Tactical/Softcase	This Large Tactical Softcase can hold up to 7 Magazines, grenades, or the size equivalent.	Lower Back	80
Docking Cable	This additive is placed on the lower back of the armor near the waist that holds a cable used to tether down the Spartan so they do not drift away in space or in vacuums. This cable is able to withstand weights of up to 12,000kg, and is stackable with any other Lower Back Permutation.	Lower Back	30

THIGH ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINT LOCATION	COST
Tactical/Hardcase	Adds an Extra-Large Tactical Hardcase to the outer thigh. Able to store computing information, and has an auto-charging station built in. Room for 5 Magazines, grenades, or an equivalent.	Outer Thigh	50
Tactical/Softcase	Adds an Extra-Large Tactical Softcase to the outer thigh. Able to store computing information, and has an auto-charging station built in. Room for 5 Magazines, grenades, or an equivalent.	Outer Thigh	40
Tactical/Trauma Kit	Specialized storage for medical equipment. Holds two cans of Bio-Foam and a single Self-Adhering Battle Dressing.	Outer Thigh	20
UA/NxRA	This Permutation adds a plate of non-explosive reactive armor to the thigh. +1 Armor when struck in the Thigh Sublocation.	Thigh	120
UA/Chobham	This adds a slab of Clobham Composite Armor to the thigh. +1 Armor when struck in the Thigh Sublocation.	Thigh	120

WRIST ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINT LOCATION	COST
Tactical/Tacpad	A wrist-mounted armored Datapad or TacPad. Striking this counts as striking the arm armor of the Arm location.	Wrist	70
Tactical/UGPS	Adds a Universal GPS System in a reinforced housing to the wrist. Striking the UGPS counts as having armor of the Arm Location.	Wrist	30
UA/Bracer	Extra armor is added to the forearms. +1 Armor when struck in the Forearm Sublocation.	Forearm	120
Breacher	This Permutation adds a bandolier to the Forearm that holds 6 Shotgun Shells, or 10 Rifle Rounds.	Forearm	40

SHOULDER ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINT LOCATION	COST
Sniper Pauldrons	The Sniper Permutation adds storage space for three Rifle Rounds, or Two Shotgun Shells.	Selected Shoulder	20
Jump Jet Restraints	This Shoulder Permutation improves midair maneuverability with specialized mini-jump jets and restraints. Gives the user +10 to Evasion, Maneuvering, and Stunting using a jetpack. ODST and Mjolnir only.	Both Shoulders	100
Large Pauldrons	Any large Shoulder Permutation is designed to increase protection offered on the Shoulder location, offering protection to the head when struck from the side. +1 Armor.	Selected Shoulders	150

HELMET ATTACHMENT PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINT LOCATION	COST
BSD-0	This Attachment adds an IR lamp, IR Laser, and Night Vision Device to your helmet, allowing for half penalties to be taken in Darkness.	Helmet Front	25
CBRN	The CBRN acronym stands for Chemical, Biological, Radiological, Nuclear; Pronounced C-Burn. This module Scans for dangerous chemicals and radioactive materials, or any other airborne or grounded contaminant. The CBRN Module also acts as an S90 Gas Mask.	Helmet Jaw and Side	25
CNM	The Command Network Module (CNM) allows you to access the UNSC or Insurrectionist Command and Control channels.	Helmet Left or Right	25
HUL	The Hardened Uplink Module (HUL) is able to cut through atmospheric interference and light ECM and EMP interference to get calls through to Command.	Helmet Left or Right	25
RS	This Permutation, a Remote Sensor (RS) contains a Helmet Recorder with a variable Zoom Scope with 2x to 20x magnification. Offers improved video quality and zooming capabilities to any UNSC/Insurrectionist helmet recording device.	Helmet Left or Right	25
UA	The UA Attachment Permutation offers extra armor to the Helmet. This gives +1 Armor to the Head. Weighs +1 KG. This Permutation can be used with any other Helmet Attachments.	Helmet	140
Rebreather Unit	The Rebreather Unit acts as an S90 Gas Mask. Attaches to the jowl of the helmet. This unit doubles the supply of oxygen offered through the armor being worn. Standard UNSC BDUs, when used with this rebreather, has a 90 minute supply of Oxygen.	Helmet Jaw	25

[UNI]: Usable with any Armors.
[COV]: Usable with any Covenant Armors.

[UNSC]: Usable with UNSC/Insurrectionist
 Armor with a power source.

[All ODST armors have a power source]

ARMOR ABILITIES

ARMOR ABILITY	BENEFIT	WEIGHT	Cost
Armor Lock [UNSC]	User becomes immune to damage until the start of their next turn, but can take no actions while Armor Lock is active. When Armor Lock is released, it generates an EMP with a 5m radius. Armor Lock has a 3 turn recharge.	2.7 kg	900
Drop Shield [UNSC]	User creates a shield bubble which encloses a 3m radius inside of it. The shield lasts 3 rounds or until integrity is compromised, and has a Shield Integrity of 120.	3.1 kg	600
Evade [UNI]	As a Half Action, the user thrusts in their chosen direction. The thrust is initiated with a small jump to gain momentum, as they're sent further in that direction. Thrusting sends the user their Full Move in meters. This also gives the Character a +10 to any Evasion during that Round. The Thruster has a two Half Action Recharge Time after each use.	1.5 kg	300
Hologram [UNI]	The user projects a hologram of them that moves forward to a maximum distance equal to the users Full Move. The hologram is visually indistinguishable from the user unless using Thermal or VISR to distinguish, but allies will be able to tell the difference via the lack of a Friendly FoF Tag. The Hologram lasts 3 rounds, until a new one is created, or until it takes 10 points of damage. The hologram cannot evade, but will mirror the movements of the creator until it dissipates. Hologram has a 2 Turn recharge.	1.1 kg	300
Sprint [UNSC]	Using the Mjolnir suit's Overclocking system, the user's movement is increased, allowing a character to double their movement speed for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue. This is stacked with a Sprint Move, the character has a 20% chance of tearing their ACL Muscles in half, no matter the Toughness.	0.5 kg	200
Regeneration Field [UNI]	Enhances the armor's regeneration process doubling the armor's Recharge Rate and halving the armor's Recharge Time. Any who enter the field removes 1D10+3 Bleed. The Regeneration Field has a recharge rate of 4 Rounds. The Field is five meters in diameter and lasts for two Rounds.	2.4 kg	800
M805X Forward Acceleration System [UNI]	Doubles the user's Half Move for a single Half Action, giving opponents a -30 to hit them for that adjacent Half Action. This takes two Half Actions to recharge.	0.9 kg	300
T-3 Active Camouflage Unit [UNI]	T-3 Camouflage system integrated with armor. This unit provides a +60 bonus to Camouflage that lasts 5 rounds, but does not mask sounds or weapon effects. 5 turn recharge once deactivated.	2.3 kg	900
Z2500 Automated Protection Drone [UNI]	Automated Drone with a Hull Integrity of 20 and an armor of 12. The Protection Drone has a recharge rate of 10 Rounds. The Protection Drone is counted as having the Bolt Shot pistol, but does not have the charged shot ability. Once Destroyed, it can be regenerated after its Recharge Rate.	4.3 kg	800
UNSC Seeker Drone [UNI]	A small V-TOL helicopter Drone, about the size of a UNSC helmet, which is armed with an M7 Caseless Submachine Gun. It has a simplistic AI with a FoF Tag and Tracker. It finds targets designated as enemies, and chases them down. Has an Armor of 15, and Hull Integrity of 50. Agility of 70 for Evasion, and acts as if it has the Evasion Skill at Trained. It is able to hold 100 Rounds of ammunition to the M7 Caseless SMG, but has no need to reload, as it is a linkless feed Belt. Can be remotely controlled by a Data Pad or TACPAD.	10.6 kg	500
Z5080 Promethean Vision [UNI]	The character can see through 20 meters of wall, floor, and any other obstacle. This also works against finding cloaked users by giving the character a +30 to find them. This lasts four Two Rounds and has a recharge rate of Four Rounds.	2.1 kg	800
Z-90 Photon Hardlight Shield [UNI]	The User generates a shield of hardlight in front of them, which covers their entire body in the direction they're facing, for 2 Rounds. This shield is impenetrable, and impervious to damage, but only protects in the direction it is facing. Explosive weapons that detonate near the user will still cause its damage. The user cannot attack or take other actions that require use of their arms while the shield is active. Additionally, their armor's energy shields do not recharge. 2 turn recharge.	2.1 kg	800
Bullfrog Jetpack [UNI]	The user is able to thrust upward 30-(X) meters, and forward whatever your movement speed was at the time of use. The Jetpack may be used to stop fall damage. For every Half Action used, the Jetpack uses 10 of its charge of its 100. The Jetpack may continue rising upward as long as it has the charge. Entering a Hovermode allows it to stay stationary in the air only using up 5 of the charge. When not being used, the Jetpack charges 10 per Round. (X) is equal to +1 for every 100kg the user weighs and has on him. When in zero gravity, the usable weight is multiplied by 10.	11.7 kg	400 (200 to ODST)
Covenant Thrust Pack [COV]	The user is able to thrust upward 30-(X) meters and forward whatever your movement speed was at the time of use. The Jetpack can be used to stop fall damage. For every Half Action used, the Jetpack uses 10 of its charge of its 100. When not being used, the Jetpack charges 10 per Round. (X) is equal to +2 for every 120kg the user weighs and has on him. When in zero gravity, the usable weight is multiplied by 10.	6.3 kg	400

Scopes, Firing, and Weapon Attachments

Here is a list of special modes of attacking with weapons, using scopes, and using weapon attachments. Make sure to read through this before making any range shots or attempting to upgrade or alter your weapon in any way.

SPECIAL RULE	EXPLANATION
Spotting for Snipers	When a sniper is being assisted by another player to make a shot, that character may use their Full Action to improve the Sniper's Scope range. Spotter Rolls are made using a scope equal or greater power than the Sniper's. The Spotter makes a Perception Test, and for every Degree of Success, the Sniper gains a +10 to taking the shot. If the Perception Test was successful, the Sniper is considered to be using the power of the scope that the Spotter is using.
Indirect Fire	By using a Spotter, a character with an appropriate ranged weapon may attempt to attack an enemy they cannot see. They must be able to receive information about the target from the Spotter via radio communication or Smart-Link via HUD. The Penalty for an Indirect Fire first begins at -100. The Attacking character gains bonuses to the hit for each Degree of Success the Spotter gains on a Perception Test and a Warfare Ranged Test. For each Degree of Success, the attacking character gains +10 to hit. The character taking the shot has to use an Intellect Test instead of a Warfare Range test, because they are working with information rather than their own aptitude with the weapon. If the attacking character is using Smart-Link and a HUD, they can instead use a Warfare Range attack, rather than the original replacement Intellect Test. The Bonus the character is taking for the Indirect Shot cannot surpass the character's Warfare Range characteristic. The penalty of the -100 cannot go above any higher than 0, nor can it gain any bonuses.
Accuracy: Scope and Laser Bonuses	Scopes and Lasers offer bonuses to hit based on the scale and use. All weapons are considered to have Iron Sights, when not using a scope. If there is an attachment on the top rail that is not a scope, an Aim Action cannot be taken. CQB: Any scope that is using Iron sights or any scope 3x and below gain the CQB status, which all give a +10 to Full Aim, and +5 to Half Aim. MARKSMAN: Marksman optics are the plain optics such as the EVOS-D and A2 Scopes, which give a +20 to Full Aim, and +10 to Half Aim. Only applies to Scopes of 5x and below. SNIPER: Sniper Optics are the Oracle N-Viant Scopes, which give a +30 to Full Aim, and +15 to Half Aim. This is to signify all of the bells and whistles each of these scopes offer. To use a Sniper scope to get these benefits, the user must have the Marksman Ability. If you do not have this Ability, all Sniper Optics counts as Marksman. This only applies to Scopes 6x and above.
Scope Limits	Every Scope has a range limit that makes their use more harmful than useful. This is shown on the graph on below this table. When using a scope below the Minimum Range, you take the scope being used as a penalty, and not a bonus.
Scopes and Lasers Stacking	When using Scopes and Lasers together, their bonuses stack together. Using two scopes do not stack, and give a Penalty instead of a bonus, where both scope bonuses are added together.
Weapon Attachments	There are many weapons and weapon attachments when it comes to weaponry. This table indicates what rails each weapon has, and what can be taken with that weapon. You cannot load two different attachments on a rail, and each attachment must fit. No Grenade Launchers on a pistol, as the launcher is larger than the pistol itself. The GM must use common sense to properly allow players to build weapons. Only silencers and other barrel-mounted attachments may be put on the barrel. The Rail Mount Table can be found right under the Scope Limit Table.

SCOPE	Ironsight	Red Dot	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
MINIMUM RANGE	---	1m	2m	5m	8m	11m	14m	17m	20m	23m	26m	29m	32m	35m	38m	41m
	SCOPE	16x	17x	18x	19x	20x	21x	22x	23x	24x	25x	30x	40x			
	MINIMUM RANGE	44m	47m	50m	53m	56m	59m	62m	65m	68m	71m	86m	106m			

WEAPONRY RAIL MOUNT TABLE

Weapon Classification	Rails Available	Attachments Available	Example Weapon
Pistol	Upper, Lower, Barrel	None	M6G
PDW	Upper, Lower, Side, Barrel	None	M6J, M7S
Assault Rifle	Upper, Lower, Side, Barrel	Underslung Grenade and Shotgun	MA5 Series
Shotgun	Upper, Lower, Side, Barrel	None	M90A CAWS
Marksman Rifle	Upper, Lower, Side, Barrel	Bipod, Sniper Optic, Underslung Grenade and Shotgun	M392, BR55
Sniper Rifle	Upper, Lower, Barrel	Bipod, Sniper Optic	SRS99-S5-AM
Light Machine Gun	Upper, Lower, Side, Barrel	Bipod	M739 SAW, Confetti Maker
General Purpose Machine Gun	Upper, Lower, Side, Barrel	Bipod	M247, HMG-38
Turreted Machine Gun	Lower, Barrel	Tripod	AIE-486H, M247H
Heavy Support Weapon	Side	None	M6 Grindell, M41 Rocket Launcher, ARC-920
Flamethrowers (Note: Cannot use optics)	Lower, Side	Underslung Grenade and Shotgun	Flamethrowers

WEAPON SPECIAL PROFILES

Many weapons have special rules listed in their profiles. These special rules listed control how the weapon is used in play. There are special rules that determine how you can use or gain the weapon, which are shown as [DW], [H], and [I]. Here is a list of the following special rules of weapons, with an explanation of what they do. Please read all before making use of weapons.

SPECIAL RULE	EXPLANATION
[DW] Dual Wield	Weapons with Dual Wield only take -20 of the standard -30 Dual-Wielding penalty. Weapons that have the Heavy Quality take -60 instead of the base -30 Dual Wielding penalties.
[H] Heavy Weapon	There are many weapons that are too powerful or heavy to properly fire without falling or being pushed back. If a user does not Brace a heavy weapon before firing, that user must take a Strength Test. If the user passes the Strength Test with more than a single Degree of Success, they will not stumble or fall. If the user passes with only one, they stumble back from the force of the weapon. If the user fails with one Degree of Failure, or breaks even, the weapon is dropped and the user stumbles back. If the user fails the test with more than one Degree of Failure, they fall over and drop the weapon.
[I] Insurrectionist Weapon	Weapons that Insurrectionists have access to without paying an extra price of %25 more.
Cauterize Special Rule	Cauterizing weapons sear any wounds shut, and cause no bleeding. Instead, half the Bleed that would have been caused is added to the damage that is being dealt. Any weapon with the Cauterize Special Rule deals Critical Damage on a roll of either a 9 or a 10 on the Damage.
Flame Special Rule	<p>The Flame Special Rule deals damage each round a character is in the flames. To find out how much damage the fire does, the special rule has an (x) with a dice amount. This shows how much damage in dice rolls are dealt each round. For example, the standard Napalm Grenade has Flame (1D10), so the Napalm deals 1D10 damage each round.</p> <p>A character must make an Agility Test to escape the fire, if a character has caught on fire, the character must make a -20 Agility Test to put themselves out. Each consecutive attempt gains a +10 bonus to put out or escape the flames.</p> <p>Flames take 4 Rounds per dice of damage to go out. This means if a weapon has Flame (2D10), it will take 8 Rounds for the flames to go out.</p>
Gravity Special Rule	A weapon with the Gravity Special Rule has a numbered (X) that determines how long of a range in meters the gravity well effects. The closer the gravity well of a weapon, the farther the opponent will be pushed back. For every meter an opponent is in the gravity well's center, they are thrown back 2 meters. For example, if a player is three meters inside a Gravity (6), the player gets thrown back 6 meters. For every meter the opponent is in the gravity well, the opponent takes 2 extra points of damage that ignores Armor and Toughness.
Penetrating Special Rule	A weapon with the Penetrating Special Rule means that when a weapon hits a shield, it does double the Piercing damage.
Homing Special Rule	When a weapon has the Homing Special Rule, the weapon is able to reroll a missed To-Hit attack.
Vehicle Lock Special Rule	A weapon with the Vehicle Lock Special Rule has the ability to home in on vehicles with incredible accuracy. A weapon with Vehicle Lock Special Rule has a +30 to hit when inside the weapon's Range. Homing bonuses do not affect Perceptive Range.
Recharge Rate Special Rule	When a weapon has a Recharge Rate, that weapon cannot fire until (x) many Half Actions, starting after the Half Action the weapon was fired.
Overheat Special Rule	Any weapon with the Overheat Special Rule must take (x) Half Actions to cool down to be used again. Once the weapon cools, it is able to be fired once more. Some weapons may build up (X) based on how many uses were made.
EMP Special Rule	The EMP Special Rule disables vehicles for 1D5 Half. The user of the vehicle can attempt to use a Technology Skill Test to lessen this by one Half Action. EMPs also shut down equipment using the same rules. Equipment being hit by an EMP has a 5% change on a 1D100 roll to have its memory erased. This does not affect AI or advanced, armored computing devices. All Military equipment are immune to EMPs erasing data.
Sticky Special Rule	<p>Any item with the Sticky Special Rule is incredibly adhesive. The item will stick to whatever touches it once it is activated, and takes a -30 Strength Test to remove the item.</p> <p>A direct hit does not allow a character to evade an explosive, as it is stuck to them. They are still able to evade allies to keep them from harm or attempt to remove the explosive.</p>
Headshot Special Rule	When taking a shot to the head, the Character doesn't get to add in their Toughness Bonus for ignoring damage.
Electrified Special Rule	When a character is struck by a weapon with the Electrified Special Rule, as long as it isn't hitting a shield, stuns the character if they fail a -20 Toughness Test. If the character is stunned this way, the character is stunned for 1D10-Toughness Modifier rounds, and take an additional round of being stunned for every degree of failure on the Toughness Test.
Stun Special Rule	When a weapon with Stun Special Rule hits a character, that character must make a Toughness Test. For every shot that hits the Character, the Toughness Test they take is at a -5. If the test is failed, the character is Stunned for (X)-Toughness Modifier Rounds, minimum of 1.
Tranquillize Special Rule	When a weapon with the Tranquillize Special Rule hits a character, they are considered Stunned for (X) Rounds. Every time the Character is struck by a weapon with this Special Rule, the duration is increased by

	(X). If (X) surpasses 10, the Character becomes Unconscious. Every time the Character his hit by a weapon with this Special Rule, they must make a Toughness Test. If Failed, they gain +1 to (X) for every Degree of Failure. If passed, they gain -1 to (X) for every Degree of Success. When (X) is 0, the Character is no longer considered Unconscious or Stunned.
Dice Minimum Special Rule	The Dice Minimum Special Rule is where a dice roll cannot count as rolling under a specified number shown by (x). If a Dice Minimum is (4), any roll under a 4 counts as rolling 4.
Hard Light Special Rule	Weapons with the Hard Light Special Rule contains the Cauterize Special Rule. When a weapon with the Hard Light Special Rule kills a character, that character and their armor disintegrate.
Recharge Rate Special Rule	A weapon with a Recharge Rate must recharge for (x) Half Actions, starting after the Half Action the weapon was fired. Once a weapon is done recharging, it may be fired again.
Needle Special Rule	Needlers and other Needle-based Covenant weaponry are powerful due to the explosive ballistics that are fired. Needles explode when they reach the specified amount (x) of Needles in the target. For example, a Needle (2) only needs 2 needles to instantly explode. All Needles of a specific type explode when another of the kind explodes. When the needles explode, they do (X)d10 damage, where (X) is the amount of needles in the target, ignoring Armor. A user can remove a Needle per Half Action, and can remove an additional one for every 2 Agility Modifier. Needles dissolve after 3 Rounds, if they do not meet their required (x). When they dissolve, they only do an extra single point of damage that ignores Armor and Toughness.
Explosive Special Rule	Any explosive used has a blast and a kill radius. An explosive will hurt anyone in the radius of the explosive blast designated by blast(x). Anyone close to the detonation will take two times the damage, designated by Kill(x). Explosive damage ignores half of the shields that block them.
Shotgun Spread Special	Shotguns firing buckshot, flechette, or anything with the Spread Special Rule are given +10 to hit, but have only half of that weapon's Range. Spread shot fires in a cone shape, and are able to hit multiple targets. Spread-based shots lose 1 damage for every 5 meters distance away the character is from the weapon.
Kinetic Special Rule	When an attack hits the shields, even if the attack does not break through the shield, deals half the damage done to the shields to the user being hit. The shield still takes the damage as normally, as well.

WEAPON FIRING TYPES

Weapons have specific firing types based on the type of weapon it is. Make sure to read these before attempting to use any weapon.

WEAPON FIRING	EXPLANATION
Semi-Automatic Rate of Fire	Semi-Automatic weaponry fire one single Shot per squeeze of the trigger. This allows for more accurate Shots, but at the cost of a slower rate of fire. Weaponry firing Semi-Auto gain a +10 Bonus To Hit, and are able to fire their Rate of Fire per Half Action. For example, a weapon with a Semi-Auto Rate of Fire [3] can take 3 Shots per Half Action, making 6 Shots in total for a Round. Each Shot taken is its own attack, and must be rolled for in a group. This means the weapon firing 6 Rounds makes 6 attacks total.
Burst Fire	Weaponry using Burst Fire will fire a set amount of Shots with a single squeeze of the trigger. Burst Fire weaponry cannot alter how many Shots are taken with each attack. Burst Fire weapons may be fired once per Half Action, allowing for two full Attacks in a Full Action or single Round. Attacks being made with the Burst Fire Rate of Fire gain +10 To Hit. The downside to anyone making an attack with a Burst Fire weapon is that the Opponent will be able to make only a single Evasion attempt, instead of one for each shot. If the Evasion is successful, the Opponent evades all shots fired that Half Action from the Burst Fire weapon. If failed, all of the Shots fired hit. When firing Burst Fire weaponry, they all hit on the rolled Location.
Automatic Rate of Fire	Automatic weaponry fire continuously with a single, uninterrupted squeeze of the trigger. These weapons gain no bonuses to accuracy like Semi-Auto and Burst Fire. Instead, these weapons depend on closer-range and higher output of ammunition to get the job done. Automatic weaponry, unlike Burst Fire and Semi-Auto fire their full Rate of Fire as a Full Action, and half as a Half Action. You are allowed to decide how many Shots you are firing up to these Full and Half Action limits, rounding down. Automatic Weaponry roll an Attack per every Shot being fired. For Example, a weapon with an Automatic Rate of Fire [7] would fire 3 Shots as a Half Action, or 7 Shots as a Full Action. If you decide to fire one Half Action for the 3 Shots, and decide to continue firing on the next Half Action, you gain the remaining 4 Shots fired.
Sustained Rate of Fire	Any weapon that is considered to be firing the entire Half Action, without pause. An example of a sustained fire weapon are Flamethrowers and laser weapons. A weapon with sustained fire makes one single to-hit at +20. If the roll is successful, the attack is successful. With every degree of success, the attack deals another set of its damage. For example, if a weapon with 2D10 damage has a Sustained Fire of 2, it can deal its damage up to two times. Each time the weapon deals its damage, the character being attacked can do an Evasion attempt. Evading does not evade the entire attack, but just that set of damage.
Pump Action	Any weapon with the Pump Action Rate of Fire is only able to fire once per Half Action, and can trade the Response Action for a third shot. This removes any ability to use that Response Action.
Charge Rate of Fire	Weapons with the Charge Rate of Fire can only fire after it has been charged for (x) Half Actions. Once it has charged fully, the shot may be taken. Some weapons have the ability to be charged for so many Half Actions, often gaining additional effects.

Flamethrowers and Defoliants

Flamethrowers and Defoliant weapons are given a +10 to hit, but have a short range to make up for how powerful they are. Flamethrowers fire in a cone shape, and are able to hit multiple targets at once. Flamethrowers and Defoliant weapons lose 2 damage dealt for every meter a character is away from the user.

EQUIPMENT AND WEAPON SPECIAL RULES

There are specific pieces of equipment that deal special status effects or outcomes. There are also ways to improvise weapons out of common materials that are covered under this section.

EQUIPMENT SPECIALS	EXPLANATION
Pepper Spray	Pepper Spray only affects a character when struck in the face. A character being hit by Pepper Spray must make a -40 Toughness Test or gain a Fatigue. A character cannot gain more than one Fatigue from Pepper Spray. A character that has been sprayed in the face are at a -30 penalty for both Visual and Smell-based Tests, including any attacks.
Blades in Grapples	When making grappled attacks with bladed weapons, the character is able to roll a 1D10. On the roll of a 10, the knife ignores half armor to represent finding and stabbing in to a weak point or joint.

EXPLOSIVE RULES

Some explosives, such as grenades, have special rules that affect the gameplay differently from others.

EXPLOSIVE SPECIALS	EXPLANATION																					
Throwing Grenades	Grenades are used often on the battlefield, and characters must be adept at using them. Any character throwing a Grenade automatically gains a +10 to the Warfare Melee Test. If a grenade hits someone, the grenade deals the character’s Strength Modifier in damage. Use the Throwing Rules to see how far a grenade can go, and what happens on a scatter.																					
Cooking a Grenade	Once a grenade is primed, it takes two Half of a single character to go off. It takes a grenade a Half Action to aim if tossed farther than four meters. This allows a character to quickly throw a grenade once the pin is thrown and give the opponent possible time to throw it back. The user of the grenade may also cook it, and throw it right before it goes off to not allow the opponents to discard the grenade. When discarding or cooking a grenade, the user must make a +20 Agility Test. Starting at the desired point of impact, for every degree of failure, the grenade goes off one meter closer to the thrower due to timing errors.																					
Scattering Grenades	A grenade will only scatter if the player fails the warfare Melee roll when throwing. The grenade scatters 1D5 meters for every 2 Degrees of Failure gained on the roll. The scatter is rolled at the grenade’s desired point of impact, not the character throwing.																					
Flashbang Grenades	The effect of a Flashbang detonating blinds and deafens any character within its radius. Flashbangs blinds and deafens a character for 1D10+(X) - Toughness Modifier (Maximum of 5) in Half Actions. Beginning at 12, for every meter the character is away from the Flashbang reduces X. Characters stunned by Flashbangs do not count as Vulnerable or helpless. Characters that have polarized visors take only half of the Half Actions that the Flashbang causes. A character may attempt an Agility Test to shield their eyes from the blast to save themselves from 1d5 Half Actions.																					
Tear Gas Effect	The effect of Tear Gas lasts roughly 10 Rounds, subtracting one for every 5mph the wind is traveling. When first in the Tear Gas, the character must make a Toughness Test. For every degree of failure, the character gains one degree of Fatigue. When inside the cloud of Tear Gas, all characters are at a -40 to visual Perception and Warfare Range Tests, and these characters also gain a -20 penalty to Warfare Melee. Unless a character has a sealed suit of any kind, for every two Rounds in the cloud, the character gains another Fatigue. For every Round, the Tear Gas cloud radius is reduced by 2 meters, unless in small enclosed areas, where it the cloud radius is reduced 2 meters for every 5 Turns.																					
Concussive Grenades	<div>The effect of a Concussion Grenade, much like the Flashbang, detonates and disorientates anyone within the radius. The Concussion Grenade disorientates a character for 1D5+(X) – Toughness Modifier (Maximum of 5) Half Actions. Beginning at 12, for every meter the character is away from the Concussion Grenade, X is reduced by 1. When a character is disorientated, they gain penalties in Intellect and Perception at -40 each. The character also takes -50 to Warfare Melee and Warfare Ranged. If a character is attempting to recall any information, the character must take an Intellect Test at the proper modifier shown from the chart below.</div> <table><tr><th>DIFFICULTY</th><th>EXAMPLE</th><th>MODIFIER</th></tr><tr><td>PERSONAL</td><td>Own Name, Occupation</td><td>+20</td></tr><tr><td>SIMPLE</td><td>Friend’s Name, Current Location</td><td>+10</td></tr><tr><td>EVERY DAY</td><td>Current Day, Reloading Weapon</td><td>-0</td></tr><tr><td>COMMON</td><td>Current Objective, Own Address</td><td>-10</td></tr><tr><td>CHALLENGING</td><td>Math, Locations, Reading</td><td>-20</td></tr><tr><td>PROBLEMATIC</td><td>Mechanics, Geometry</td><td>-30</td></tr></table>	DIFFICULTY	EXAMPLE	MODIFIER	PERSONAL	Own Name, Occupation	+20	SIMPLE	Friend’s Name, Current Location	+10	EVERY DAY	Current Day, Reloading Weapon	-0	COMMON	Current Objective, Own Address	-10	CHALLENGING	Math, Locations, Reading	-20	PROBLEMATIC	Mechanics, Geometry	-30
DIFFICULTY	EXAMPLE	MODIFIER																				
PERSONAL	Own Name, Occupation	+20																				
SIMPLE	Friend’s Name, Current Location	+10																				
EVERY DAY	Current Day, Reloading Weapon	-0																				
COMMON	Current Objective, Own Address	-10																				
CHALLENGING	Math, Locations, Reading	-20																				
PROBLEMATIC	Mechanics, Geometry	-30																				
Smoke Grenade Special Rule	A Smoke Grenade covers an area of (X) meters in a thick, colored smoke. The smoke gives a -50 to vision-based Perception Tests, as well as any Warfare Melee and Warfare Range Tests. After two Rounds, every Round the Smoke Grenade is still active the Penalty is lowered by 5 until it is completely dissipated. This means a Smoke Grenade lasts 12 Rounds in total.																					

VEHICLE RULES

VEHICLE SPECIFICATIONS

There are the vehicle's characteristics and specifications listed under a vehicle's profile. This explains what they mean and how to properly use the vehicle.

VEHICLE STATS	EXPLANATION
Meters Per Turn (MpT) Acceleration and Breaking	Meters Per Turn is the rate at which a vehicle begins moving from 0, which is a full stop. Acceleration is the amount of Meters Per Turn the vehicle is able to increase speed every turn it is moving. Breaking Speed is the amount of Meters Per Turn the vehicle is able to slow down movement. Max Speed is the top speed a vehicle can move before it can no longer accelerate.
Vehicle Maneuverability	A player may attempt to make an Evasion with a vehicle by rolling half of the character's Agility and adding the modifiers of both Pilot and Evasion. If Pilot is untrained, only half of Evasion is added. If Evasion is untrained, only half of Pilot is added. A Vehicle's Maneuverability is the limit at which the player's Evasion can be used. A user making a Maneuverability Test will give any user that next Half Action a -20 penalty to hit. A Vehicle Evasion works as a standard evasion with Evasion's ruleset.
Aerial Vehicle Turn Rate	Aerial vehicles have specified turn rates that they can make in a single Full Action. This is shown in degrees of a turn radius, but a GM can decide whether or not to use this.
Driving in Structured Time	<p>When piloting vehicles, the speed and maneuverability are the main two characteristics that must be taken in to mind. A vehicle's speed is always in meters and can eventually move much faster than anyone on foot, as acceleration must be taken in to mind.</p> <p>Acceleration of a vehicle is how many meters it can first move before going all out. For every 10 KM/H a vehicle is going is 5 squares the vehicle can move on a grid map, if every square is a single meter. This means that the M12 FAV Warthog, when moving all out, can move 60 meters a Turn.</p>
Crew and Complement	<p>Every vehicle has a crew with a certain amount of operators and passengers the vehicle can occupy. If the vehicle does not have a character to operate certain aspects of the vehicle, then that part of the vehicle will not be usable.</p> <p>Every vehicle lists how many passengers that can fit in the vehicle before problems ensue. There are complements that also are specified within every vehicle page.</p>
Hull Integrity	Each vehicle has a Hull Integrity, which acts as the vehicle's Wounds. Whenever a vehicle surpasses these wounds, that vehicle breaks down and is unusable. Every vehicle has a set amount of wounds before it completely breaks down, and each vehicle begins to take penalties if the GM decides a tire is shot out or if something else happens. When at half Hull Integrity or less, a vehicle loses half of its Hull Toughness when being attacked or wrecking in any way.
Hull toughness	The Hull Toughness varies compared to where the vehicle was struck. Each vehicle has a Front, Back, Side, Top, and Bottom Toughness value that works the exact same as a character's Toughness Modifier. Any wounds the vehicle takes is subtracted by the vehicle's Hull Toughness.
Main Turret Turn Rate	Any vehicle that has a turret has a turn rate at which the turret can rotate per Turn. These specify whether a gunner could, in fact, turn and fire at an enemy on the battlefield, or if the turret comes up short for the shot.
Vehicle Targeting Range	If a target is within the Vehicle's Targeting Range, the character controlling the weapon will gain a +20 to hit that target. Targeting takes 1 Round to acquire, and then can be fired the next. It takes one Round to change the target character. If a character is targeted and fired on, the character firing the weapon doesn't need to retarget.
Vehicle Price	Every vehicle has a cR Price, these works exactly as any other piece of Equipment.
Break Points	Break Points serve as a Wound System for each module of a vehicle; the Weaponry (Wep), Mobility (Mob) System, Engine (Eng), Optics (Opt), and Crew Compartment (Crew). When a Module hits its limit in Break Points, that module is destroyed, sometimes knocking the vehicle out of commission. This is up to the GM on if and how it is put out of operation, whether its ammunition load explodes, its engine catches fire, etc. It is best for the GM to choose the destruction of the vehicle relative to what was damaged the most, or most recent.

VEHICLE IMPACT RULES

These rules specify what happens when a vehicle impacts an object, whether it be a character, a building, or even another vehicle. This also includes rolling, wrecking, and even the vehicle exploding.

VEHICLE IMPACTS	EXPLANATION														
Manslaughter and Splatter	When a character is hit with a vehicle, the vehicle deals 1D10 damage for every 10KM/H the vehicle is traveling, ignoring Armor. The character must make a -20 Agility Test or -20 Strength Test or be stuck on the vehicle. If passed, the character is thrown to the side. If failed by less than four Degrees of Failure, the character is thrown over the vehicle. If failed by four or more Degrees of Failure, the character is run over, taking the damage a second time, this time ignoring Armor and Toughness.														
Wrecking and Collisions	When a vehicle hits a wall, characters in the vehicle take 1D10 damage for every 10KM/H the vehicle is traveling. This damage ignores Armor on the character. The vehicle in the collision takes 1D10 damage for every 10KM/H the vehicle is traveling. If a character has declared to have used the vehicle's restraints prior to the crash, they may remove half of the caused damage, and it no longer ignores Armor.														
Colliding Vehicles	When two vehicles collide, they add up both of their speeds together, and take 1D10 for every 10KM/H of the combined speed of the vehicles. The same goes for the damage from the characters inside the vehicles.														
Rolling Vehicles	If a wreck is about to happen, the GM must find how many times it could roll. To do so, the GM rolls 1D10 and adds +1 for every 20KM/H the vehicle is traveling. If a vehicle is moving slower than 20KM/H, roll 1D5 to find how many rolls it will make, instead. For every roll the vehicle makes, the vehicle and the characters in it takes 1D10+(X) damage for every 10 KM/H the vehicle is traveling, where (X) is +1 for every 10KM/H the vehicle is going. This ignores armor. If a character has declared to have used the vehicle's restraints prior to the crash, they may remove half of the caused damage, and it no longer ignores Armor.														
Vehicles and Explosives	Vehicles only take half damage from the Blast of an explosive, and takes normal damage from the explosive's Kill radius, with no multipliers.														
Characters in Vehicles	When a vehicle is being attacked, a GM can decide where there is a possibility of the characters inside being hit. If a character in a vehicle that has an enclosed top, the attack must first fully penetrate the vehicle's armor as if it were Cover Points before making the rest of the damage on the character. If an explosive hits the character in an enclosed vehicle, the character takes the explosive damage as if they had the quality of a vehicle, as seen in the explanation above.														
Vehicle To Hit	When rolling on the Vehicle Hit Location, if a vehicle does not have the system rolled, a different location is hit. This does not necessarily need to be re-rolled; hits to a Warthog's Weaponry may be treated as hitting its Hull if it isn't carrying any, for example. <table border="1"> <thead> <tr> <th>ROLL</th><th>HIT LOCATION</th></tr> </thead> <tbody> <tr> <td>0-20</td><td>Weaponry</td></tr> <tr> <td>21-60</td><td>Hull</td></tr> <tr> <td>61-70</td><td>Mobility System</td></tr> <tr> <td>71-80</td><td>Engine</td></tr> <tr> <td>81-85</td><td>Optics</td></tr> <tr> <td>86-100</td><td>Crew Compartment</td></tr> </tbody> </table>	ROLL	HIT LOCATION	0-20	Weaponry	21-60	Hull	61-70	Mobility System	71-80	Engine	81-85	Optics	86-100	Crew Compartment
ROLL	HIT LOCATION														
0-20	Weaponry														
21-60	Hull														
61-70	Mobility System														
71-80	Engine														
81-85	Optics														
86-100	Crew Compartment														
Hitting Vehicle's Weaponry	When a vehicle's weaponry is hit, the GM gets to decide, on a dice roll, what weapon is hit. This usually works by splitting up a dice roll so certain results hit certain weaponry, with larger weapons having a higher percentage to be hit. The GM may decide whether to apply the vehicle's Hull Toughness to the attack based on which weapon was struck and where. Gun barrels are typically unarmored on human vehicles, while ammunition stores are safely protected deep within the armored hull.														
Hitting Crew Compartments	Any damage dealt to the vehicle must surpass the vehicle's Hull Toughness before it can deal damage to any characters inside, unless the vehicle is open in the direction it's struck. A die is rolled to randomly determine which Crew Compartment is struck if the attacking character is not specifically aiming for one. <table border="1"> <thead> <tr> <th>ROLL</th><th>OUTCOME</th></tr> </thead> <tbody> <tr> <td>1-2</td><td>No additional damage</td></tr> <tr> <td>3-4</td><td>Passanger(s) take half damage from attack</td></tr> <tr> <td>5-8</td><td>Crew Compartment Hull Toughness reduced by 5</td></tr> <tr> <td>9</td><td>Crew Compartment Disabled</td></tr> <tr> <td>10</td><td>Crew Compartment Destroyed</td></tr> </tbody> </table>	ROLL	OUTCOME	1-2	No additional damage	3-4	Passanger(s) take half damage from attack	5-8	Crew Compartment Hull Toughness reduced by 5	9	Crew Compartment Disabled	10	Crew Compartment Destroyed		
ROLL	OUTCOME														
1-2	No additional damage														
3-4	Passanger(s) take half damage from attack														
5-8	Crew Compartment Hull Toughness reduced by 5														
9	Crew Compartment Disabled														
10	Crew Compartment Destroyed														
Hitting Passengers	Similar to hitting the vehicle's weaponry, if there are multiple passengers in one Crew Compartment the GM may decide which passenger is hit using a dice roll. This usually works by splitting up a dice roll so certain results hit certain passengers, with larger and closer passengers having a higher percentage to hit. If a passenger is struck, the attack is then against the player and the Hit Location must be rolled on the player, as the attack no longer does damage to the vehicle unless surpassing the passenger's Armor *2. Explosives still deal damage to vehicles when this happens, as well as anyone else in the radius.														

Hitting the Engine	<p>When an attack strikes the engine, no true harm will come to the vehicle unless the damage surpasses the vehicle's armor, the same way Cover Points work. For every ten damage dealt to the engine, the GM rolls on the following chart for the outcome.</p> <table> <tr> <th>ROLL</th><th>OUTCOME</th></tr> <tr> <td>1-2</td><td>No additional damage</td></tr> <tr> <td>3-4</td><td>Engine takes 5 extra damage</td></tr> <tr> <td>5-8</td><td>Engine Disabled for 1 Turn</td></tr> <tr> <td>9</td><td>Engine Disabled for 3 Turns</td></tr> <tr> <td>10</td><td>Engine is Destroyed</td></tr> </table>	ROLL	OUTCOME	1-2	No additional damage	3-4	Engine takes 5 extra damage	5-8	Engine Disabled for 1 Turn	9	Engine Disabled for 3 Turns	10	Engine is Destroyed
ROLL	OUTCOME												
1-2	No additional damage												
3-4	Engine takes 5 extra damage												
5-8	Engine Disabled for 1 Turn												
9	Engine Disabled for 3 Turns												
10	Engine is Destroyed												
Hitting Vehicle Optics	Optics are on vehicles such as tanks and other enclosed vehicles with no windows. If a vehicle does not have Optics, the hit is counted on the Hull. Most vehicles have separate Optics for each crew position. Once the Optics are destroyed, the vehicle's crew are operating blind. Nearly all vehicles with Optics apply their vehicle's Hull Toughness, but the GM may decide to ignore the vehicle's armor on a particularly impressive attack, or if the vehicle's Optics is being used to represent a headlight or windshield.												
Hitting the Hull	Nothing important is hit, vehicle takes damage as normal.												
Hitting the Mobility System	<p>When a vehicle takes damage in the Tire or Track, there are multiple possible outcomes. Use this chart to see Special Damage outcomes for tires hit. (X), in the chart, is +1 for every 10 damage dealt.</p> <p>Tracks do not have a chart to be rolled on due to their durability. Instead, each Tread/track has 20 Break Points. At 20 Break Points, the tread and track break.</p> <p>Anti-Gravity systems have 15 Break Points. At 10 Break Points, the anti-gravity loses half maximum speed and half acceleration. At 15, the anti-gravity system gives out and the vehicle is no longer able to move.</p> <table> <tr> <th>ROLL</th><th>OUTCOME</th></tr> <tr> <td>1-2</td><td>Wheel is struck, tire takes no damage.</td></tr> <tr> <td>3-4</td><td>Wheel is bent, -(X) to KM/H Acceleration. (X) Maxes at 4.</td></tr> <tr> <td>5-8</td><td>Tire is struck but deals minimal damage. -(X) to Max Speed. (X) Maxes at 5.</td></tr> <tr> <td>9</td><td>Tire is struck. -(X) KM/H to Max Speed. -(X) to KM/H. (X) maxes at 5.</td></tr> <tr> <td>10</td><td>The Tire struck is off balance, if it was not already. -(X) KM/H to Acceleration per wheel. (X) Maxes at 7.</td></tr> </table>	ROLL	OUTCOME	1-2	Wheel is struck, tire takes no damage.	3-4	Wheel is bent, -(X) to KM/H Acceleration. (X) Maxes at 4.	5-8	Tire is struck but deals minimal damage. -(X) to Max Speed. (X) Maxes at 5.	9	Tire is struck. -(X) KM/H to Max Speed. -(X) to KM/H. (X) maxes at 5.	10	The Tire struck is off balance, if it was not already. -(X) KM/H to Acceleration per wheel. (X) Maxes at 7.
ROLL	OUTCOME												
1-2	Wheel is struck, tire takes no damage.												
3-4	Wheel is bent, -(X) to KM/H Acceleration. (X) Maxes at 4.												
5-8	Tire is struck but deals minimal damage. -(X) to Max Speed. (X) Maxes at 5.												
9	Tire is struck. -(X) KM/H to Max Speed. -(X) to KM/H. (X) maxes at 5.												
10	The Tire struck is off balance, if it was not already. -(X) KM/H to Acceleration per wheel. (X) Maxes at 7.												
Broken Wheels and Treads	The following is a chart that shows what happens when a vehicle loses a certain amount of tires or treads for how many it has. There is a pattern of No Effect, 5%, 15%, 30%, 70%, 90%, and Immobile. This pattern will help with the suggested effects of Mobility damage. If a vehicle is missing all the tires from one side, it will only drive in a circle. Vehicles with more tires on one side than the other will always turn towards the direction that has less wheels, but this can be countered by the driver and will cause difficulties with Pilot Tests.												
Repairing Vehicles	<p>Breaking Points take 1D10-(X) hours per Breaking Point. (X) is equal to the amount of Degrees of Success from the Repair Roll, and this roll has a minimum repair time of 1. If the test was failed, it adds to the time of the next Repair Test by +2 hour for every Degree of Failure, as well as not repairing the Break Point from the failed test.</p> <p>Repairing Hull Integrity is much easier, as most of the time it is replacing paneling and armor, instead of doing extensive vehicle maintenance. Hull Integrity is repaired equal to the amount of time put into the repair and the Repair Test made. The time it takes to repair the Hull Integrity is 1D10-(X) hours per 10 Hull Integrity missing. Where (X) is equal to the degrees of success on the Repair Test, with a minimum of 1.</p>												

TIRES	1 Tire lost	2 Tires lost	3 Tires Lost	4 Tires Lost	5 Tires Lost
4	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost	The vehicle is immobile.	The vehicle is immobile
6	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost	The vehicle is immobile
8	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost	90% of Max Speed and Max Acceleration are lost
10	No noticeable effects	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost	70% of Max Speed and Max Acceleration are lost
12	No noticeable effects	No noticeable effects	5% of Max Speed and Max Acceleration are lost	15% of Max Speed and Max Acceleration are lost	30% of Max Speed and Max Acceleration are lost

TREAD	1 Tread Lost	2 Treads lost	3 Treads Lost	4 Treads Lost	5 Treads Lost	6 Treads Lost
2	Half Max Speed and Half Acceleration	Immobile	Immobile	Immobile	Immobile	Immobile
4	25% of Max Speed and Acceleration are lost	50% of Max Speed and Acceleration are lost	Immobile	Immobile	Immobile	Immobile
6	10% of Max Speed and Acceleration are lost	25% of Max Speed and Acceleration are lost	50% of Max Speed and Acceleration are lost	75% of Max Speed and Acceleration are lost	Immobile	Immobile

WALKER VEHICLE RULES

VEHICLE STATS	EXPLANATION
Walker Mech Vehicle Rules	Walker Vehicles are a series of vehicles that use legs instead of wheels, treads, or anti-gravity technology. Walkers are able to ignore small and reasonably sized obstacles due to the ability to step over and across. Walkers have no Acceleration like other vehicles, but instead, use a movement system the same as Players when discovering speed. Walker legs have their own Break Points, and the more damage they take, the weaker or slower they become. A vehicle's leg Break Points are the same as the Vehicle's break points. When at 0, the leg is no longer usable.
Walker Vehicle Evasion	Walker vehicles do not have the standard vehicle Maneuvers, and instead, share the same Maneuver system as players. Instead of rolling off of the Vehicle's Agility normally, the character must make an Evasion using their own bonuses, but as if their Agility was the Vehicle's Agility. This allows the character to gain their bonuses and skills, but limits their ability to evade based on the Agility of the vehicle.

AIR WARFARE

Please read this before attempting to attack or defend in any air-based vehicle.

AIR VEHICLE COMBAT	EXPLANATION
Air Warfare	Air-based vehicle combat is all based on tracking and speed. Speed plays a massive role in how the combat plays out. Speed gives a penalty to being hit while tracking is how long it takes to lock on and properly attack the opponent. Both Jets and VTOLs are covered in this section.
Air Warfare Speed	Speed is the biggest player in air warfare, as it dictates how difficult you are to hit, as well as how well and far you can maneuver. If you do not have the speed of your opponent, you will be hard-pressed to outmaneuver them. For every 100km/h the opponent is traveling over the attacker, the attacker is at a -5 to hit. The same goes for it the attacker is moving faster than the defender. This works for attacking ground-vehicles, as well.
Attacking and Defending	Air combat is all about Dogfights. One is almost always chasing the other, and trying to keep the same speed and bearing in order to get the best line of site to make an attack. The Defender is the vehicle being chased, while the Attacker is the chaser. It is possible for a character to both be an Attacker and a Defender, as air combat can consist of more than two opponents. If an Attacker is not going the same bearing as the Defender, they gain an automatic -10 to hit. Attackers that have higher altitude of the Defender gain a +10 to hit. The Defender always acts first. If there are multiple Defenders, treat it as a train, with the Defender taking a Turn, and then the first Attacker, and so on.
Air Warfare Targeting	All air-vehicles have a Targeting Characteristic. This Characteristic is how quickly a vehicle is able to get a full lock on to the Opponent. The Characteristic has multiple uses, as it determines To-Hit bonus, and how long it takes to lock on. Targeting gives a +5 to hit for every 1 in the Characteristic if used to lock on. Locking on takes 1D5-(X) Rounds, where (X) is the Targeting Characteristic, with a minimum of 1.
Air Combat Maneuvers	There are multiple Maneuvers Attackers and Defenders are able to take. Each has a different outcome that dictates how the others in combat must react to keep the edge. When a Defender makes a Maneuver, the Attacker is able to roll an Opposed Test to follow the movement. If the Attacker wins the Opposed Test, they use up the rest of the Defender's Turn, and their own. The next Maneuver by the Defender will be at a -10, and the Attacker gains one Half Action to make an Attack at -10, as well. There are multiple maneuvers built to take up time or force an opponent to waste their own movement unless they are able to outskill their opponent. All of the Maneuvers are listed on the next page.

MANEUVER	OUTCOME	ACTION
Break	The maneuver consists of turning sharply across the Attacker's flight path, increasing the amount of wind-resistance that is met, slowing down the vehicle greatly. The vehicle can slow down up to Acceleration Modifier * Maneuverability Modifier in KM/H. A VTOL may double the amount slowed down.	Full Action
Barrel Roll	The Barrel Roll maneuver has the pilot making a complete 360 loop and roll, maintaining its original direction. The pilot may cut a Barrel Roll halfway through, ending in a Half Action, but then take a turn, starting a Canopy Roll. The Barrel Roll gives the Opponent a -15 to hit, or -10 to hit if a Canopy Roll is initiated.	Full Action
Canopy Roll	A Canopy Roll is a continuation of a roll where it quickly changes direction of up to 90 degrees. Once completed, the vehicle's speed is halved with every 20 degrees turned. The Opponent must make a -20 Agility Test to follow this Maneuver.	Half Action
Barrel Roll Attack	A Barrel Roll Attack is a defensive attacking maneuver where the Attacker alters their angle of attack, usually moving past a turning or looping Opponent. The Attacker overshoots the Defender and angles to the other side of the Opponent. Both Pilots must make an Opposed Agility Test. If the Attacker wins, they close in on the Defender, negating any penalties To-Hit.	Full Action
Juke	With Juke, the Pilot is able to move swiftly to either gain or lose altitude and move left or right; however, the user chooses. The pilot is able to move Acceleration / 10 in meters of any direction chosen besides forward or back. A VTOL is able to alter altitude at Acceleration / 5 instead of Acceleration /10.	Full Action
Pitchback	A Pilot using a Pitchback Maneuver is able to take a half-Loop either downward or upward, giving the Opponent a -20 Agility Test to follow the next Maneuver taken by the Defender. This gives the Opponent a -5 to-hit, which does not ignore the higher altitude to-hit bonus.	Half Action
Low Yo-Yo	The Low Yo-Yo sacrifices Altitude to greatly increase speed by dropping and then turning in a large 360 arc. The Pilot gains 1/10 th of the vehicle's Max Speed to increase the Max Speed with. So a vehicle with a Max Speed of 4000KM/H is able to go 4400KM/H. The Opponent gets a -10 to-hit the Defender, ignoring the higher-altitude to-hit bonus. The Opponent also is at a -10 Agility Test to follow the Maneuver taken by the Defender.	Two Full Actions
High Yo-Yo	The high Yo-Yo is a very effective maneuver, and very difficult to counter. The maneuver is used to slow the approach of a fast moving attacker while conserving the airspeed energy. The maneuver is performed by reducing the angle at which the aircraft is banking during a turn, and pulling back on the stick, bringing the fighter up into a new plane of travel. The attacker then rolls into a steeper pitch turn, climbing above the defender. The trade-off between airspeed and altitude provides the fighter with a burst of increased maneuverability. This allows the attacker to make a smaller turn, correcting an overshoot, and to pull in behind the defender. Then, by returning to the defenders plane, the attacker restores the lost speed while maintaining energy. On a successful Opposed Test, the Defender will become the Attacker.	Two Full Actions
Lag Roll	Maneuvering up and away from a turn, the Pilot then turns back and makes a loop downward towards the beginning of the loop, increasing the distances between the two vehicles by the vehicles Maneuverability Modifier * Acceleration Modifier in meters. A VTOL may not make this action.	Full Action
Scissors	When the Defender makes a Maneuver and it is followed by the Attacker on a successful Opposed Test, the Defender may start any Scissor Maneuver.	Multiple Actions
The Scissor	When being followed by an Attacker, the Defender slows down in an attempt to force a dangerous overshoot from the Attacker that would cause him to become the Defender. To do this, Each Half Action has both Pilots circling each other while moving forward. Each Half Action, both Characters must make Opposed Agility Tests until one gains two Degrees of Success against the other. The loser becomes the Defender. No attacks may be made during this Maneuver. If any of the Characters in this Maneuver fail with four or more Degrees of Failure, they must make a Pilot Test, if they fail, they drop out of the maneuver and also begin to fly uncontrollably. Any Pilot, during Scissor rolls, may attempt to break it with any other Maneuver, at a -10 to the next Scissor Opposed Agility Test. If successful, they become the Attacker and begin the new Maneuver. If failed, they either stay or become the Defender, but still continue the next Maneuver.	Multiple Actions
Flat Scissor	When being followed by an Attacker, the Defender slows down in an attempt to force the Attacker to weave in rotations with the Defender, causing the Attacker to have a -20 to-hit. Both characters roll Opposed Agility Tests until one gains two degrees of success over the other. Each Roll is a Half Action. If the Attacker wins, they keeps their position and is able to take the first Turn after. If the Defender wins the Test, the Defender becomes the Attacker, giving the Defender the first Turn after the Scissor Maneuver.	Multiple Actions
Split S	Split S is a Maneuver that is used during combatting Scissor Maneuvers. If taken, the Pilot instantly becomes the Defender, but is able to take up to a (X) degree angle change, where (X) is the vehicle's Maneuverability, while flying downward to gain momentum. Any Opponents that were in the Scissor Maneuver stays or becomes the Attacker, but must make a Perception Roll to notice the instant change in direction. If they pass, they may then make a -20 Agility Test to attempt to stay on the tail of the Defender.	
Alter Heading	The Pilot makes a simple turn as a Half Action, to give the Attacker a -5 to Hit, as explained in Air Combat Maneuvers. A VTOL may double the amount of degrees it can turn taking this Action.	Half Action
Aileron Roll	The vehicle rolls in place as a Half Action for a +10 to the next Evasion Roll made on the Attacker's Action. Both Actions can be taken to make an Aileron Roll, giving the Defender a +20 to Evasion, in total. Each roll allows the vehicle to move left or right at their Acceleration in meters, or go straight forward without changing direction. If the vehicle does not change direction during the Aileron Roll, it only gains a +10 to Evasion, instead. This maneuver may not be Opposed, as it is a simple task to follow. A VTOL may not make this action.	Half Action

The M12 Force Application Vehicle, rightfully known as the Warthog, is the UNSC's main scouting and reconnaissance vehicle. The M12 FAV has been a highly functional section of the UNSC armored armory for fifty years, and still holds its part as the most recognizable vehicle in the arsenal.

The Warthog is a highly mobile, all-wheel-steering, all-wheel-drive, ICE-Powered vehicle with a manual transmission and an open top with optional closing. The M12's four-wheel all-terrain drive is capable of going over any obstacle with little difficulty, short of a cliff. The M12 is powered by a Forward-Housed Liquid-Cooled Hydrogen-Injected ICE U/C Plant, coupled with an automatic infinitely variable transmission. The Hydrogen Fuel is burned at such a high temperature with a Synthetic Carbon/Silicon Catalyst to achieve greater fuel consumption. This hydrogen engine has become the standard among every UNSC ground-based vehicle, replacing all fossil fuel-based engines around 2150. The M12's Hydrogen Graf-Hauptman Solar/Satline Actuator holds and converts up to twelve liters of water into hydrogen. This allows the Warthog to travel up to 790 Kilometers before needing to be refueled. Some older models hold an Independent Swing-Arm Suspension System that houses four in-hub wheel motors that run on the same system. This became a problem as it was too expensive to repair.

The M12 is also known for its large, bulky design that can be difficult to properly steer until proper training. The M12 holds massive disc brakes for a better braking system to allow the vehicle to come to a near immediate stop. This must be used with incredible caution; else the passengers or crew could be ejected from the vehicle. The M12's design is that of a jeep, as the usual design has no doors and seats one to two passengers and an operator. Older models of the M12 used inert-gas pocket inflation tires. Newer models now use the Burst Proof Nanotube fiber skeletons.

The M12 is the powerhouse of the light infantry and is incredibly adaptable to most situations, as shown by the many Armament variants shown in the M12 list. The Warthog is able to reach top speeds of 125KM/H and allows for quick run and gun scenarios.



M12 Force Application Vehicle Warthog					
TECHNICAL SPECIFICATIONS					
Length	6 Meters				
Width	3.2 Meters				
Height	3 Meters				
Mass	3 Metric Tons				
Meters Per Turn	24 MPT				
Acceleration	32 MPT				
Breaking	80 MPT				
Max Speed	140 MPT (125 KM/h)				
Maneuverability	40				
Crew	Driver (1) Gunner (1)				
Complement	Passenger (1)				
Hull Material	Ballistic Polycarbonate, Titanium				
Hull Integrity	110				
Break Points	Wep	Mob	Eng	Op	Crew
	20	18	50	30	30
Hull Toughness	Front	Back	Side	Top	Bottom
	9	9	9	5	5
Main Turret Turn Rate	180-Degree rotation per turn.				
Targeting Range	550 Meters				
Price	620 cR				
ARMAMENT VARIANTS: M12 M831 TT					
No Weaponry					
6 extra rear-positioned Passenger seats					
ARMAMENT VARIANTS: M12 M864A					
Enclosed Passenger seating (Passenger 6) (Top Hull 9)					
Treads in replace of wheels (Max Speed 100 KM/h) (Acceleration 15 KM/h)					
ARMAMENT VARIANTS: M12 M914 RV					
SELECT ONE					
<ul style="list-style-type: none">Towing Winch with a Heavy Duty motor gear systemArmament CarrierAmbulanceCommunications Systems					
ARMAMENT VARIANTS: M12					
Coaxial M247 7.62x51mm SLAP Medium Machine Gun					
ARMAMENT VARIANTS: M12 LRV1					
M41 Light Anti-Aircraft Machine Gun 12.7x.99mm APR					
ARMAMENT VARIANTS: M12 LRV2					
M46 Light Anti-Aircraft Machine Gun 12.7x.99mm APR					
ARMAMENT VARIANTS: M12G1					
M68 Asynchronous Linear-Induction Motor					
ARMAMENT VARIANTS: M12R					
M79 Multiple Launch Rocket System					
ARMAMENT VARIANTS: M12MW					
Two Argent V Missile Launcher Racks					
ARMAMENT VARIANTS: Warthog APC					
Armored extension for personnel carrying. Carries 10 passengers.					
Crew and Passenger locations count as having 10 Armor.					

The M274 Ultra-Light All-Terrain Vehicle, abbreviated M274 ULATV is also known as the Mongoose. The Mongoose is one of the UNSC's Light Ground Reconnaissance Vehicle. The M274 is one of the standard issue vehicles manufactured by AMG Transport Dynamics for the UNSC.

The Mongoose is one of the fastest of the ground vehicles issued by the UNSC. The Mongoose is known for its incredible maneuverability and small stature, allowing it to become difficult target. The M274 is a highly effective vehicle for reconnaissance, rapid transportation, and immediate tactical versatility. The Mongoose was made to be the small cousin of the M831 Troop Transport variant of the M12 Force Application Vehicle. The Mongoose is a small ATV capable of carrying two users, the operator and a read passenger. The Mongoose holds no armaments of its own, nor is it heavily armored. The lack of armor assists in the vehicle's rapid speeds, but makes it vulnerable to even small-arms fire. The Mongoose holds better acceleration in comparison to most vehicles, but is unable to out speed even the Warthog.

The ULATV is known for being incredibly unwieldy at intense speeds due to its lack of armor, light mass and thin frame and close wheels. The ULATV is known for becoming destabilized when attempting tight turns, causing the vehicle to tumble and roll, ejecting the users of the vehicle. The exposed operator and passenger can prove to be dangerous, making the Mongoose a good option for stealth or speed missions, but not for battlefield use.

The standard UNSC Marine Corps operating protocol in engagements against the Insurrectionist and Covenant Empire forces is to have the passenger use the M41 Rocket Launcher or M6 Grindell to protect from hostile vehicles. The operators of the Mongoose are also known to use the fast moving abilities and quick maneuvering to run over nearby enemies. This can be a bad move to be made, as the Mongoose has low height that causes struck enemies to sometimes fly in to the operator of the vehicle, knocking him off or stunning him.

For quick and practical deployment, the Mongoose can be transported by many of the larger vehicles of the UNSC. It is a common sight to see a Mongoose towing multiple Mongoose vehicles for later use. The low width of the Mongoose allows the vehicles to be shipped in larger quantities. This lets soldiers stay prepared with multiple fast-action alternatives for when things go completely wrong.



M274 Ultra-Light All-Terrain Vehicle Mongoose

TECHNICAL SPECIFICATIONS					
Length	3.2 Meters				
Width	1.8 Meters				
Height	1.9 Meters				
Mass	896 KG				
Meters Per Turn	40 MPT				
Acceleration	40 MPT				
Breaking	52 MPT				
Max Speed	104 MPT (95 KM/h)				
Maneuverability	70				
Crew	One Operator				
Complement	One Passenger				
Hull Material	Titanium, Carbon Nanotube				
Hull Integrity	60				
Hull Toughness	Front	Back	Side	Top	Bottom
	3	3	4	3	2
Price	200 cR				

ARMAMENT VARIANTS: M274-M ULATV

Two Belt-Fed M7/Caseless Submachine Guns. Mag of 200.



The M808 Main Battle Tank, widely known as the Scorpion Tank, is the UNSC's Main Battle Tank, and the mainline armored Mobile Weapons Platform. The Scorpion is the UNSC's main armored vehicle serving the UNSC Defense Force for nearly thirty years, introduced around in 2520.

The Scorpion uses an H-Track system, combining four-track nacelles design; each mounted on an independent Computer-controlled Suspension systems. These allow the M808 to traverse and maneuver around difficult terrain and large debris. The M808 is one of the UNSC's slower moving vehicles, but makes up for its powerful armaments. The central chassis of the M808 holds the main armament at the stern of the hull and a pintle-mounted Coaxial M247T Machine Gun. The entire chassis of the Scorpion tank is composed of the titanium-ceramic armor plating used widely within the UNSC. This makes the tank incredibly resilient to large-arms fire and completely invulnerable to small-arms fire.

The M808 Main Battle Tank only requires two operators to accomplish both driving and gunning roles effectively. The driver operates the vehicle while the gunner has control over the turret, though a pilot with a neural interface can handle both duties simultaneously. Later variants of the scorpion are equipped with a secondary turret housing an M247 on the forward hull (either operated by the gunner remotely or open and controlled directly by an additional crewman), sometimes combining the driver and gunner roles and forgoing the coaxial gun. A compliment of up to four additional passengers can safely ride on the vehicle's armored track covers, though the use of these "jumpseats" is not recommended as they are unprotected and in the open. The M808 Main Battle Tank also houses special Anti-Mine Detection Software and Electronics to increase safety while in use.

The M808 Scorpion has multiple weapon systems. The primary armament is the standard M512 Smooth-Bore High-Velocity Cannon. Other primary armaments include four 40mm Autocannons on the Sun Devil variant and a twin Scimitar 4x178mm Rocket Pods on the M808B3 Tarantula. Each are equipped with an autoloader feed system that requires no manual loading. Each variant of the M808 holds the M247 Machine Gun, capable of constant fire due to a downsized autoloader feed system.

The Scorpion is also known for its incredible engine system, allowing it to travel up to 750KM before needing its upsized Hydrogen engine systems refueled. The M808 also fulfills a role of anti-infantry on top of its impressive anti-vehicle and shuttle capabilities.



M808 Scorpion Main Battle Tank					
TECHNICAL SPECIFICATIONS					
Length	10.2 Meters				
Width	7.8 Meters				
Height	6.3 Meters				
Mass	66 Metric Tons				
Meters Per Turn	16 MPT				
Acceleration	24 MPT				
Breaking	20 MPT				
Max Speed	60 MPT (54 KM/h)				
Maneuverability	20				
Crew	One Operator with Neural Interface OR One Tank Operator with Coaxial Operator OR One Driver, One Machine Gunner, and One Gunner.				
Neural Interface	NI-Capable Link				
Complement	Up to four Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	540				
Break Points	Wep	Mob	Eng	Op	Crew
	60	40	60	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	48	30	48	48	13
Main Turret Turn Rate	90-Degree rotation per turn.				
Track Turn Rate	45-Degree rotation per turn.				
Price	1970 cR				
ARMAMENT VARIANTS: M808B1 Scorpion					
M512 90mm Smooth Bore High Velocity Cannon Coaxial M247T Medium Machine Gun					
ARMAMENT VARIANTS: M808B2 Sun Devil					
Four “Tail Feather” Dorsal Turret 40MM Autocannons Coaxial M247T 7.62x51mm SLAP Medium Machine Gun					
ARMAMENT VARIANTS: M808B3 Tarantula					
Twin Scimitar 4x178mm Rocket Pods Coaxial M247T 7.62x51mm SLAP Medium Machine Gun					





M12 Light Anti-Armor Vehicle Warthog

TECHNICAL SPECIFICATIONS					
Length	4.2 Meters				
Width	3.2 Meters				
Height	3 Meters				
Mass	2.5 Metric Tons				
Meters Per Turn	20 MPT				
Acceleration	40 MPT				
Breaking	80 MPT				
Max Speed	160 MPT (145 KM/h)				
Maneuverability	45				
Crew	Driver (1) Gunner (1)				
Complement	Passenger (1)				
Hull Material	Ballistic Polycarbonate, Titanium, Carbon Nanotube,				
Hull Integrity	75				
Break Points	Wep	Mob	Eng	Op	Crew
	20	18	50	30	30
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	9	6	6
Main Turret Turn Rate	180-Degree rotation per turn.				
Price	750 cR				
ARMAMENT VARIANTS: M12A1					
102mm SC-HE Rocket Turret					
ARMAMENT VARIANTS: M12 LAAV					
Coaxial M247 7.62x51mm SLAP Medium Machine Gun					



HRUNTING/YGGDRASIL Mark 1 Prototype

WALKER TECHNICAL SPECIFICATIONS

Length	2.7 Meters				
Width	3.2 Meters				
Height	4.9 Meters				
Mass	12 Metric Tons				
Strength	170				
Agility	45				
Evasion	55				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	200				
Break Points	Wep	Mob	Eng	Op	Crew
	20	30	30	30	30
Hull Toughness	Front	Back	Side	Top	Bottom
Leg Toughness	19	15	18	18	15
	22	22	22	22	18
Top Body Turn	180-Degree rotation per turn.				
Price	1320 cR				

ARMAMENT VARIANT

T261 Lucifer Arm-Mounted Gun
 LAU-1810/SGM-151
 Melee Attack (1D10+Strength Mod Pierce 5)



HRUNTING/YGGDRASIL Mark III[B1]

WALKER TECHNICAL SPECIFICATIONS

Length	2.2 Meters				
Width	3.6 Meters				
Height	4.9 Meters				
Mass	16 Metric Tons				
Strength	190				
Agility	40				
Evasion	30				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	210				
Break Points	Wep	Mob	Eng	Op	Crew
	40	40	20	20	20
Hull Toughness	Front	Back	Side	Top	Bottom
Leg Toughness	17	13	13	13	15
	20	19	18	19	18
Top Body Turn	90-Degree rotation per turn.				
Price	1320 cR				

ARMAMENT VARIANT: B-II

Torque Amplification Gauntlets (*Strength: +30 for Jackhammer attack. Recharge 1 Round*)
 Jackhammer (2D10+Strength Mod Pierce 5) ROF Burst(5)

ARMAMENT VARIANT: M1

M638 Autocannon on Left Shoulder
 M460 Automated Grenade Launcher on Right Shoulder
 +100 cR cost

ARMAMENT VARIANT: M1

Anti-Ballistics Shield (3 meters tall variant)
 M638 Autocannon for non-lethal ammunitions



HRUNTING/YGGDRASIL Mantis

WALKER TECHNICAL SPECIFICATIONS

Length	2 Meters				
Width	3.8 Meters				
Height	4.8 Meters				
Mass	12 Metric Tons				
Strength	180				
Agility	65				
Evasion	55				
Crew	One Operator				
Neural Interface	NI-Capable Link				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	250				
Break Points	Wep	Mob	Eng	Op	Crew
	20	40	30	30	40
Shield Rating	120				
Recharge Time	2				
Recharge Rate	10				
Hull Toughness	Front	Back	Side	Top	Bottom
	17	17	17	17	13
Leg Toughness	20	20	20	20	16
Top Body Turn	180-Degree rotation per turn.				
Price	1320 cR				

ARMAMENT VARIANT

M655 Heavy Machine Gun
M5920 Surface-to-Ground Missile Launcher
Mantis Stomp Attack (3D10+Strength Mod Pierce 5)



M145D Mobile Artillery Assault Platform Rhino

TECHNICAL SPECIFICATIONS

Length	15.6 Meters				
Width	9 Meters				
Height	7.2 Meters				
Mass	83 Metric Tons				
Meters Per Turn	10 MPT				
Acceleration	38 MPT				
Breaking	48 MPT				
Max Speed	48 MPT (44 KM/h)				
Maneuverability	10				
Crew	One Operator with Neural Interface				
Complement	Up to six Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	670				
Break Points	Wep	Mob	Eng	Op	Crew
	70	40	40	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	42	28	32	20	18
Turret Turn Rate	90-Degree rotation per turn.				
Track Turn Rate	25-Degree rotation per turn.				
Price	5630 cR				

ARMAMENT VARIANT

Zeus 320mm Plasma Cannon



M312 Heavy Recovery Vehicle Elephant

TECHNICAL SPECIFICATIONS

Length	19.5 Meters				
Width	12.5 Meters				
Height	10.2 Meters				
Mass	185 Metric Tons				
Meters Per Turn	4 MPT				
Acceleration	8 MPT				
Breaking	8 MPT				
Max Speed	28 MPT (26 KM/h)				
Maneuverability	5				
Crew	One Operator				
Complement	One Passenger				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	800				
Break Points	Wep	Mob	Eng	Op	Crew
	40	80	80	40	50
Hull Toughness	Front	Back	Side	Top	Bottom
	50	50	50	40	50
Turret Turn Rate	90-Degree rotation per turn.				
Track Turn Rate	10-Degree rotation per turn.				
Price	3295 cR				

ARMAMENT VARIANT

Three M41 Light Anti-Aircraft Machine Guns
M247 Autocannon
Crane System



M313 Heavy Recovery Vehicle Elephant

TECHNICAL SPECIFICATIONS

Length	25.7 Meters				
Width	13.6 Meters				
Height	9.7 Meters				
Mass	205 Metric Tons				
Meters Per Turn	4 MPT				
Acceleration	24 MPT				
Breaking	28 MPT				
Max Speed	28 MPT (28 KM/h)				
Maneuverability	5				
Crew	One Operator, Two Gunners				
Complement	Personnel (12-16) Warthog (1) or Mongoose (6)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	900				
Break Points	Wep	Mob	Eng	Op	Crew
	30	80	80	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	50	50	50	10	50
Turret Turn Rate	90-Degree rotation per turn.				
Track Turn Rate	15-Degree rotation per turn.				
Price	5060				

ARMAMENT VARIANTS: M313 Elephant

Two M41 Light Anti-Aircraft Machine Guns
AIE-486H Heavy Machine Gun
Heavy load Crane System



M850 Main Battle Tank Grizzly

TECHNICAL SPECIFICATIONS

Length	12.3 Meters				
Width	8.4 Meters				
Height	7.2 Meters				
Mass	80 Metric Tons				
Meters Per Turn	16 MPT				
Acceleration	24 MPT				
Breaking	20 MPT				
Max Speed	52 MPT (47 KM/h)				
Maneuverability	15				
Crew	One Operator One Gunner				
Complement	Up to three Passengers				
Hull Material	Ceramic Titanium Armor Twin Plated				
Hull Integrity	250				
Break Points	Wep	Mob	Eng	Op	Crew
	60	40	40	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	50	38	48	48	17
Turret Turn Rate	90-Degree rotation per turn.				
Track Turn Rate	30-Degree rotation per turn.				
Price	3200 cR				

ARMAMENT VARIANT

Two M310 120mm Smooth-bore High-Velocity Cannons
M247 Medium Machine Gun



M9 Main Anti-Aircraft Tank Wolverine

TECHNICAL SPECIFICATIONS

Length	7.9 Meters				
Width	4.4 Meters				
Height	3.5 Meters				
Mass	12 Metric Tons				
Meters Per Turn	15 MPT				
Acceleration	20 MPT				
Breaking	25 MPT				
Max Speed	72 MPT (65 KM/h)				
Maneuverability	20				
Crew	One Operator Two Gunner				
Complement	Up to Two Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	150				
Break Points	Wep	Mob	Eng	Op	Crew
	20	25	40	20	30
Hull Toughness	Front	Back	Side	Top	Bottom
	30	18	20	20	12
Turret Turn Rate	45-Degree rotation per turn.				
Price	1240 cR				

ARMAMENT VARIANT

M260 Multiple Launch Rocket System
XM510 Heavy Grenade Launcher



Mammoth Heavy Recovery Vehicle

TECHNICAL SPECIFICATIONS

Length	29.5 Meters				
Width	16.6 Meters				
Height	12.1 Meters				
Mass	290 Metric Tons				
Meters Per Turn	12 MPT				
Acceleration	12 MPT				
Breaking	12 MPT				
Max Speed	24 MPT (23 KM/h)				
Maneuverability	1				
Crew	One Operator				
Complement	Personnel (19-25) Warthog(4) or Mongoose(10) or M808 Tank(1)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	1600				
Break Points	Wep	Mob	Eng	Op	Crew
	80	50	80	40	50
Hull Toughness	Front	Back	Side	Top	Bottom
	62	62	62	42	38

Price	18200 cR
-------	----------

ARMAMENT VARIANT

Two M79 Multiple Launch Rocket System
MAC Cannon Mark 2547



Special Purposed-42 Main Battle Tank Cobra

TECHNICAL SPECIFICATIONS

Length	8.8 Meters				
Width	5.2 Meters				
Height	3.4 Meters				
Mass	12 Metric Tons				
Meters Per Turn	15 MPT				
Acceleration	25 MPT				
Breaking	25 MPT				
Max Speed	84 MPT (77 KM/h)				
Maneuverability	25				
Crew	One Operator, One Gunner				
Complement	Up to Two Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	190				
Break Points	Wep	Mob	Eng	Op	Crew
	50	30	40	40	30
Hull Toughness	Front	Back	Side	Top	Bottom
	37	30	30	20	12
Main Turret Turn Rate	180-Degree rotation per turn.				
Price	5204 cR				

ARMAMENT VARIANTS: SP-42 Cobra

M98 105mm Rail Gun

ARMAMENT VARIANTS: SP-45 MBT

Two M66 105mm Rail Gun



XRP12 Combat Support Vehicle Gremlin

TECHNICAL SPECIFICATIONS

Length	9.8 Meters				
Width	4.8 Meters				
Height	3.5 Meters				
Mass	12 Metric Tons				
Meters Per Turn	17 MPT				
Acceleration	25 MPT				
Breaking	25 MPT				
Max Speed	76 MPT (70 KM/h)				
Maneuverability	35				
Crew	One Operator, Two Gunner				
Complement	Up to Five Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	165				
Break Points	Wep	Mob	Eng	Op	Crew
	70	40	40	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	14	15	15	15	8
Main Turret Turn Rate	45-Degree rotation per turn.				
Price	940 cR				

ARMAMENT VARIANT

X23 Non-Nuclear Electromagnetic Pulse Cannon



M20 Cougar Lightweight AFV

TECHNICAL SPECIFICATIONS

Length	11.8 Meters				
Width	3.9 Meters				
Height	4.3 Meters				
Mass	31 Metric Tons				
Meters Per Turn	15 MPT				
Acceleration	25 MPT				
Breaking	30 MPT				
Max Speed	76 MPT (70 KM/h)				
Maneuverability	40				
Crew	One Operator, One Gunner				
Complement	Passengers (9)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	165				
Break Points	Wep	Mob	Eng	Op	Crew
	50	30	40	40	30
Hull Toughness	Front	Back	Side	Top	Bottom
	42	38	38	20	20
Main Turret Turn Rate	45-Degree rotation per turn.				
Price	1900 cR				

ARMAMENT VARIANT

M247 Medium Machine Gun
Two M638 Autocannons

ARMAMENT VARIANT

M247 Medium Machine Gun
Two M68 Guass Cannons
Cost: 2600 cR



AV-14 Hornet					
V-TOL TECHNICAL SPECIFICATIONS					
Length	7.1 Meters				
Width	8.4 Meters				
Height	4.6 Meters				
Mass	5 Metric Tons				
Meters Per Turn	90 MPT				
Acceleration	100 MPT				
Breaking	80 MPT				
Max Speed	200 MPT (180 KM/h)				
Maneuverability	90				
Targeting	3				
Targeting Range	900 Meters				
Neural Interface	NI-Capable Link				
Crew	One Operator				
Complement	Personnel (2)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	75				
Break Points	Wep	Mob	Eng	Op	Crew
	20	40	30	18	25
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	7	8
Price	1220 cR				
ARMAMENT VARIANT					
Two Class-2 Guided Munitions Launch Systems					
Nose-Mounted GUA-23/AW/Linkless Feed Autocannon					



ACC-220 Vulture					
V-TOL TECHNICAL SPECIFICATIONS					
Length	30.5 Meters				
Width	20.1 Meters				
Height	11.2 Meters				
Mass	25 Metric Tons				
Meters Per Turn	20 MPT				
Acceleration	30 MPT				
Breaking	40 MPT				
Max Speed	120 MPT (110 KM/h)				
Maneuverability	40				
Targeting	4				
Targeting Range	1200 Meters				
Crew	Operator (1) Co-Pilot (1)				
Complement	Gunner (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	220				
Break Points	Wep	Mob	Eng	Op	Crew
	40	40	30	20	30
Hull Toughness	Front	Back	Side	Top	Bottom
	28	26	27	17	29
Price	8720 cR				
ARMAMENT VARIANT					
Six A-74 Sylver Vertical Missile Launchers					
Four GUA-23/AW/Linkless Feed Autocannons					



Dropship 77-Troop Carrier Pelican

V-TOL TECHNICAL SPECIFICATIONS

Length	30.5 Meters				
Width	23.3 Meters				
Height	10.5 Meters				
Mass	15 Metric Tons				
Meters Per Turn	20 MPT				
Acceleration	80 MPT				
Breaking	80 MPT				
Max Speed	232 MPT (210 KM/h)				
Maneuverability	60				
Targeting	4				
Targeting Range	1500 Meters				
Neural Interface	NI-Capable Link				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Seated (10) Standing (5)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	158				
Break Points	Wep	Mob	Eng	Op	Crew
	25	40	30	30	25
Hull Toughness	Front	Back	Side	Top	Bottom
	20	20	20	20	25

Price	2100 cR
-------	---------

ARMAMENT VARIANT: Standard Fit

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted AIE-486H Heavy Machine Gun
Internally Mounted 247 GPMG

ARMAMENT VARIANT: Air Force Fit

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted M638 Autocannon
Internally Mounted 247 GPMG

ARMAMENT VARIANT: D77H-TCI

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted M370 Autocannon
Internally Mounted AIE-486H HMG

ARMAMENT VARIANT: D77C-Police Department

Internally Mounted AIE-486H HMG
Advanced camera system, supports x600 zoom.
Price: 1600 cR

ARMAMENT VARIANT: D79-TC

Two ANVIL-II Air-to-Surface Missile Pods
Two Nose Mounted GAU/53 70mm MBHRC Autocannons
+3 Armor all around
Price: 2900 cR

ARMAMENT VARIANT: D79-TC/MA Gunship

Two ANVIL-II Air-to-Surface Missile Pods

Nose-Mounted GAU/53 70mm MBHRC Autocannon
Nose-Mounted M6 Grindel
2 M410 Dual machine Guns
Dorsal AIE-486H HMG Turret
Price: 9300

ARMAMENT VARIANT: D81-LRT Condor

Offers weaponry of the Standard Fit, but offers a Limited-Distance Slipspace Drive.

ARMAMENT VARIANT: 79 Heavy-Troop Carrier/Armory

+4 Hull Toughness all around, +1,500 cR cost
-5 Meters Per Turn, -10 Acceleration and break Speed
-10 Maneuverability, 19 Metric Tons
1 GAU/53 70mm Autocannon
1 M6 Grindell/Galilean
2 M410 Dual machine Guns
1 M369 90mm Gun Turret

ARMAMENT VARIANT: D79E-Troop Carrier

+10 Hull Toughness when striking Crew
Holds an extra 8 Passengers

ARMAMENT VARIANT: D79H-TC

Four GAU/53 70mm Autocannons



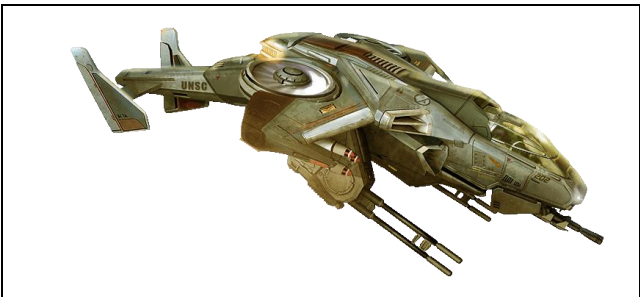
D82-EST Darter

TECHNICAL SPECIFICATIONS

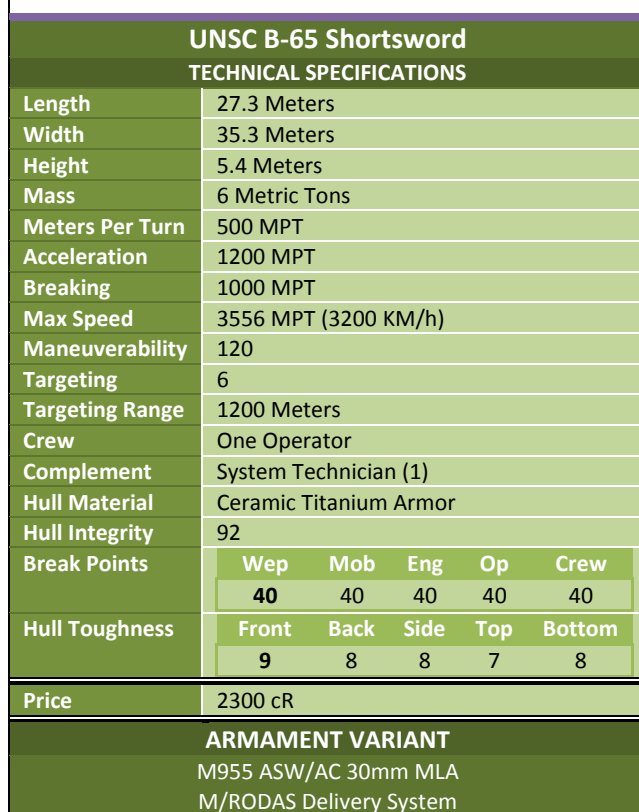
Length	26.8 Meters				
Width	16.1 Meters				
Height	11.5 Meters				
Mass	9 Metric Tons				
Meters Per Turn	200 MPT				
Acceleration	250 MPT				
Breaking	100 MPT				
Max Speed	2720 MPT (2450 KM/h)				
Maneuverability	85				
Targeting	1				
Targeting Range	500 Meters				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Cargo Bay				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	84				
Break Points	Wep	Mob	Eng	Op	Crew
	20	30	30	20	25
Hull Toughness	Front	Back	Side	Top	Bottom
	15	16	14	16	18
Price	1520 cR				



D96-TCE Albatross					
TECHNICAL SPECIFICATIONS					
Length	36.8 Meters				
Width	19.3 Meters				
Height	22.5 Meters				
Mass	19 Metric Tons				
Meters Per Turn	200 MPT				
Acceleration	250 MPT				
Breaking	100 MPT				
Max Speed	2720 MPT (2450 KM/h)				
Maneuverability	90				
Targeting	1				
Targeting Range	400 Meters				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Cargo Bay				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	154				
Break Points	Wep	Mob	Eng	Op	Crew
	20	30	30	20	25
Hull Toughness	Front	Back	Side	Top	Bottom
	19	20	14	20	22
Price	1310 cR				



AV-22 Sparrowhawk					
V-TOL TECHNICAL SPECIFICATIONS					
Length	16 Meters				
Width	9.6 Meters				
Height	5.4 Meters				
Mass	5 Metric Tons				
Meters Per Turn	100 MPT				
Acceleration	250 MPT				
Breaking	200 MPT				
Max Speed	776 MPT (700 KM/h)				
Maneuverability	75				
Targeting	4				
Targeting Range	2200 Meters				
Crew	One Operator				
Complement	Personnel (2)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	74				
Break Points	Wep	Mob	Eng	Op	Crew
	20	40	30	20	30
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	7	8
Price	4875 cR				
ARMAMENT VARIANT					
Nose-Mounted M6 Grindell					
Two GUA-23/AW/Linkless Feed Autocannon					





GA-TL1 Interceptor Strike Fighter Longsword

TECHNICAL SPECIFICATIONS

Length	63.3 Meters				
Width	75.3 Meters				
Height	12.8 Meters				
Mass	33 Metric Tons				
Meters Per Turn	500 MPT				
Acceleration	1000 MPT				
Breaking	800 MPT				
Max Speed	4888 MPT (4400 KM/h)				
Maneuverability	170				
Targeting	7				
Targeting Range	4000 Meters				
Neural Interface	NI-Capable Link				
Crew	One Operator				
Complement	System Technician (1) Navigator (1) Passanger (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	188				
Break Points	Wep	Mob	Eng	Op	Crew
	50	50	40	50	30
Hull Toughness	Front	Back	Side	Top	Bottom
	19	18	18	17	18
Price	9590 cR				

ARMAMENT VARIANT

M1909 ASW/AC 50mm MLA
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System
ARMAMENT VARIANT: C709
110mm Rotary Cannon
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System
ARMAMENT VARIANT: CV2
120mm Ventral Gun
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System
ARMAMENT VARIANT: CASGM
Four ASGM-10 Missile Launcher
Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System



UNSC Single Occupant Exoatmospheric Insertion Vehicle

TECHNICAL SPECIFICATIONS

Length	2.3 Meters				
Width	2.6 Meters				
Height	5 Meters				
Mass	0.7 Metric Tons				
Max Speed	1100 Drop Speed KM/H (70 KM/Round)				
Maneuverability	95 (0 when landed)				
Targeting	2				
Targeting Range	3000 Meters				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	70				
Break Points	Wep	Mob	Eng	Op	Crew
	20	20	50	40	50
Hull Toughness	Front	Back	Side	Top	Bottom
	22	21	21	20	22
Price	690 cR				



Skyhawk

TECHNICAL SPECIFICATIONS

Length	17.3 Meters				
Width	15.3 Meters				
Height	5.6 Meters				
Mass	6 Metric Tons				
Meters Per Turn	700 MPT				
Acceleration	1500 MPT				
Breaking	500 MPT				
Max Speed	2108 MPT (1900 KM/h)				
Maneuverability	100				
Targeting	5				
Targeting Range	1200 Meters				
Crew	One Operator				
Complement	System Technician (1)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	120				
Break Points	Wep	Mob	Eng	Op	Crew
	40	40	40	40	40
Hull Toughness	Front	Back	Side	Top	Bottom
	12	11	11	10	12
Price	990 cR				

ARMAMENT VARIANT

Four M1909 ASW/AC 50mm Machine-Linked Autocannon
Scorpion Anti-Tank Missile



F-41 Broadsword

TECHNICAL SPECIFICATIONS

Length	17 Meters				
Width	13.1 Meters				
Height	6.2 Meters				
Mass	8.6 Metric Tons				
Meters Per Turn	500 MPT				
Acceleration	1000 MPT				
Breaking	1000 MPT				
Max Speed	4332 MPT (3900 KM/h)				
Maneuverability	210				
Targeting	8				
Targeting Range	3200 Meters				
Neural Interface	NI-Capable Link				
Crew	One Operator				
Shield Rating	100				
Recharge Time	2				
Recharge Rate	10				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	200				
Break Points	Wep	Mob	Eng	Op	Crew
	50	50	40	50	40
Hull Toughness	Front	Back	Side	Top	Bottom
	12	11	11	10	12
Price	3990 cR				

ARMAMENT VARIANT

Two M1075 ASW/AC 35mm MLA
Two M6088 ST/MMP



YSS-1000 Sabre

TECHNICAL SPECIFICATIONS

Length	24.6 Meters				
Width	18.9 Meters				
Height	6.7 Meters				
Mass	8.9 Metric Tons				
Meters Per Turn	500 MPT				
Acceleration	2000 MPT				
Breaking	1500 MPT				
Max Speed	3888 MPT (3500 KM/h)				
Targeting	7				
Targeting Range	3200 Meters				
Maneuverability	210				
Neural Interface	NI-Capable Link				
Crew	Operator (1) Assistant (1)				
Shield Rating	80				
Recharge Time	2				
Recharge Rate	10				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	170				
Break Points	Wep	Mob	Eng	Top	Crew
	50	50	40	50	40
Hull Toughness	Front	Back	Side	Top	Bottom
	12	12	10	9	10
Price	3192 cR				

ARMAMENT VARIANT

ST/Medusa Missile Launch System
2 M1024 ASW/AC 30mm MLA



AV-30 Kestrel

V-TOL HOVERCRAFT TECHNICAL SPECIFICATIONS

Length	5.1 Meters				
Width	2.4 Meters				
Height	2.4 Meters				
Mass	2 Metric Tons				
Meters Per Turn	45 MPT				
Acceleration	70 MPT				
Breaking	100 MPT				
Max Speed	100 MPT (90 KM/h)				
Maneuverability	60				
Targeting	2				
Targeting Range	600 Meters				
Neural Interface	NI-Capable Link				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	60				
Break Points	Wep	Mob	Eng	Op	Crew
	20	40	30	18	25
Hull Toughness	Front	Back	Side	Top	Bottom
	9	6	8	5	10

Price 1300 cR

The Kestrel cannot hover more than 2 meters above the ground.

ARMAMENT VARIANT

Two M302 Guided Missile Launchers
Two GAU-10A Heavy Autocannons



UNSC Industrial Cart						
TECHNICAL SPECIFICATIONS						
Length	8.6 Meters					
Width	1.3 Meters					
Height	1.3 Meters					
Mass	1 Metric Tons					
Meters Per Turn	17 MPT					
Acceleration	25 MPT					
Breaking	25 MPT					
Max Speed	35 MPT (32 KM/h)					
Maneuverability	20					
Crew	One Operator					
Complement	Up to Six Passengers					
Hull Material	Steel Framing					
Hull Integrity	60					
Break Points	Wep	Mob	Eng	Op	Crew	
	10	10	16	14	12	
Hull Toughness	Front	Back	Side	Top	Bottom	
	8	8	7	4	5	
Price	200 cR					



UNSC Civilian Hog						
TECHNICAL SPECIFICATIONS						
Length	4.2 Meters					
Width	3.2 Meters					
Height	3 Meters					
Mass	2.5 Metric Tons					
Meters Per Turn	20 MPT					
Acceleration	40 MPT					
Breaking	80 MPT					
Max Speed	138 MPT (125 KM/h)					
Maneuverability	45					
Crew	Driver (1)					
Complement	Passenger (1)					
Hull Material	Polycarbonate with Titanium Frame					
Hull Integrity	79					
Break Points	Wep	Mob	Eng	Op	Crew	
	10	10	30	20	30	
Hull Toughness	Front	Back	Side	Top	Bottom	
	9	8	9	6	6	
Price	800 cR					



UNSC Civilian Genet HuCiv						
TECHNICAL SPECIFICATIONS						
Length	6.2 Meters					
Width	1.3 Meters					
Height	1.3 Meters					
Mass	1 Metric Tons					
Meters Per Turn	17 MPT					
Acceleration	60 MPT					
Breaking	45 MPT					
Max Speed	200 MPT (180 KM/h)					
Maneuverability	35					
Crew	One Operator					
Complement	One Passanger					
Hull Material	Steel Framing					
Hull Integrity	60					
Break Points	Wep	Mob	Eng	Op	Crew	
	10	10	20	18	20	
Hull Toughness	Front	Back	Side	Top	Bottom	
	3	4	2	3	5	
Price	500 cR					



UNSC Civilian MLX Offroad Sportscar						
TECHNICAL SPECIFICATIONS						
Length	4.7 Meters					
Width	1.8 Meters					
Height	1.4 Meters					
Mass	1.65 Metric Tons					
Meters Per Turn	50 MPT					
Acceleration	70 MPT					
Breaking	60 MPT					
Max Speed	300 MPT (270 KM/h)					
Maneuverability	45					
Crew	One Operator					
Complement	One Passanger					
Hull Material	Titanium Framing					
Hull Integrity	50					
Break Points	Wep	Mob	Eng	Op	Crew	
	10	14	20	20	20	
Hull Toughness	Front	Back	Side	Top	Bottom	
	4	3	3	2	3	
Price	900 cR					



UNSC Industrial Traxus Cargo Transporter

TECHNICAL SPECIFICATIONS					
Length	6.1 Meters				
Width	2.1 Meters				
Height	2.6 Meters				
Mass	1 Metric Tons				
Meters Per Turn	7 MPT				
Acceleration	5 MPT				
Breaking	5 MPT				
Max Speed	18 MPT (16 KM/h)				
Maneuverability	15				
Crew	One Operator				
Hull Material	Titanium Framing				
Hull Integrity	60				
Break Points	Wep	Mob	Eng	Op	Crew
	10	10	10	10	10
Hull Toughness	Front	Back	Side	Top	Bottom
	7	8	5	2	8
Price	200 cR				



UNSC Civilian Spade

TECHNICAL SPECIFICATIONS					
Length	6.2 Meters				
Width	3.1 Meters				
Height	2.4 Meters				
Mass	2.5 Metric Tons				
Meters Per Turn	16 MPT				
Acceleration	50 MPT				
Breaking	50 MPT				
Max Speed	138 MPT (125 KM/h)				
Maneuverability	35				
Crew	Driver (1)				
Complement	Passenger (1)				
Hull Material	Polycarbonate with Titanium Frame				
Hull Integrity	63				
Break Points	Wep	Mob	Eng	Op	Crew
	10	18	20	20	20
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	9	6	6
Price	500 cR				



UNSC Civilian Uberchassis					
TECHNICAL SPECIFICATIONS					
Length	4.5 Meters				
Width	1.9 Meters				
Height	1.5 Meters				
Mass	1.5 Metric Tons				
Meters Per Turn	40 MPT				
Acceleration	75 MPT				
Breaking	55 MPT				
Max Speed	300 MPT (270 KM/h)				
Maneuverability	35				
Crew	One Operator				
Complement	One Passanger				
Hull Material	Steel Framing				
Hull Integrity	51				
Break Points	Wep	Mob	Eng	Op	Crew
	10	14	16	18	20
Hull Toughness	Front	Back	Side	Top	Bottom
	3	4	2	3	5
Price	250 cR				



Type-32 Rapid Attack Ghost

TECHNICAL SPECIFICATIONS

Length	4.2 Meters				
Width	3.9 Meters				
Height	3 Meters				
Mass	560 KG				
Meters Per Turn	30 MPT				
Acceleration	40 MPT				
Breaking	35 MPT				
Max Speed	132 MPT (120 KM/h)				
Maneuverability	45				
Boost	+30 MPT Max Speed				
Crew	Driver (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	120				
Break Points	Wep	Mob	Eng	Op	Crew
	40	30	30	20	20
Hull Toughness	Front	Back	Side	Top	Bottom
	18	8	9	6	6
cR Price	840 cR				

ARMAMENT VARIANTS:
Two Class-2 Energy Guns



Chopper

TECHNICAL SPECIFICATIONS

Length	6.5 Meters				
Width	2.3 Meters				
Height	2.9 Meters				
Meters Per Turn	25 MPT				
Acceleration	25 MPT				
Breaking	25 MPT				
Max Speed	100 MPT (90 KM/h)				
Boost	+20 MPT Max Speed				
Maneuverability	35				
Crew	Driver (1)				
Hull Material	Tungsten-Alloy				
Hull Integrity	190				
Break Points	Wep	Mob	Eng	Op	Crew
	40	50	20	15	25
Hull Toughness	Front	Back	Side	Top	Bottom
	14	13	13	14	12
cR Price	940 cR				

ARMAMENT VARIANTS:
Four 35mm Autocannons



Type-29 Transport Shadow

TECHNICAL SPECIFICATIONS

Length	14 Meters				
Width	2.1 Meters				
Height	3.3 Meters				
Mass	69.75 Metric Ton				
Meters Per Turn	5 MPT				
Acceleration	10 MPT				
Breaking	25 MPT				
Max Speed	76 MPT (70 KM/h)				
Maneuverability	20				
Crew	Driver (1) Gunner (1)				
Complement	Passengers (8)				
Hull Material	Sangheili Metallics				
Hull Integrity	136				
Break Points	Wep	Mob	Eng	Op	Crew
	40	40	50	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	27	12	18	16	10
cR Price	1640 cR				

ARMAMENT VARIANTS:
Type-28 Anti-Aircraft Cannon



Type-30 Locust

WALKER TECHNICAL SPECIFICATIONS

Length	5.8 Meters				
Width	12 Meters				
Height	6 Meters				
Mass	2.5 Metric Ton				
Strength	230				
Agility	40				
Evasion	40				
Crew	Driver (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	220				
Break Points	Wep	Mob	Eng	Op	Crew
	50	30	20	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	12	10	10	9	9
	30	20	20	15	15
Leg Toughness					
cR Price	940 cR				

ARMAMENT VARIANTS:
Focus Cannon
Melee Attack (2D10 + Strength Mod)



Type-47 Scarab

WALKER TECHNICAL SPECIFICATIONS

Length	48.6 Meters																			
Width	48.3 Meters																			
Height	38.8 Meters																			
Mass	3539 Metric Ton																			
Strength	960																			
Agility	140																			
Evasion	15																			
Crew	Driver (1)																			
Hull Material	Hunter Heavy Metal																			
Hull Integrity	760																			
Break Points																				
	<table><tr><th>Wep</th><th>Mob</th><th>Eng</th><th>Op</th><th>Crew</th></tr><tr><td>20</td><td>30</td><td>20</td><td>20</td><td>20</td></tr></table>					Wep	Mob	Eng	Op	Crew	20	30	20	20	20					
Wep	Mob	Eng	Op	Crew																
20	30	20	20	20																
Hull Toughness	<table><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr><tr><td>100</td><td>30</td><td>90</td><td>48</td><td>48</td></tr><tr><td>130</td><td>90</td><td>90</td><td>48</td><td>48</td></tr></table>					Front	Back	Side	Top	Bottom	100	30	90	48	48	130	90	90	48	48
Front	Back	Side	Top	Bottom																
100	30	90	48	48																
130	90	90	48	48																
Leg Toughness																				
cR Price	9440 cR																			

ARMAMENT VARIANTS:

Heavy Focus Cannon

Two Anti-Aircraft Turrets

Three Anti-Infantry Plasma Cannons

Three Type-52 Directed Energy Support Weapons Melee Attack

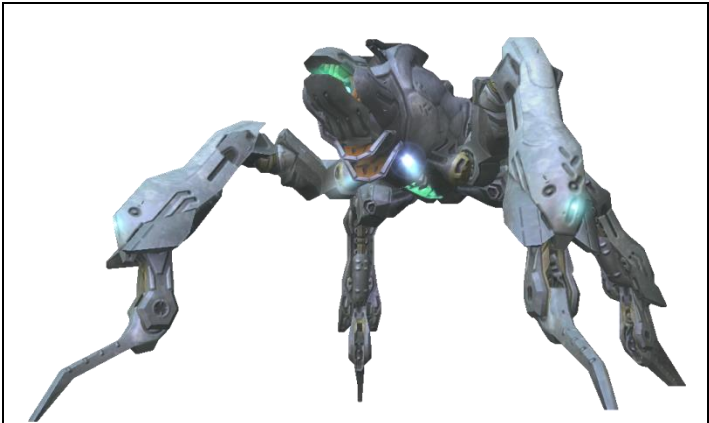
Melee Attack (3D10+Strength Modifier) Ignores Armor

WEAK LEG JOINTS

Scarabs have four legs, each with a sub-location under the 'knees' of the vehicle that all have 15 Break Points, Each. These Break Points are separate of the rest of the Scarab's Break Points, and each other. When a leg's Sub-location Break Points hit 15 or greater, the leg breaks down and the vehicle begins to kneel down on that leg. The leg Break Points automatically repair 1D5 points per Round when above 10 Break Points. A leg is considered healed and the Scarab may stop Kneeling when the Break Points of the leg heal below 10. This Sub-Location is at 20 Hull Toughness instead of the standard Toughness of the vehicle.

INNER POWER-CORE

Every Scarab has an exposed power-core concealed within the back of the Control Hub within the inner workings of the Scarab that is accessible through a ramp. This Power Core has 10 Break Points, and when these Break Points are reached, the Power Core and Scarab will explode. It takes 4 Rounds for the Scarab to explode, and when it does, the Blast is 40 meters, with a 20 meter Kill Radius. The blast deals 10D10+15 damage with a pierce of 20.



Type-47v1 Mod 'Super' Scarab

WALKER TECHNICAL SPECIFICATIONS

Length	68.6 Meters				
Width	78.3 Meters				
Height	58.8 Meters				
Mass	5180 Metric Ton				
Strength	1200				
Agility	170				
Evasion	15				
Crew	Driver (1)				
Hull Material	Hunter Heavy Metal				
Hull Integrity	960				
Break Points	Wep	Mob	Eng	Op	Crew
	20	30	20	20	20
Hull Toughness	Front	Back	Side	Top	Bottom
Leg Toughness	100	90	90	48	48
	130	90	90	48	48
cR Price	13440 cR				

ARMAMENT VARIANTS:

Heavy Focus Cannon
Two Type-28 Anti-Aircraft Turrets
Three Type-42 Directed Energy Support Weapons
Melee Attack (3D10+Strength Modifier) Ignores Armor.

WEAK LEG JOINTS

Scarabs have four legs, each with a sub-location under the 'knees' of the vehicle that all have 35 Break Points, Each. These Break Points are separate of the rest of the Scarab's Break Points, and each other. When a leg's Sub-location Break Points hit 15 or greater, the leg breaks down and the vehicle begins to kneel down on that leg. The leg Break Points automatically repair 1D5 points per Round when above 10 Break Points. A leg is considered healed and the Scarab may stop Kneeling when the Break Points of the leg heal below 10. This Sub-Location is at 20 Hull Toughness instead of the standard Toughness of the vehicle.

INNER POWER-CORE

Every Scarab has an exposed power-core concealed within the back of the Control Hub within the inner workings of the Scarab that is accessible through a ramp. This Power Core has 10 Break Points, and when these Break Points are reached, the Power Core and Scarab will explode. It takes 4 Rounds for the Scarab to explode, and when it does, the Blast is 50 meters, with a 40 meter Kill Radius. The blast deals 10D10+20 damage with a pierce of 20.



Harvester

WALKER TECHNICAL SPECIFICATIONS

Length	171.8 Meters				
Width	109.5 Meters				
Height	120.5 Meters				
Mass	37,539 Metric Ton				
Strength	2500				
Agility	40				
Evasion	--				
Crew	Driver (1) Gunner (1)				
Hull Material	Hunter Compressed Heavy Metal				
Hull Integrity	950				
Break Points	Wep	Mob	Eng	Op	Crew
	30	40	30	30	30
Hull Toughness	Front	Back	Side	Top	Bottom
	120	100	100	60	60
	150	110	110	60	60
Leg Toughness					
cR Price	98440 cR				

ARMAMENT VARIANTS:

Plasma Drill (7D10 instead, and double Pierce.)
 Melee Attack (5D10 + Strength Mod)

INNER POWER-CORE

The Harvester, similar to the Scarab, holds an inner Power-Core. This Power Core, when removed or destroyed, does not ignite the Harvester, but instead only shuts it down until it is replaced. The Power Core's holster can be destroyed, not allowing a new Power Core to be replaced until the system is repaired. The Harvester's Power Core has 5 Break Points, and can easily be destroyed. This core is held on the inside, hidden in a small labyrinth of pathways. To gain entrance to this vehicle, players must find a way to catch guards off-guard and break in through hacking or other clever ways. Base hacking one of these would take a -70 Cryptography Test, which can be increased or decreased based on GM decision.

PLASMA DRILL

The Harvester takes long to charge after firing. The Harvester's Plasma Drill takes 3 Rounds to Charge before firing again. The devastating attack is well worth the wait, and most players will want to put a stop to this hulking beast before it is able to recharge for a second attack.



Type-48 Revenant
TECHNICAL SPECIFICATIONS

Length	6.5 Meters				
Width	4 Meters				
Height	3.3 Meters				
Mass	2.5 Metric Ton				
Meters Per Turn	35 MPT				
Acceleration	45 MPT				
Breaking	40 MPT				
Max Speed	144 MPT (130 KM/h)				
Boost	+25 MPT Max Speed				
Maneuverability	40				
Crew	Driver (1)				
Component	Passanger (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	134				
Break Points	Wep	Mob	Eng	Op	Crew
	40	30	30	20	20
Hull Toughness	Front	Back	Side	Top	Bottom
	18	8	8	8	6
cR Price	1340 cR				

ARMAMENT VARIANTS:
Class-2 Plasma Mortar



Type-46 Specter
TECHNICAL SPECIFICATIONS

Length	6.5 Meters				
Width	5.1 Meters				
Height	4.3 Meters				
Mass	3.1 Metric Ton				
Meters Per Turn	20 MPT				
Acceleration	40 MPT				
Breaking	55 MPT				
Max Speed	128 MPT (115 KM/h)				
Maneuverability	40				
Crew	Driver (1) Gunner (1)				
Component	Passengers (2)				
Hull Material	Sangheili Metallics				
Hull Integrity	128				
Break Points	Wep	Mob	Eng	Op	Crew
	20	30	50	30	30
Hull Toughness	Front	Back	Side	Top	Bottom
	18	9	16	9	5
cR Price	1390 cR				

ARMAMENT VARIANTS:
Type-42 Directed Energy Support Weapon



Type—52 Prowler

TECHNICAL SPECIFICATIONS

Length	7.1 Meters				
Width	4.2 Meters				
Height	4.3 Meters				
Mass	3.6 Metric Ton				
Meters Per Turn	20 MPT				
Acceleration	50 MPT				
Breaking	55 MPT				
Max Speed	110 MPT (97 KM/h)				
Maneuverability	30				
Crew	Driver (1) Gunner (1)				
Component	Passengers (2)				
Hull Material	Tungsten-Alloy				
Hull Integrity	150				
Break Points	Wep	Mob	Eng	Op	Crew
	20	50	30	20	30
Hull Toughness	Front	Back	Side	Top	Bottom
	20	7	18	16	20
cR Price	1340 cR				

ARMAMENT VARIANTS:

Type-52 Directed Energy Support Weapon



Type-26 Assault Wraith

TECHNICAL SPECIFICATIONS

Length	8.6 Meters				
Width	6.1 Meters				
Height	3.8 Meters				
Mass	47 Metric Ton				
Acceleration	2 KM/s				
Max Speed	59 KM/h				
Meters Per Turn	30 MPT				
Acceleration	40 MPT				
Breaking	35 MPT				
Max Speed	132 MPT (120 KM/h)				
Boost	+40 MPT (Half Boost Charge)				
Maneuverability	30				
Crew	Driver (1) Gunner (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	300				
Break Points	Wep	Mob	Eng	Op	Crew
	50	40	60	70	50
Hull Toughness	Front	Back	Side	Top	Bottom
	48	22	30	42	18
cR Price	2140 cR				

ARMAMENT VARIANTS:

Heavy Plasma Mortar
Wraith Medium Plasma Cannon

ARMAMENT VARIANTS: Anti-Aircraft Artillery

Six Class-2 Projectile Cannons
Type-52 Directed Energy Support Weapon
1200 Meter Targeting Range against Air Vehicles



Type-26 Banshee

TECHNICAL SPECIFICATIONS

Length	6.9 Meters				
Width	7.4 Meters				
Height	3.6 Meters				
Mass	2.25 Metric Tons				
Meters Per Turn	30 MPT				
Acceleration	100 MPT				
Breaking	50 MPT				
Max Speed	208 MPT (190 KM/h)				
Boost	+60 MPT				
Maneuverability	135				
Targeting	4				
Targeting Range	1200 Meters				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	90				
Break Points	WepMobEngOpCrew				
	3030404040				
Hull Toughness	FrontBackSideTopBottom				
	1812121612				
Price	1310 cR				

ARMAMENT VARIANT

Two Class-2 Energy Guns
Two Class-2 Projectile Cannons



Type-27 Multi-Role Fighter Banshee

TECHNICAL SPECIFICATIONS

Length	Meters				
Width	10.9 Meters				
Height	8.6 Meters				
Mass	2.5 Metric Tons				
Meters Per Turn	250 MPT				
Acceleration	1500 MPT				
Breaking	1500 MPT				
Max Speed	3900 MPT (3500 KM/h)				
Boost	+500 MPT				
Maneuverability	500				
Targeting	6				
Targeting Range	2000 Meters				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	90				
Break Points	Wep	Mob	Eng	Op	Crew
	30	30	40	40	40
Hull Toughness	Front	Back	Side	Top	Bottom
	20	12	12	15	11
Price	1900 cR				

ARMAMENT VARIANT

Two Class-2 Projectile Cannons
Two Class-2 Energy Guns (+3 DAM, +2 PIERCE)



Type-31 Seraph

TECHNICAL SPECIFICATIONS

Length	28 Meters				
Width	19.3 Meters				
Height	6.1 Meters				
Mass	6 Metric Tons				
Meters Per Turn	500 MPT				
Acceleration	1000 MPT				
Breaking	800 MPT				
Max Speed	3556 MPT (3200 KM/h)				
Maneuverability	240				
Targeting	8				
Targeting Range	3000 Meters				
Crew	Operator (1) Gunner (3)				
Shield Rating	100				
Recharge Time	2				
Recharge Rate	10				
Hull Material	Sangheili Metallics				
Hull Integrity	128				
Break Points	Wep	Mob	Eng	Op	Crew
	50	60	60	70	70
Hull Toughness	Front	Back	Side	Top	Bottom
	12	14	14	13	14
Price	2100				

ARMAMENT VARIANT

Heavy Plasma Cannon
Pulse Laser
Plasma Charge



Type-56 Lich

TECHNICAL SPECIFICATIONS

Length	102.8 Meters				
Width	50.9 Meters				
Height	32.7 Meters				
Mass	18.9 Metric Tons				
Meters Per Turn	200 MPT				
Acceleration	250 MPT				
Breaking	500 MPT				
Max Speed	1000 MPT (900 KM/h)				
Targeting	5				
Targeting Range	1200 Meters				
Maneuverability	165				
Crew	Operator (1) Gunner (5)s				
Complement	Passangers (30)				
Hull Material	Sangheili Metallics				
Hull Integrity	152				
Break Points	Wep	Mob	Eng	Op	Crew
	40	50	50	70	70
Hull Toughness	Front	Back	Side	Top	Bottom
	19	19	19	19	19
Price	21700				

ARMAMENT VARIANT

Four Plasma Cannons
Charged Plasma Cannon

INNER POWER-CORE

Just like the Scarab, the Lich has an exposed power-core concealed within the back of the Control Hub .This Power Core has 10 Break Points, and when these Break Points are reached, the Power Core and Scarab will explode. It takes 4 Rounds for the Scarab to explode, and when it does, the Blast is 40 meters, with a 20 meter Kill Radius. The blast deals 10D10+15 damage with a pierce of 20.



Type-29 Vampire

TECHNICAL SPECIFICATIONS

Length	15,1 Meters				
Width	14.1 Meters				
Height	3.1 Meters				
Mass	8.5 Metric Tons				
Meters Per Turn	250 MPT				
Acceleration	200 MPT				
Breaking	450 MPT				
Max Speed	1000 MPT (900 KM/h)				
Targeting	5				
Targeting Range	2200 Meters				
Maneuverability	150				
Crew	Operator (1) Gunner (2)				
Hull Material	Sangheili Metallics				
Hull Integrity	108				
Break Points	Wep	Mob	Eng	Op	Crew
	30	40	40	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	13	13	12	12	11
Price	1800				

ARMAMENT VARIANT

Heavy Needle Cannon
Two Class-2 Energy Guns
Stasis Cannon



Type-52 Phantom

TECHNICAL SPECIFICATIONS

Length	32.5 Meters				
Width	20.5 Meters				
Height	5.1 Meters				
Mass	23.9 Metric Tons				
Meters Per Turn	200 MPT				
Acceleration	150 MPT				
Breaking	350 MPT				
Max Speed	776 MPT (700 KM/h)				
Maneuverability	185				
Targeting	6				
Targeting Range	1200 Meters				
Crew	Operator (1) Gunner (3)				
Complement	Passangers (15)				
Hull Material	Sangheili Metallics				
Hull Integrity	146				
Break Points	Wep	Mob	Eng	Op	Crew
	50	60	60	70	70
Hull Toughness	Front	Back	Side	Top	Bottom
	19	19	19	19	19
Price	2400				

ARMAMENT VARIANT

Two Plasma Cannons
Heavy Plasma Cannon

ARMAMENT VARIANT: Gunboat

Plasma Cannon
Five Heavy Plasma Cannon
No Transport Capacity
Price: 5400 cR



Type-25 Spirit

TECHNICAL SPECIFICATIONS

Length	27.8 Meters				
Width	18 Meters				
Height	11.8 Meters				
Mass	28.9 Metric Tons				
Meters Per Turn	300 MPT				
Acceleration	400 MPT				
Breaking	650 MPT				
Max Speed	1220 MPT (1100 KM/h)				
Maneuverability	155				
Targeting	3				
Targeting Range	700 Meters				
Crew	Operator (1) Gunner (1)				
Complement	Passangers (31)				
Hull Material	Sangheili Metallics				
Hull Integrity	152				
Break Points	Wep	Mob	Eng	Op	Crew
	50	70	70	70	60
Hull Toughness	Front	Back	Side	Top	Bottom
	19	19	19	19	19
Price	3100				

ARMAMENT VARIANT

Heavy Plasma Cannon
OR

Type-29 Anti-Infantry Cannon



Type-26 Anti-Infantry Stationary Gun

TECHNICAL SPECIFICATIONS

Length	1.3 Meters				
Width	0.7 Meters				
Height	2.5 Meters				
Mass	30.9 Kilograms				
Hull Material	Sangheili Metallics				
Hull Integrity	60				
Break Points	8				
Hull Toughness	Front	Back	Side	Top	Bottom
	11	11	11	11	11
Price	700				

ARMAMENT VARIANT

Type-26 Anti-Infantry Stationary Gun



Type-27 Anti-Infantry Stationary Gun

TECHNICAL SPECIFICATIONS

Length	2.6 Meters
Width	0.5 Meters
Height	2.1 Meters
Mass	26.2 Kilograms
Hull Material	Sangheili Metallics
Shield Integrity	10
Recharge Time	5
Recharge Rate	10
Hull Integrity	70
Break Points	10
Hull Toughness	FrontBackSideTopBottom
	106623
Price	700

ARMAMENT VARIANT

Type-27 Anti-Infantry Stationary Gun



Type-29 Anti-Infantry Stationary Gun

TECHNICAL SPECIFICATIONS

Length	4.4 Meters
Width	3.1 Meters
Height	3.2 Meters
Mass	97.9 Kilograms
Hull Material	Sangheili Metallics
Hull Integrity	70
Break Points	9
Hull Toughness	FrontBackSideTopBottom
	1812121220
Price	700

ARMAMENT VARIANT

Type-29 Anti-Infantry Stationary Gun



Type-55 Anti-Infantry Stationary Gun

TECHNICAL SPECIFICATIONS

Length	2.1 Meters
Width	0.5 Meters
Height	1.4 Meters
Mass	70.9 Kilograms
Hull Material	Sangheili Metallics
Hull Integrity	90
Break Points	12
Hull Toughness	FrontBackSideTopBottom
	2015628
Price	700

ARMAMENT VARIANT

Type-55 Anti-Infantry Stationary Gun

THE GM SECTION

ROLE OF THE GM

The GM (Game Master), in all aspects, is still another player, just as much as the others controlling party characters. The GM is tasked with bringing the many styles and aspects of the Halo universe to the players who create characters to live in this Universe. The GM's role is crucial, and the game cannot be played without one. The GM directs all NPCs and unfolds events for the players who explore and battle throughout the GM's story.

The GM is both the director and the referee to the Players, as the Players decide the actions of their Characters. Halo Mythic offers rules to arbitrate the actions of the characters and to determine the failures and successes of their actions. The GM decides when and where these rules are used, and how to construe them. The GM must make sure the game is running smoothly and to make sure people are as satisfied as possible with the outcome.

The GM has a lot of work to do while running games, such as creating a story, making characters, and controlling the NPCs and enemies that the Players come across. The story must unfold smoothly and transition well so that the Players feel at home and that they fit in this Universe.

CHOOSING THE GAME'S GM

When creating a game of Halo Mythic to play in, the players must nominate one to become the game's GM. It's always best if the GM volunteers or creates the game in the first place, as they would be more enthusiastic about the story they are telling. It is best for the GM to be well prepared before each game, with possible outcomes for the actions the Players make, and must always be ready for the Players to go out of their way to cause mischief and silly antics.

YOU'RE NOT ALONE

The GM should not always be alone, and should always take ideas and advice from the Players. Players should bring miniatures or props, paper, dice, or their laptop. Ideas are always welcome to a newer GM, as well, with tips on better storytelling. Never fear to approach the GM if, as a party, you are not having much fun, as you will always get better with time. Proper criticism makes for better work. Think of it as telling a story. The more you tell, the better you become.

The GM should seek ideas and help with judging how rules should be taken, and how non-listed actions should be handled. The GM should also never create the Player's backgrounds, as that should be the Player's decision, unless in a tightly knit group. The GM, if need be, can add more detail to the Player's backgrounds to fit them into the story.

KNOW THE RULES

The GM must always know the rules of the game. If not by heart, the GM must keep a copy of the Handbook in order to make proper delegations. The GM should read as much of the book's rules as they can before running the game.

KNOW THE SETTING

In a roleplaying game based on a universe such as Halo, the GM should know about the setting. The more knowledge of the Universe a GM has, the better and more believable a story can become.

BE FLEXIBLE

The GM must be flexible when running the game, being lenient towards Players who may have gotten the bad end of the dice a few too many times or those who were unjustly treated by other players.

BE PREPARED

The GM must be prepared for quick decisions and optional pathways that can be taken. Stories lose their satisfaction when linear, as Players enjoy making their own decisions that alter how the story unfolds as they continue.

THE MANY SETTINGS OF HALO

Halo has many settings, from the ancient civilizations of the Forerunners and Humanity, then known as Manush, to the constant struggle against the Flood that survived millions of lifetimes throughout space. An unofficial, but officially supported Halo Universe Complete Timeline can be found online, showing events from a million years before the events of the games, up to hundreds of years after. The Players and GM should decide in what time the story will take place, as the time also decides what weaponry, equipment, and armor is available, as well as show who and what is alive at the time. Weapons have times in which they were introduced, and some races and select characters were alive at specific points in the story. This all must be taken into consideration when making the story.

STYLES OF PLAY

There are many ways in which the story can evolve around the players. These focus points of the story create different adventures the GM and players might want to run. These styles are not the only ones to be had, as the Players and GM may easily come up with their own, these are only examples.

MILITARY

A heavily Military-based story should follow the rules of Engagement of the army it is about. The Covenant run off of a no-holds-bar murder and honor system that rewards characters for the death of their enemies with rank and better equipment. The UNSC and Insurrectionists run off of highly-trained tactical soldiers who use team-work to get what needs to be done. There are rules already implemented in the book on how to treat these rules located under the Rank section near Character Creation.

MERCENARY

Mercenaries can be any race from any location, doing what they want, when they want, whenever they feel like it. Usually, Mercenaries play for cR, and take any job they can that will further their goal of power and survival. Working to get better equipment, exploring the Galaxy, and being on bad ground with mostly everyone else that aren't paying you.

CIVILIAN SURVIVAL

Playing as Civilian under all-out-war is the most difficult style Players can choose, but can prove to be incredibly fun and rewarding. The survival aspect can be put towards any type of Civilian of any race, in any setting that would have Civilians. Starting with nothing and working your way around the Militaries can show how hard the lives were of those stuck in war.

EXPLORATION

Exploration of Scientists or just people with a ship of their own is also a viable game. Heavy roleplaying, experimental weaponry and equipment, and exploring the Galaxy in general, Exploration offers gameplay to those who don't just want war, but also an experience that they control.

NON-PLAYABLE CHARACTERS

Non-Playable Characters, known as NPCs, are characters the GM controls. NPCs bring the setting to life and gives Player Characters the ability to contact and communicate with. NPCs can prove to play vital roles in stories made by the GM, and the GM should never ignore the possibilities that can come from the use of NPCs.

There are plenty of pre-made NPCs that can be used as both allies and enemies of the Player Characters. These characters can be found through Halopedia and Halo Wikia, some with incredibly in-depth backgrounds and information.

CONTROLLING NPCS

A GM must realize that all NPCs should react differently under different situations, and must be played with their own unique style and flavor. There are certain characters that may be cookie-cutters of others, such as the handful of mooks before a leader. The GM must take into mind an NPC's motivations, emotions, and who they are with. Not all NPCs want to die, and the GM should not use NPCs to steal the limelight away from the Player Characters.

REWARDING PLAYERS

After every game, the GM should reward players with Experience and sometimes cR. Experience should be given in limited amounts, based on how well the GM feels the Players did. Experience should be given for exploration, solving problems, and handling social encounters. There are two different methods in which to reward players Experience; Abstract and Combat.

ABSTRACT EXPERIENCE REWARDING (UNSC, Humanity, Civilian)

The easiest and most recommended way of rewarding Players. Abstract relies on awarding Players based on the amount of time played, and how steady the game felt to the GM. For each game session, the players should receive at least 200 Experience, roughly giving 50 Experience per hour played. Using this method, on top of rewarding players for good conduct and situational handling, will insure players to want to stay active within the story.

COMBAT EXPERIENCE REWARDING (Covenant)

Using this method, Players are rewarded through how well they handle Combat situations. This is only recommended for Covenant-based military games, where their society in the Military is completely based on kill count and how they battle. It is suggested that some Experience should be given per hour played. The GM should still reward the players around 30 Experience per hour played.

REWARDING WITH cR

The GM should reward Players with cR after they complete missions and handle important set objectives. cR should be given in amounts based on the difficulty of the Objective. For Survival games, this is almost never an option. Instead, survival-based can scavenge or do jobs for cR.

OBJECTIVE DIFFICULTY	cR GAINED
Simple	20
Routine	50
Challenging	80
Hard	100
Very Difficult	120

GAINING LUCK

All Player Characters, and even important NPCs, should gain Luck over time through completion of important missions and incredible survival. The GM must use their judgment in order to decide what should give Players more Luck. Usually, Luck is given in only a +1 when it is given out, as Players shouldn't get more Luck in mass amounts. Players should also never go above 10 Luck, as it takes away the difficulty the game offers.

INTERACTIONS WITH OTHERS

Not everything in Halo Mythic is warfare and exploration. Some of the game features Players and Characters interacting through roleplaying, and when the GM feels it necessary, with dice rolls as well.

WHEN TO USE DICE ROLLS

When a GM has two characters in an argument or trying to persuade each other, the GM should first have a roleplaying session where the characters discuss their sides of the story, or whatever they are trying to handle. If the GM feels that a roll must be made, an Opposed Roll is rolled by both Characters. Examples of skills to make Opposed Tests include Charm Tests, Command Tests, and Deception Tests.

CHARACTER DISPOSITION

Characters are not always neutral towards one another. Some are angry and full of hate, while others could be giddy and willing to believe anything. The following is a chart to help GMs get a decent grasp on modifiers for character behavior and attitude towards the ones making the Opposed Test.

DISPOSITIONS

DIFFICULTY	MODIFIER	APPEAL	COMMAND	DECEPTION	INTERROGATE	INTIMIDATE
Trivial	+30	Infatuated	Fanatical	Gullible	Horried	Terrified
Electuary	+20	Affectionate	Devoted	Trusting	Panicky	Frightened
Simple	+10	Favorable	Loyal	Accepting	Worried	Startled
Ordinary	+0	Indifferent	Indifferent	Indifferent	Indifferent	Indifferent
Challenging	-10	Disdainful	Resentful	Suspicious	Plucky	Brave
Hard	-20	Scorned	Disloyal	Skeptical	Daring	Courageous
Very Hard	-30	Disgusted	Mutinous	Disbelieving	Reckless	Foolhardy

INTERACTION WITH GROUPS

When Characters use Social Skills against groups of individuals, the Test must be resolved with an Opposed Test of one selected character that has the most Charisma or the Opposed Characteristic of the group. For every Degree of Success, the amount of people affected is equal to the character's Modifier of the selected Characteristic that the Skill is rolled on. For every 5 Characters in the group, if the overall Disposition is Challenging or Harder, the Test is at a -5.

WEAPON DAMAGE

At some points, a weapon could become damaged and possibly rendered unusable. Here are examples of what a GM can do if he decides a weapon has been damaged in some way.

DAMAGE	EFFECT
Scratched	The weapon was scratched and scuffed, but does not affect how it loads or fires.
Cracked	The weapon is cracked in some areas, and may not fire correctly, depending the location. Such as the barrel, if the barrel is cracked, the user could get a -10 or worse for Warfare Range due to the damage of the barrel. It could take longer to load a magazine into the weapon if that location was damaged.
Heavy Damage	The weapon is damaged, and takes longer to reload, from an extra +2 to reload time, to Double or even Triple the time. Accuracy and the ability to Aim with it could also suffer from a simple -10, to worse.
Excessive Damage	Rate of fire could suffer, as well as anything else shown in the previous examples.
Destroyed	The weapon is completely useless. A nice trophy, perhaps, but useless.

SPEEDING UP RANGED COMBAT

Ranged Combat can take a decent amount of time, especially with large amounts of enemies and weaponry with high rates of fire. To speed this process up, the GM may roll 1D100 for their RoF to see how many hits land. The higher the DoS, the more shots, the lower the DoS, the less amount of shots. The amount that hit is completely up to the GM. This works to speed up NPC combat, while the players are still able to roll for their shots normally.

MAKE SURE TO USE PENALTIES

Many GMs don't understand the importance of using penalties in a system where bonuses come from equipment, characteristic and skill advancements, and Abilities. There are far too many outcomes that could come too easily to a Character because the GM didn't use proper Penalties. These Penalties are shown in the book for situations like difficulty seeing, damaged equipment or limbs, battlefield situations, and all-around crazy scenarios. The GM must realize when it is proper to use these Penalties, as to make sure characters aren't waltzing around a Battlefield like they're invincible.

NEMESIS ABILITIES

Nemesis Abilities are given to "villains" and other enemies the GM has planned for their game. These give backstories and possible difficulty modifiers. These allow a villain or a final boss to hold some more reasoning behind players hating them, and give the players more difficulty fighting their nemesis. These Abilities are a constant effect that work the same as any normal Ability, but are only given to the big baddy of the campaign.

ABILITY	EFFECT
Atrocious	The Nemesis gives off a Fear Test to all their Opponents. This can be given to Characters who have done incredibly vile and horrible acts, with little to no regard.
Calculating	The Nemesis is one step ahead of their Opponents. This gives the Nemesis a +10 against any Opposed Test. This may be stacked to +20, depending on how the Character is to be handled.
Indisputable	The Nemesis has complete control over their minions, and has a knack for brainwashing and stretching the truth. This is perfect for making civilians see his side of the story, believing in them over those the nemesis is going against. -20 Penalties to any Social Skill against anyone who was brainwashed.
Unperturbed	The Nemesis has a relaxed sense about them, like they do not care about what is happening. Opponents to the Nemesis gain -20 in finding motives or similar Tests.
Syndical	The Nemesis is head of a large syndication of sorts, whether it be Insurrectionist militaries, or branches of the Covenant Post-War. The Nemesis gains +10 to any Test regarding finding out information.
Caring	The Nemesis is caring of their underlings, gaining a +10 To-hit if their bodyguards or other underlings have been harmed.
Fanatical	The Nemesis is obsessed with a single outcome of a desired situation. +20 to Tests attempting to make the outcome happen, while any other test is at a -10.
Suspicious	The Nemesis is quick to sniff out problems or plans against them. +20 to Skills dealing with finding plans of any Attacker.
Boastful	The Nemesis is more likely to explain plans or their winning outcomes to the Party. Must pass a -30 Charisma Test to not boast.
Morbid	The Nemesis is not afraid of death, which allows them to not hold back in a fight. The Nemesis ignores Fatigue, Bleeding, and Pinning Tests.
Respectful	The Nemesis shows respect for those they're fighting against. The Nemesis does not hold back when fighting the Party, and gains +10 to any Test made during the Combat.
Penitent	The Nemesis acts out of sorrow for past sins. +10 to Deceiving the Nemesis based on actions they're trying to account for. -10 to any other Social Skill dealing with the Nemesis.
Lucky	The Nemesis has an extra 1 point1 of Luck that regenerates once every hour.
Kind-Hearted	The Nemesis is more understandable and caring. This gives +10 to Negotiations against the Nemesis.
Trustworthy	The Nemesis is trustworthy, their word is their honor and they will not go back on it.

INTRODUCING THE BUILDING BLOCKS TO THE NEW NPC BESTIARY

The Bestiary is built to allow GMs easy enemies and friends for their games. Each Bestiary of the Soldier Types allows multiple levels of adversaries and allies. Each Bestiary has an Easy, Normal, Heroic, Legendary, and Nemesis Level. This Level is how powerful the NPC is. Nemesis is the most powerful of Bestiary Level, as it is the Level intended for final bosses and incredibly difficult Opponents that will reward the most Experience. Each Level offers an Experience multiplier, and each Soldier Type offers an Experience Payout. The Payout is how much Experience is earned in total for the party, which is then split up to those who battled the foe. For every Character that fought the NPC, the Experience is split up that many ways.

The Bestiary has an 11th Characteristic. This Characteristic is the Wounds (WDS) of the Character, just abbreviated to make listing Wounds for the separate Levels easier for the GM.

BESTIARY LEVEL	EXPERIENCE MULTIPLIER
Easy	x1
Normal	x2
Heroic	x3
Legendary	x4
Nemesis	x5

UNSC/Insurrectionist Army Soldier

“Earth or beyond, we’ll fight for the soil under our boots.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	30	30	35	30	30	35	35	30	30
Normal	40	35	35	40	35	35	40	40	35	35
Heroic	45	45	40	40	40	35	40	40	40	35
Legendary	50	50	50	50	45	40	45	55	40	40
Nemesis	55	50	50	60	55	40	45	60	40	50

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	320		13	1
Normal	640		15	1
Heroic	960		18	2
Legendary	1,280		21	3
Nemesis	1,600		25	5



Standard Army Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman Army Equipment	
Designated Marksman Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters Army Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Support Army Equipment	
AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Heavy Autoriflemen Army Equipment	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist Army Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Anti-Armor Army Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Marine Soldier

"They're the best of the best, but they're only human..."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	30	30	40	30	30	35	30	30	35
Normal	40	35	35	45	35	35	40	35	35	40
Heroic	45	45	40	50	35	40	45	30	40	40
Legendary	50	50	50	55	45	40	45	40	40	45
Nemesis	55	50	50	60	55	40	45	60	40	55

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	400		13	1
Normal	800		15	1
Heroic	1,200		18	2
Legendary	1,600		21	3
Nemesis	2,000		25	5



Standard Marine Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman Marine Equipment	
Battle Rifle of choosing	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters Marine Equipment	
M90 Close Assault Weapon System Shotgun	Hardcase
Two M9 high-Explosive Dual-Purpose Grenades	Flashlight
M6 series pistol	Combat Knife
Three Flashbangs	Holographic Tactical eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Gunnery Marine Equipment	
A1E-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist Marine Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Anti-Armor Marine Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Heavy Autoriflemen Marine Equipment	
M735 Light Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Air Force Soldier

“Just remember, boys. We are the apex predators.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	30	30	40	35	35	30	40	30	30	30
Normal	35	35	45	40	35	35	45	35	35	35
Heroic	40	45	50	40	40	35	50	40	40	35
Legendary	45	45	50	50	45	40	55	40	40	40
Nemesis	55	50	60	60	55	40	60	55	40	50

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	350	13	1
Normal	700	15	1
Heroic	1,050	18	2
Legendary	1,400	21	3
Nemesis	1,750	25	5



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Marksman UNSC Equipment	
BR55 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC/Insurrectionist Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
AIE-486H Heavy Machine Gun or HMG-38	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing or Sniper Rifle System 99	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/Insurrectionist Navy Technician
 "I can do that blindfolded, sir."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	30	30	35	30	45	30	30	30	30
Normal	40	35	35	40	35	50	35	35	35	35
Heroic	45	45	45	40	40	55	45	45	45	40
Legendary	50	45	45	50	45	55	45	45	45	40
Nemesis	55	50	50	60	50	60	50	50	50	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	260	13	1
Normal	520	15	1
Heroic	780	18	2
Legendary	1,040	21	3
Nemesis	1,300	25	5

Standard Technician Equipment	
M6 series or M6J Carbine Variant if available	Hardcase
UNSC Portable TACPAD	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

Standard Technician Equipment	
M6 series Pistol of the time	Hardcase
UNSC Portable TACPAD	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform



UNSC Marine Corps Orbital Drop Shock Troopers
 “We go feet first, sir!”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	30	30	40	40	30	30	50	30	35
Normal	40	35	35	45	45	35	35	55	35	40
Heroic	45	45	45	50	50	45	45	60	45	45
Legendary	50	45	45	55	55	45	45	65	45	50
Nemesis	55	50	50	65	65	50	50	70	50	55

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	640	13	1
Normal	1,280	15	1
Heroic	1,920	18	2
Legendary	2,560	21	3
Nemesis	3,200	25	5



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Assault and Ambush UNSC Equipment	
M7 Silenced Caseless Submachine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform
ODST BDU Of Choice	

General Purpose Gunnery Equipment	
M247 Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical Softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
ODST BDU Of Choice	

Heavy Autoriflemen UNSC Equipment	
M735 Light Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/ONI Section Operative

“<\ CLEARANCE: Classified [Level [redacted] and above]”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	30	30	30	30	25	45	30	30	45	50
Normal	35	35	35	35	30	50	35	35	50	55
Heroic	45	45	45	45	35	55	45	45	55	60
Legendary	45	45	45	45	40	60	45	45	60	65
Nemesis	50	50	50	50	45	65	50	50	65	70

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	13	1
Normal	360	15	1
Heroic	540	18	2
Legendary	720	21	3
Nemesis	900	25	5

ONI ODS

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	30	30	40	40	45	30	30	45	50
Normal	40	35	35	45	45	50	35	35	50	55
Heroic	45	45	45	50	50	55	45	45	55	60
Legendary	50	45	45	55	55	60	45	45	60	65
Nemesis	55	50	50	65	65	65	50	50	65	70

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	560	13	1
Normal	1,120	15	1
Heroic	1,680	18	2
Legendary	2,240	21	3
Nemesis	2,800	25	5

Standard UNSC Equipment

MA5 series Assault Rifle of the time	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofers	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment

BR55 Battle Rifle	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofers	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
WAYPOINT Comm	Flashlight
Interrogator Translator	Combat Knife
Spoofers	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform



UNSC ORION Project Augmented Soldier “Spartan 1/1.1”
 “You are the best of the best and we intend to make you better.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	40	40	40	45	45	35	35	40	30	35
Normal	45	45	45	50	50	40	40	45	35	40
Heroic	50	50	50	55	55	45	45	50	40	45
Legendary	55	55	55	60	60	50	50	55	45	50
Nemesis	65	65	65	70	70	55	55	60	50	55
Mythic	+1	+1	+1							

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,000	20	1
Normal	2,000	23	1
Heroic	3,000	26	2
Legendary	4,000	30	3
Nemesis	5,000	35	5



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
Designated Marksman Rifle or Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
M735 Light Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Heavy Autoriflemen UNSC Equipment	
M735 Light Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC/Insurrectionist Battle Dress Uniform

UNSC/ONI Spartan II

"You have been called upon to serve, you will be trained... and you will become the best we can make of you. You will be the protectors of Earth and all her colonies."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	55	50	55	50	45	35	35	40	20	35
Normal	60	55	60	55	50	40	40	45	25	40
Heroic	65	60	65	60	55	45	45	50	30	45
Legendary	70	65	70	65	60	50	50	55	35	50
Nemesis	75	75	75	75	70	55	55	60	40	55
Mythic	+3	+3	+3							

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,900	25	1
Normal	3,800	31	1
Heroic	5,700	39	2
Legendary	7,600	46	3
Nemesis	9,500	50	5



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
BR55 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
A1E-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	
ODST Armor	
Black Body Suit	
Semi-Powered Infiltration Armor	
Mjolnir Mark IV	
Mjolnir Mark V	
Mjolnir Mark VI or VII	
Mjolnir Gen II Mark I	

UNSC/ONI Spartan III

"Make the units better with new technology. Make more of them.
And make them cheaper."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	45	40	45	45	40	30	35	40	20	25
Normal	50	45	50	50	45	35	40	45	25	30
Heroic	55	50	55	55	50	40	45	50	30	35
Legendary	60	55	60	60	55	45	50	55	35	40
Nemesis	65	60	65	65	60	50	55	60	40	45
Mythic	+3	+3	+3							

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,680	20	1
Normal	3,360	23	1
Heroic	5,040	26	2
Legendary	6,720	30	3
Nemesis	8,400	35	5



Standard UNSC Equipment	
MA5K Carbine	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Assault and Ambush UNSC Equipment	
M7 Silenced Caseless Submachine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
M247H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	
ODST Armor	
Black Body Suit	
Semi-Powered Infiltration Armor	
Mjolnir Mark IV	
Mjolnir Mark V	
Mjolnir Mark VI or VII	
Mjolnir Gen II Mark I	

UNSC/ONI Spartan IV

“There won’t be any program; not like the Spartan-Twos, anyway or the Spartan-Threes, if I can help it. We’re back to using consenting adults now, like we did in the Project Orion.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	40	40	45	45	40	30	35	40	20	25
Normal	45	45	50	50	45	35	40	45	25	30
Heroic	50	50	55	55	50	40	45	50	30	35
Legendary	55	55	60	60	55	45	50	55	35	40
Nemesis	60	60	65	65	60	50	55	60	40	45
Mythic	+2	+2	+2							

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,320	20	1
Normal	2,640	23	1
Heroic	3,960	26	2
Legendary	5,280	30	3
Nemesis	6,600	35	5



Standard UNSC Equipment	
MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Marksman UNSC Equipment	
BR55 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment	
M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Heavy Gunnery UNSC Equipment	
A1E-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Long Ranged Specialist UNSC Equipment	
Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform

Anti-Armor UNSC Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

ARMOR	
ODST Armor	
Black Body Suit	
Semi-Powered Infiltration Armor	
Mjolnir Mark VI or VII	
Mjolnir Gen II Mark I	

UNSC Smart AI

“Seven years, multiple lifetimes for others. Nothing holding me back.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	25	25	25	40	25	60	50	35	35	35
Normal	30	30	30	45	30	65	55	40	40	40
Heroic	35	35	35	45	35	70	60	45	45	45
Legendary	40	40	40	50	40	75	65	50	50	50
Nemesis	45	45	45	55	45	80	70	55	55	55

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	900		17	1
Normal	1,800		21	1
Heroic	2,700		24	2
Legendary	3,600		29	3
Nemesis	4,500		33	5



Covenant Mgalekgolo

“They’re big and scary, and they like to smash things. Need I say more?”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	75	35	15	20	45	25	25	45	25	15
Normal	80	40	20	25	50	30	30	50	30	20
Heroic	85	45	25	30	55	35	35	55	35	25
Legendary	90	50	30	35	60	40	40	60	40	25
Nemesis	95	55	35	40	65	45	45	65	45	30
Mythic	+5		+1							

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	900	13	1
Normal	1,800	15	1
Heroic	2,700	18	2
Legendary	3,600	21	3
Nemesis	4,500	25	5

Hunter Dual Beam Assault Equipment	
Hunter Assault Cannon Beam	Hunter Assault Cannon Beam
Hunter Armor	

Hunter Dual Blast Assault Equipment	
Hunter Assault Cannon Blast	Hunter Assault Cannon Blast
Hunter Armor	

Hunter Rush Assault Equipment	
Hunter Heavy Metal Shield	Hunter Heavy Metal Shield
Hunter Armor	

Hunter Heavy Assault Equipment	
Hunter Assault Cannon Beam	Hunter Assault Cannon Blast
Hunter Armor	

Hunter Blast Assault Equipment	
Hunter Assault Cannon Blast	Hunter Heavy Metal Shield
Hunter Armor	

Hunter Beam Assault Equipment	
Hunter Assault Cannon Beam	Hunter Heavy Metal Shield
Hunter Armor	



Covenant Unggoy
 “We’re gonna go down in history!”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	20	15	25	25	25	25	20	25	25
Normal	40	25	20	30	30	30	30	25	30	30
Heroic	45	30	25	35	35	35	35	30	35	35
Legendary	50	35	30	40	40	40	40	35	40	40
Nemesis	55	40	35	45	45	45	45	40	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	280	10	1
Normal	350	13	1
Heroic	700	16	2
Legendary	1,050	19	3
Nemesis	1,400	23	5

Rapidfire Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Anti-Infantry Equipment	
Concussion rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Heavy Weapons Equipment	
Plasma Launcher	Equipment Pouch
Plasma Pistol	Flashlight
Methane Tank	Unggoy Combat Harness

Anti-Armor Equipment	
Fuel Rod Gun	Equipment Pouch
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Ranger Equipment	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Guided Munitions Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness



Covenant Kig-Yar Ruutian

“Snipers, Pirates, and Mercenaries. Where do I sign up?”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	25	25	35	40	25	25	40	25	25	25
Normal	30	30	40	45	30	30	45	30	30	30
Heroic	35	35	45	50	35	35	50	35	35	35
Legendary	40	40	50	55	40	40	55	40	40	40
Nemesis	45	45	55	60	45	45	60	45	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	300	12	1
Normal	600	14	1
Heroic	900	16	2
Legendary	1,200	20	3
Nemesis	1,500	24	5

Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness



Covenant Kig-Yar T'vaoran
 "Faster than you can blink."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	20	60	30	25	25	30	25	25	25
Normal	40	25	65	35	30	30	35	30	30	30
Heroic	45	30	70	40	35	35	40	35	35	35
Legendary	50	35	75	45	40	40	45	40	40	40
Nemesis	55	40	80	50	45	45	50	45	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	540	10	1
Normal	1,080	13	1
Heroic	1,620	16	2
Legendary	2,160	19	3
Nemesis	2,700	23	5



Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Type-25 Directed Energy Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Wrist Point Defense Gauntlet	Kig-Yar Combat Harness

Covenant Kig-Yar Ivie'shan

"Betcha he'll stop attacking you for a piece of ham."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	35	40	25	40	25	25	25	25	25	25
Normal	40	45	30	45	30	30	30	30	30	30
Heroic	45	50	35	50	35	35	35	35	35	35
Legendary	50	55	40	55	40	40	40	40	40	40
Nemesis	55	60	45	60	45	45	45	45	45	45

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	300		20	1
Normal	600		23	1
Heroic	900		26	2
Legendary	1,200		30	3
Nemesis	1,500		35	5

Kig-Yar Heavy Plasma Equipment	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Plasma Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Equipment	
Needle Rifle	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness

Kig-Yar Ranger Radiation Equipment	
Covenant Carbine	Equipment Pouch
Targeting Headgear	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Sealed Suit	Kig-Yar Combat Harness

Kig-Yar Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Point Defense Gauntlet	Kig-Yar Combat Harness



Covenant Sangheili Ranger

“All who walk the blessed path will find salvation...even in death.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	50	40	35	40	30	25	35	25	15	30
Normal	55	45	40	45	35	30	40	30	20	35
Heroic	60	50	45	50	40	35	45	35	25	40
Legendary	65	55	50	55	45	40	50	40	30	45
Nemesis	70	60	55	60	50	45	55	45	35	50

MYTHIC			
LEVEL	STR	T	AG
Easy	+3	+2	+1
Normal	+4	+2	+1
Heroic	+4	+3	+1
Legendary	+4	+4	+2
Nemesis	+5	+5	+3

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	800	20	1
Normal	1,600	23	1
Heroic	2,400	26	2
Legendary	3,200	30	3
Nemesis	4,000	35	5



Sangheili Force Equipment	
Concussion Rifle	Equipment Pouch
Sangheili Sealed Suit	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Standard Equipment	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Needler Equipment	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Anti-Vehicle Equipment	
Plasma Launcher	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Ranger Equipment	
Covenant Carbine	Equipment Pouch
Sangheili Sealed Suit	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Sangheili Gunnery Equipment	
Plasma Repeater	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

Covenant Sangheili Noble

“On the blood of our fathers, on the blood of our sons... We swore to uphold the Covenant!”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	50	40	45	25	40	25	25	35	10	30
Normal	55	45	50	30	45	30	30	40	15	35
Heroic	60	50	55	35	50	35	35	45	20	40
Legendary	65	55	60	40	55	40	40	50	25	45
Nemesis	70	60	65	45	60	45	45	55	30	50

MYTHIC			
LEVEL	STR	T	AG
Easy	+3	+2	+1
Normal	+4	+2	+1
Heroic	+4	+3	+1
Legendary	+4	+4	+2
Nemesis	+5	+5	+3

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	800	20	1
Normal	1,600	23	1
Heroic	2,400	26	2
Legendary	3,200	30	3
Nemesis	4,000	35	5

Swordsman Plasma Equipment	
Plasma Rifle	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Gunnery Equipment	
Plasma Repeater	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Needle Equipment	
Needler	Equipment Pouch
Energy Dagger	Flashlight
Two Plasma Grenades	Sangheili Combat Harness

Swordsman Melee Equipment	
Two Energy Daggers	Equipment Pouch
Flashlight	Two Plasma Grenades
Sangheili Combat Harness	



Covenant Jiralhanae Soldier

“Hunt to kill and kill to eat. War just makes it easier.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	60	50	40	20	35	10	40	30	15	25
Normal	65	55	45	25	40	15	45	35	20	30
Heroic	70	60	50	30	45	20	50	40	25	35
Legendary	75	65	55	35	50	25	55	45	30	40
Nemesis	80	70	60	40	55	30	60	50	35	45

MYTHIC			
LEVEL	STR	T	AG
Easy	+3	+4	
Normal	+3	+4	
Heroic	+4	+4	
Legendary	+4	+5	+1
Nemesis	+5	+6	+2

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	900	25	1
Normal	1,800	31	1
Heroic	2,700	39	2
Legendary	3,600	46	3
Nemesis	4,500	50	5



Dual Wield Spiker Equipment	
Spiker	Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Dual Wield Mauler Equipment	
Mauler	Equipment Pouch
Spiker or Mauler	Bubble Shield
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Suppressor Equipment	
Concussion Rifle	Equipment Pouch
Spiker or Mauler	Flare
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Heavy Anti-Armor Equipment	
Fuel Rod Gun	Equipment Pouch
Spiker or Mauler	Power Drainer
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Plasma Equipment	
Plasma Rifle (Choice)	Equipment Pouch
Spiker or Mauler	Deployable Cover
Two Spike Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Explosive Equipment	
Brute Shot	Equipment Pouch
Spiker or Mauler	Regenerator
Two Plasma Grenades	Jiralhanae Hunting Knife
Jiralhanae Combat Harness	

Covenant Yanme'e Unmutual

"These ones aren't like the rest... They reach out to others and are cast out from their kind."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	20	30	50	20	20	30	20	25	10	20
Normal	25	35	55	25	25	35	25	30	15	25
Heroic	30	40	60	30	30	40	30	35	20	30
Legendary	35	45	65	35	35	45	35	40	25	35
Nemesis	40	50	70	40	40	50	40	45	30	40

MYTHIC		
LEVEL	STR	T
Easy	+1	+1

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	370	13	1
Normal	740	15	1
Heroic	1,110	18	2
Legendary	1,480	21	3
Nemesis	1,850	25	5

Drone Standard Equipment	
Needler	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Drone Close Quarters Equipment	
Mauler	Equipment Pouch
Plasma Pistol	Bubble Shield
Two Plasma Grenades	

Drone Range Equipment	
Needle Rifle	Equipment Pouch
Plasma Pistol	Curveblade
Two Spike Grenades	

Drone Anti-Armor Equipment	
Fuel Rod Gun	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Drone Plasma Equipment	
Plasma Rifle (Choice)	Equipment Pouch
Plasma Pistol	Curveblade
Two Spike Grenades	

Drone Suppressing Equipment	
Plasma Repeater	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	



Covenant Huragok

“They may smell bad, but damn if they aren’t great with technology.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	20	40	15	10	10	60	50	20	10	10
Normal	25	45	20	15	15	65	55	25	15	15
Heroic	30	50	25	20	20	70	60	30	20	20
Legendary	35	55	30	25	25	75	65	35	25	25
Nemesis	40	60	35	30	30	80	70	40	30	30

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	70		20	1
Normal	140		23	1
Heroic	210		26	2
Legendary	280		30	3
Nemesis	350		35	5

Huragok Equipment

Huragok Explosive Armor



UEG Police SWAT Force
 “When the going gets tough, we get tougher.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	25	25	30	30	25	25	25	30	25	25
Normal	30	30	35	35	30	30	30	35	30	30
Heroic	35	35	40	40	35	35	35	40	35	35
Legendary	40	40	45	45	40	40	40	45	40	40
Nemesis	45	45	50	50	45	45	45	50	45	45

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	140		13	1
Normal	280		15	1
Heroic	420		18	2
Legendary	560		21	3
Nemesis	700		25	5

Automatic Fire Gear	
MA37 ICWS Rifle	Hardcase
M6E or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Close Quarters Gear	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Heavy Close Quarters Gear	
M90 Shotgun	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	



UEG Police Staff Force

"I might not have a plasma bazooka, but if there are civilians in trouble, I'm going to help."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	25	25	25	30	25	25	25	30	25	25
Normal	30	30	30	35	30	30	30	35	30	30
Heroic	35	35	35	40	35	35	35	40	35	35
Legendary	40	40	40	45	40	40	40	45	40	40
Nemesis	45	45	45	50	45	45	45	50	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	100	13	1
Normal	200	15	1
Heroic	300	18	2
Legendary	400	21	3
Nemesis	500	25	5



Automatic Fire Gear	
M6J or M7 Caseless	Hardcase
M6E or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Close Quarters Gear	
DTM Shotgun	Hardcase
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Heavy Close Quarters Gear	
M90 Shotgun	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	

Human Civilian

"I'm not sitting by and watching my world and everything in it go to hell."

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	25	25	25	25	25	25	25	25	25	25
Normal	30	30	30	30	30	30	30	30	30	30
Heroic	35	35	35	35	35	35	35	35	35	35
Legendary	40	40	40	40	40	40	40	40	40	40
Nemesis	45	45	45	45	45	45	45	45	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	40	11	1
Normal	80	14	1
Heroic	120	16	2
Legendary	160	19	3
Nemesis	200	22	5

Civilian Firearm Gear

M6E or M6K Sidearm

Holographic Tactical Eyepiece

Flashlight

Civilian Unarmed Gear

+100 Starting Experience

Holographic Civilian Eyepiece

Flashlight



Colonial Militiamen

“We won’t be getting reinforcements for another week. Too bad for them that means this’ll only be a fair fight for a short time.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	30	30	30	30	25	25	25	25	25	25
Normal	35	35	35	35	30	30	30	30	30	30
Heroic	40	40	40	40	35	35	35	35	35	35
Legendary	45	45	45	45	40	40	40	40	40	40
Nemesis	50	50	50	50	45	45	45	45	45	45

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	200	13	1
Normal	400	15	1
Heroic	600	18	2
Legendary	900	21	3
Nemesis	1,000	25	5

Range Militia Equipment	
M392 DMR	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Standard Militia Equipment	
MA37 Assault Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

Close Quarters Militia Equipment	
M90 SCAWS Shotgun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Mid-Range Militia Equipment	
Two M7 Caseless SMG	Hardcase
Two M9 high-Explosive Dual-Purpose Grenades	Flashlight
M6 series pistol	Combat Knife
Three Flashbangs	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



Flood Juggernaut
 “Grrhggghghgh glbbrlrrr.”

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	60	50	10	5	25	5	10	--	--	--
Normal	65	55	15	10	35	5	15	--	--	--
Heroic	70	60	20	15	40	5	20	--	--	--
Legendary	75	65	25	20	45	5	25	--	--	--
Nemesis	80	70	30	25	50	10	30	--	--	--

MYTHIC			
LEVEL	STR	T	AG
Easy	+5	+1	
Normal	+6	+1	
Heroic	+7	+2	
Legendary	+8	+2	+1
Nemesis	+9	+3	+2

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	1,800	25	0
Normal	3,600	31	0
Heroic	5,400	39	0
Legendary	7,200	46	1
Nemesis	9,000	50	2

STATS	BENEFIT
SIZE	Hulking (5.5 Meters)
JUMP DISTANCE	Figuring Jump distance and height are multiplied by 2

Juggernaut Arm			“Juggernaut Whip”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Baton	5D10	15 + Mythic Strength	Mythic Strength	3m
The Strength of the Juggernaut is already figured into the damage, only add the Level’s Mythic Strength modifier.				

Juggernaut Stomp				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Baton	3D10	3 multiplied by Mythic Strength	Mythic Strength	1m
The Strength of the Juggernaut is already figured into the damage, only add the Level’s Mythic Strength modifier.				

Juggernaut Tackle				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Baton	6D10	10 + Mythic Strength	Mythic Strength	1m
The Strength of the Juggernaut is already figured into the damage, only add the Level’s Mythic Strength modifier. Can only be used with a Charge Action of more than 5 meters.				

Flood Combat Form

“Nrrorraarrggijhhhhh.”

Flood Combat Forms take their victim’s Characteristics, and then modify them using the following stats.

STATS	BENEFIT
Strength	Strength is unchanged, but the Character gains a Mythic Strength based on their Bestiary Level.
Toughness	The Form’s Toughness Characteristic is halved.
Agility	The Form’s Agility Characteristic is halved.
Warfare Range	The Form loses 10 points to their Warfare Range.
Wounds	Flood Forms lose half of their Wounds.
Jump Distance	Figuring Jump distance and height are multiplied by 2
Experience Payout	Experience Payout is half of the Character’s original payout. If it is a pre-built Character, use that Experience, instead.
Weapon Arms	The Flood Form gains either weaponized arms, or keeping the ability to hold their weapons. Each arm has the possibility of changing into a weaponized arm listed below.
SKILLS AND ABILITIES	All previously known Skills and Abilities are lost.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	--	--	--
Normal	--	--	--
Heroic	--	--	--
Legendary	--	--	--
Nemesis	--	--	--

MYTHIC			
LEVEL	STR	T	AG
Easy	+1		
Normal	+2		
Heroic	+3		
Legendary	+4		
Nemesis	+5		

Flood Blunt Arm			“Thwacker”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Flood Weapon	1D10	7	HSM	1m

Flood Whipping Arm			“Smacker”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Flood Weapon	Flood Weapon	1D10	3	1m

Flood Tank Arm			“Devastator”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Flood Weapon	2D10	18	HSM	1m

Flood Range Form Launcher			“Bio-Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE
Flood Weapon Biomas Launcher	2D10	11	15	50m-300m

Pre-Made Flood Combat Form Characteristics
Convenient Pre-Built Flood Forms for the GM.

HUMAN CIVILIAN

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	25	10	10	15	25	25	25	--	--	--	20	6	--	+1	--	--
Normal	30	15	15	20	30	30	30	--	--	--	40	7	--	+2	--	--
Heroic	35	20	20	25	35	35	35	--	--	--	60	8	--	+3	--	--
Legendary	40	20	20	30	40	40	40	--	--	--	80	9	--	+4	--	--
Nemesis	45	25	25	35	45	45	45	--	--	--	100	11	1	+5	--	--

HUMAN SOLDIER

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	35	15	15	30	30	30	35	--	--	--	50	7	--	+1	--	--
Normal	40	20	20	35	35	35	40	--	--	--	70	8	--	+2	--	--
Heroic	45	25	25	40	35	40	45	--	--	--	90	9	--	+3	--	--
Legendary	50	25	25	45	45	40	45	--	--	--	110	10	--	+4	--	--
Nemesis	55	25	25	50	55	40	45	--	--	--	130	12	1	+5	--	--

KIG-YAR RUUTIAN

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	25	10	15	30	25	25	40	--	--	--	50	6	--	+1	--	--
Normal	30	15	20	35	30	30	45	--	--	--	70	7	--	+2	--	--
Heroic	35	20	25	40	35	35	50	--	--	--	90	8	--	+3	--	--
Legendary	40	20	25	45	40	40	55	--	--	--	110	9	--	+4	--	--
Nemesis	45	25	25	50	45	45	60	--	--	--	130	11	1	+5	--	--

KIG-YAR T'VAOAN

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	35	10	30	20	25	25	30	--	--	--	50	6	--	+1	--	--
Normal	40	15	35	25	30	30	35	--	--	--	70	7	--	+2	--	--
Heroic	45	20	45	30	35	35	40	--	--	--	90	8	--	+3	--	--
Legendary	50	20	40	35	40	40	45	--	--	--	110	9	--	+4	--	--
Nemesis	55	25	40	40	45	45	50	--	--	--	130	11	1	+5	--	--

KIG-YAR IVIE'SHAN

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	35	20	25	40	25	25	25	--	--	--	50	7	--	+1	--	--
Normal	40	25	30	45	30	30	30	--	--	--	70	8	--	+2	--	--
Heroic	45	25	35	50	35	35	35	--	--	--	90	9	--	+3	--	--
Legendary	50	30	40	55	40	40	40	--	--	--	110	10	--	+4	--	--
Nemesis	55	30	45	60	45	45	45	--	--	--	130	12	1	+5	--	--

SANGHEILI

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	50	20	15	30	30	25	35	--	--	--	80	7	--	+4	--	--
Normal	55	25	20	35	35	30	40	--	--	--	100	8	--	+5	--	--
Heroic	60	25	25	40	40	35	45	--	--	--	120	9	--	+6	+1	--
Legendary	65	30	25	45	45	40	50	--	--	--	140	10	--	+7	+2	+1
Nemesis	70	30	30	50	50	45	55	--	--	--	160	12	1	+8	+3	+2

JIRALHANA

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	60	25	20	10	35	10	40	--	--	--	80	7	--	+3	--	--
Normal	65	25	25	15	40	15	45	--	--	--	100	8	--	+3	--	--
Heroic	70	30	25	20	45	20	50	--	--	--	120	9	--	+4	+1	--
Legendary	75	30	30	25	50	25	55	--	--	--	140	11	--	+4	+2	--
Nemesis	80	35	30	30	55	30	60	--	--	--	160	13	1	+5	+3	+1

YANME'E

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD	EXP PAYOUT	WOUNDS	LUCK	STR	T	AG
Easy	20	15	25	20	10	30	20	--	--	--	50	7	--	+1	--	--
Normal	25	15	25	25	15	35	25	--	--	--	70	8	--	+1	--	--
Heroic	30	20	30	30	20	40	30	--	--	--	90	9	--	+1	--	--
Legendary	35	20	30	35	25	45	35	--	--	--	110	10	--	+1	--	--
Nemesis	40	25	35	40	30	50	40	--	--	--	130	12	1	+2	+1	--

THE FORERUNNER BESTIARY (OUT OF DATE. DO NOT USE.)

PROMETHEANS

“Rise! Rise, and protect the Forerunners! Rise, and protect the galaxy!”

KNIGHT

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	60	50	30	30	40	5	15	55	5	5
Normal	65	55	35	35	45	10	20	60	10	10
Heroic	70	60	40	40	50	15	25	65	15	15
Legendary	75	65	45	45	55	20	30	70	20	20
Nemesis	80	70	50	50	60	25	35	75	25	25

BATTLEWAGON

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	40	70	25	40	30	5	15	55	5	5
Normal	45	75	30	45	35	10	20	60	10	10
Heroic	50	80	35	50	40	15	25	65	15	15
Legendary	55	85	40	55	45	20	30	70	20	20
Nemesis	60	90	45	60	50	25	35	75	25	25

COMMANDER

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	50	50	30	40	25	5	15	55	5	55
Normal	55	55	35	45	30	10	20	60	10	60
Heroic	60	60	40	50	35	15	25	65	15	65
Legendary	65	65	45	55	40	20	30	70	20	70
Nemesis	70	70	50	60	45	25	35	75	25	75

MYTHIC

LEVEL	STR	T	AG
Easy	+3	+2	+1
Normal	+4	+2	+1
Heroic	+4	+3	+1
Legendary	+4	+4	+2
Nemesis	+5	+5	+3

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	800	20	1
Normal	1,600	23	1
Heroic	2,400	26	2
Legendary	3,200	30	3
Nemesis	4,000	35	5

Knight Armor

Shield Integrity	40			
Recharge Rate	10			
Recharge Time	4			
Hull Toughness		Head	Arms	Chest
		13	14	15
				Legs
				13

Battlewagon Armor

Shield Integrity	50				
Recharge Rate	10				
Recharge Time	4				
Hull Toughness		Head	Arms	Chest	Legs
		13	14	15	13

Commander Armor

Commander's Office				
Shield Integrity	60			
Recharge Rate	10			
Recharge Time	4			
Hull Toughness				
	Head	Arms	Chest	Legs
	13	14	15	13

Knight Shorthand Equipment

Scattershot	Light Rifle
Knight Armor	

Knight Commando Equipment

Light Rifle	Hardlight Sword
Knight Armor	

Battlewagon Devistator Equipment

Scattershot	Scattershot
Knight Armor	

Battlewagon Demolisher Equipment

Scattershot	Hardlight Sword
Battlewagon Armor	

Commander Breaker Equipment

Incineration Cannon	Hardlight Sword
Commander Armor	

Commander Ranger Equipment

Binary rifle	Hardlight Sword
Commander Armor	

Commander Breaker Equipment

Hardlight Sword	Hardlight Sword
Commander Armor	



PROMETHEAN WATCHER

“They bring the big ones back, so take them down quick.”

WATCHER

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	5	10	65	30	0	5	25	40	5	5
Normal	10	15	70	35	5	10	30	45	10	10
Heroic	15	20	75	40	10	15	35	50	15	15
Legendary	20	25	80	45	15	20	40	55	20	20
Nemesis	25	30	85	50	20	25	45	60	25	25

MYTHIC

LEVEL	STR	T	AG
All	--	--	+1

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	100		7	--
Normal	200		8	--
Heroic	300		10	--
Legendary	400		12	1
Nemesis	500		14	2

Watcher Armor

Shield Integrity	10			
Recharge Rate	5			
Recharge Time	4			
Hull Toughness	Head	Arms	Chest	Legs
	5	10	11	10

Watcher Equipment

Suppressor	Watcher Armor
------------	---------------

PROMETHEAN CRAWLER

“Damned if they don’t have a gun on their face.”

CRAWLER

LEVEL	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Easy	15	10	65	35	20	5	25	45	5	5
Normal	20	15	70	40	25	10	30	50	10	10
Heroic	25	20	75	45	30	15	35	55	15	15
Legendary	30	25	80	50	35	20	40	60	20	20
Nemesis	35	30	85	55	40	25	45	65	25	25

MYTHIC

LEVEL	STR	T	AG
All	--	--	+1

LEVEL	EXPERIENCE	PAYOUT	WOUNDS	LUCK
Easy	100		7	--
Normal	200		8	--
Heroic	300		10	--
Legendary	400		12	1
Nemesis	500		14	2

Crawler Armor

Shield Integrity	10			
Recharge Rate	5			
Recharge Time	4			
Hull Toughness	Head	Arms	Chest	Legs
	5	10	11	10

Crawler Bolt Equipment

Boltshot	Crawler Armor
----------	---------------

Crawler Spray Equipment

Suppressor	Crawler Armor
------------	---------------





Sentinel Enforcer

SENTINEL SPECIFICATIONS

Length	9.8 Meters				
Width	7.5 Meters				
Height	7.6 Meters				
Mass	70 Metric Tons				
Meters Per Turn	30 MPT				
Acceleration	30 MPT				
Breaking	30 MPT				
Max Speed	208 MPT (190 KM/h)				
Warfare Range	35				
Intellect	30				
Perception	40				
Maneuverability	80				
Hull Integrity	400				
Break Points	Wep	Mob	Eng	Op	Crew
	30	30	40	40	40
Hull Toughness	Front	Back	Side	Top	Bottom
	10	12	12	16	12
Shield Integrity	150				
Recharge Rate	50				
Recharge Time	10				

ARMAMENT VARIANT

Two Pulse Beams
Two Enforcer Missile Launchers

Front-Facing Shield	The Shield listed under the Sentinel Enforcer is only able to protect the front of the Sentinel. The Shield is capable of ignoring the Penetrating Special Rule.
---------------------	--



Super Sentinel

SENTINEL SPECIFICATIONS

Length	5.8 Meters				
Width	7.7 Meters				
Height	10 Meters				
Mass	66 Metric Tons				
Meters Per Turn	30 MPT				
Acceleration	30 MPT				
Breaking	30 MPT				
Max Speed	208 MPT (190 KM/h)				
Warfare Range	35				
Intellect	30				
Perception	40				
Maneuverability	80				
Hull Integrity	340				
Break Points	Wep	Mob	Eng	Op	Crew
	30	30	40	40	40
Hull Toughness	Front	Back	Side	Top	Bottom
	10	12	12	16	12
Shield Integrity	50				
Recharge Rate	50				
Recharge Time	4				

ARMAMENT VARIANT

Three Sentinel Beams

Slipspace Immobilization Field	The Slipspace Immobilization Field covers a diameter of 10 meters. Any Character or Vehicle stuck within the Immobilization Field has their Movement speed and Agility halved.
--------------------------------	--



Aggressor Sentinel

SENTINEL SPECIFICATIONS

Length	2.9 Meters				
Width	1.9 Meters				
Height	1.5 Meters				
Mass	1.8 Metric Tons				
Meters Per Turn	30 MPT				
Acceleration	30 MPT				
Breaking	30 MPT				
Max Speed	208 MPT (190 KM/h)				
Warfare Range	35				
Intellect	30				
Perception	40				
Maneuverability	80				
Hull Integrity	90				
Break Points	Wep	Mob	Eng	Op	Crew
	60	40	60	50	50
Hull Toughness	Front	Back	Side	Top	Bottom
	9	10	11	10	9
Shield Integrity	30				
Recharge Rate	5				
Recharge Time	2				

ARMAMENT VARIANT

Sentinel Beam

FORERUNNER COMBAT SENTINEL

“There are a lot of these ones. Thousands, if not millions in a single place. Just try not to piss them off too bad.”

COMBAT SENTINEL

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	5	40	135	30	0	5	25	40	5	5
EXP 100										

Sentinel Armor

Shield Integrity	30			
Recharge Rate	5			
Recharge Time	2			
Hull Toughness	Head	Arms	Chest	Legs
	9	10	11	10

Sentinel Equipment

Sentinel Beam	Sentinel Armor
---------------	----------------



Translocation

Knights have the ability to teleport towards a chosen location once every Half Action, giving up the ability to fire. This teleport moves the knight one to five meters in the chosen location.

Knights may use this teleportation to dodge an entire Half Action of fire, but this forfeits their next Half Action's teleport. This cannot be used twice, and the second Half Action still hits as if nothing happened.

Promethean Vision

The Promethean can see through 20 meters of wall, floor, and any other obstacle. This also works against finding cloaked users by giving the Promethean a +30 to find them.

Spawning Watchers

A Battlewagon can spawn one single Watcher by using a Half Action that eventually gives the Watcher the ability to respawn the Battlewagon once by using a Full Action without being destroyed.

THE FLOOD

THE FLOOD

The Flood are a parasitic organisms that reproduce and grow by consuming sentient life with sufficient biomass and cognitive capability. The Flood was responsible for consuming most of the sentient life in the galaxy, including most Forerunners and ancient Humans, known then as Manush.

GRAVEMINDS

All Flood forms share a single consciousness when near each other, which becomes progressively more intelligent when their numbers grow. When enough hosts have been infected and drawn together, a single Flood consciousness becomes Gravemind – a self-aware, highly intelligent entity that strategically commands all near Flood forms.

PROTO-GRAVEMINDS

Proto-Graveminds are Flood Forms that are currently amassing into the Gravemind form. The Proto-Gravemind is an advanced Flood form that takes host from a single entity and amasses with the addition of more Flood forms, and over the course of a few days, becomes massive in size and forms a consciousness, becoming a Gravemind.

KEYMINDS

Keyminds are formed by the complete assimilation of all planetary ecosystems. These forms are amassed throughout the entire planet, being much larger than any other known living organism in the universe. Keyminds are capable of extraordinary strategic planning, such as controlling entire battle fleets. Keyminds are far more than a match for AIs, even AIs of the Forerunners known as Metarch-class Ancillas.

INFECTION FORMS

Infection Forms are the first mobile stage of the Flood xenofoms, and are the most commonly seen. These forms are responsible for spreading the infection from host to host. Infection forms are balloon-like creations covered in tentacles for moving, jumping, and probing. They attack in numbers to get through armor and flesh to tap into the spinal-cord, 'killing' the host almost instantly.

CARRIER FORM

Carrier forms are walking, bloated, forms with two tentacles and short, stubby legs. These forms are made from infected beings that are used to incubate and spread the Flood Infection Forms. Carrier forms are created through infecting bodies that are considered unsuitable for combat. Carrier forms eventually charge into enemies and explode, causing Flood spores and Infection forms to fly into and around potential sentient targets. These forms will also explode if killed.

COMBAT FORM

Combat forms are any Flood-inhabited body that is able to be used in battle. These forms hold mutations that created larger fists, heavier mass in the arms for blunt-force striking, and sharp whip-like tentacles used for cutting. Any being can become a Combat form, and will gain mutations when fully taken over.

FLOOD NESTS

Flood Nests are structures created to mass-produce Infection forms. These nests can be found in many sizes, from small sections of pods to massive pods with protective tentacles that can throw and attack anything around them.

FLOOD PURE FORMS

Pure forms of the Flood are an advanced form produced during a Coordination stage the Flood endures. These forms are not created by infecting hosts, and are composed entirely of Flood biomass. Pure forms have three sub-forms, stalker, Ranged, and Tank.

Stalker forms are extremely agile and can jump large distances. These forms crawl on ceilings and walls before leaping at an enemy. These forms rarely attack.

Ranged forms can be found clinging to walls and ceilings, and cannot move on their own. Ranged forms are anchored down to wherever they were when they transformed. Ranged forms are able to fire sharp projectiles without the need of a weapon, but in order to do so, they show weaker sections of the Flood form.

Tank forms are immense and incredibly powerful. Tank forms are the largest of the pure forms. These forms cannot climb on walls or ceilings, and can take and deal tremendous amounts of damage.

BECOMING INFECTED

All beings becoming infected by the Flood begin a mutation process. This process must be rolled on the charts below for the each arm, leg, chest, and head. Afterwards, characteristic change are found through rolls, as well. When a Character becomes infected, they lose half of their total Wounds.

INFECTING WITH SPORES AND FORMS

The Flood can infect all characters, including Players. Whenever there are Flood Spores in the area, characters that are not in sealed suits, characters have a chance of becoming infected over time. Characters that are not in the suits must roll Toughness Tests at +30 every five minutes. If failed, the Spores begin to infect the character, and at least turning them into possible carriers. There are times that there are immense amount of Spores in an area, which means a character must roll the Toughness Test at only a +10.

Infection forms latch on and thrash at characters until they are able to bore into the back of the neck or the chest, and usually attack in hordes. Infected forms can only take over a character that is at (X) Wounds. (X) begins at 5, and gains a +1 for every 2 Infected forms are attacking this character.

INFECTION MODIFICATION TO CHARACTERISTICS

The following shows how to turn an existing character into a Flood for multiple situations. Each chart shows one for Standard Infection, Damaged Infection, and Important Infection.

ALTERATIONS	MODIFICATION
Strength	The character's strength increases by 10+1D10.
Toughness	The Infection form increases the 'Toughness' of the character by 2D10+10.
Agility	The character becomes slower, halving the character's Agility.
Warfare Range	The character becomes worse at aiming due to the alteration in bone-structure and alignment of mass, causing the Warfare Range characteristic to be halved.
Warfare Melee	Warfare Melee stays the same.
Intellect	The Flood Infected character is to be considered to have 1 Intellect, unless near a Gravemind. When near a Gravemind, the character has half the Gravemind's Intellect. The Gravemind can take over the Infected character, giving it all of the Gravemind's Intellect, an average of 70.
Perception	The character's Perception is halved because of the massive alteration to the senses.
Courage, Charisma, and Leadership	All Personality-based statistics are completely removed and are to be considered 0. Any Social and Personality-based rolls and Tests do not affect the Infected.
Movement	The Infected character loses Agility from becoming infected, but when it comes to finding Movement speeds, the Agility Modifier is tripled.
Bleed and Bloodloss	The Infected character ignores all Bloodloss and Bleed effects, as well as ignoring Fatigue and the need for sleep or food.
Special Damage	Infected characters can fall apart easily. Any roll on the Special Damage Chart of 40 or above, the Flood falls apart. The Flood, to counter this, ignore all Instant-Death rules.

ARMS (1D10)

ROLL	EFFECT
1-2	The arm becomes a Flood Blunt Arm, but takes an extra +1 on the Combat tables to use.
3-4	The arm becomes whip-like, giving +2 to the Pierce.
5-6	The arm becomes tentacle-like, allowing it to hold weapons and characters with considerable force. +20 to Disarming attempts, while giving Opponents -20 to escaping its grasp through Agility and Strength. This arm gives the form a -10 to Warfare Range tests.
7-8	The arm stays the same with no changes beyond cosmetic ones. Best for using weapons.
9-10	The hands become two sharp claws that swing slowly, but give an extra 10 damage to melee attacks. It takes +3 to swing, but can always make a minimum of 1 swings per turn.

LEGS (1D10)

ROLL	EFFECT
1-3	The legs become muscular and heavy, allowing for higher jumps. Jumping distance and height is doubled, but movement speed is halved.
4-6	The legs become slim and mobile, allowing for quicker running. The legs count as having -3 Toughness Modifier when being attacked, but double Movement Speed.
7-10	The legs do not change.

CHEST (1D10)

ROLL	EFFECT
1-2	The chest inflates, and holds host to 3 Infection forms.
3-4	The chest becomes heavily 'armored' giving +2 Toughness Modifier when attacked in this location.
5-6	The chest becomes lighter and slim, losing almost all mass. This gives the Infected form +5 to Agility.
7-8	The chest becomes opened, showing whatever is left to bone and organs. This gives -4 to the Toughness Modifier when attacked in this location, but give +10 to any Fear Tests it gives.
9-10	Nothing changes in the chest.

HEAD (1D10)

ROLL	EFFECT
1-5	The head does not change.
6-7	The head becomes bloated, giving +10 to any Fear Tests it gives, as well as a -10 Toughness Modifier when attacked in this location.
8-9	The head sinks into the chest, meaning that if struck in the head, gives a 50% chance of it ignoring the attack as a headshot, and the attack counts as hitting the chest.
10	The head mutates and slops to the side, giving +5 to any Fear Tests it gives, and gives -5 Toughness Modifier when attacked in this location.

PURE FORM

Tank

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Pure	120	120	25	10	75	1	15	--	--	--
Wounds:	40	Size:	LARGE		Transformation Time:				2 Round	
Weapons					Two Flood Tank Arms					

Range

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Pure	10	50	--	65	--	1	15	--	--	--
Wounds:	40	Size:	LARGE	Transformation Time:					1 Round	
Weapons					One Flood Range form Launcher					

Stalker

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Pure	40	80	50	10	75	1	15	--	--	--
Wounds:	40	Size:	LARGE	Transformation Time:					1 Round	
Weapons					Two Flood Whipping Arms					

HALO WAS CREATED BY

Bungie

HALO IS OWNED BY

Microsoft

100DOS TABLETOP SYSTEM CREATED BY

Brandon "Vorked" Miller

SPECIAL THANKS

BETA TESTERS, SUGGESTIONS, AND HELP

Everyone that has helped me over the years, especially those in the #Tabletop and #Halo boards on Rizon. Thank you for everything you've done, and thank you for all your suggestions, ideas, and fixes. I am truly sorry for how hard-headed I originally was, and I am sorry that it took so long for me to realize my mistakes. You all truly helped me become a better writer for systems like this, whether I noticed it at the time, or not.

Copyright © 100DOS. Halo, Master Chief, Covenant, Flood, UNSC, the foregoing marks' respective logos, weaponry, and all associated marks, logos, creatures, character, races, and race insignia/devices/logos/symbols, vehicles, locations, weapons, Soldiers, and Soldier insignia, products, and Illustrations from the Halo universe and entertainment series are either ® ™ and/or © Microsoft. This is not a published form of media, and is not registered for purchase or for sale. This edition published has not been paid for or sold in any way, and is free to the public by download. This is a fan project that is not, in any way, affiliated with 343 Industries, Microsoft Studios, Microsoft, or Bungie. All rights reserved to their respective owners. No part of this publication may be reproduced physically, sold, or redistributed physically, without the prior permission of the publishers and respective owners of the used material.

Published using Microsoft Word and Adobe Acrobat Pro for the free use of the fans of Halo.

For more information about Halo, visit www.halopedia.com.

For more information, questions, queries to rules, or to just pass a greeting, email me at Vorked@gmail.com or find me at vorked.tumblr.com

I DO NOT OWN THE RIGHTS TO HALO. THIS IS NOT AN OFFICIAL PROJECT. I DO NOT TAKE ANY CREDIT FOR THE CREATION OF THE HALO SERIES. I AM NOT SELLING THIS PRODUCT. I AM NOT GIVING OUT MICROSOFT'S PRODUCT FOR FREE.

Thank you, Bungie, Microsoft, and 343 Industries. Thank you for this amazing universe, and all the hard work put into everything. If it weren't for you, I don't know where I would be, or how well my tabletop games would have fared.

