



A FAN-MADE TABLETOP ROLEPLAYING GAME SET IN THE HALO UNIVERSE

100DOS

MYTHIC Second Edition Handbook 6.1

“I only did what needed doing. What I was trained to do.”

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Mythic has introduced exciting expansions accessible for free through [Discord](#) and [Patreon](#), providing players with more content and adventures within new universes.



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PLAYING THE GAME

The following section summarizes the mechanics of the 100DOS Game Series. 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.

WHAT IS 100DOS

100DOS is a Basic Roleplay (BRP) offshoot similar to many other D100 game systems. 100DOS molded many aspects of tabletop game systems into a modular game built to offer as many choices as possible to the Players and the GM.

The biggest system in 100DOS is its Opposed Tests system, which is the backbone to character interaction, for both combat and social situations.

USING GAME DICE

This Tabletop game uses a D100 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. 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 die shows the 'ones' and the second die 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 copious amounts of damage. These can be handled by rolling one at a time or rolling multiple dice at once.

100DOS uses two distinct types of dice rolls, the "D10" and the Percentile roll. It is important to note that when the rules say roll 2D10, this is different from 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 a straightforward 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		
EXAMPLE	"TENS DIE"	"ONES DIE"
01	00	1
10	10	00
18	10	8
75	70	5
100	00	10

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.

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, or even a 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. 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 wary.

Roleplaying games such as Halo Mythic provide a structure of rules that depict how to design your character and control the character within the game. Rules are provided to permit shoot-outs, powerful battles, chase scenes, and even conversations and investigations. These rules require one of two things, dice rolls or 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 100DOS 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 judge these rules, the GM makes their decisions and decides how difficult something should be. The GM usually does not control a character; they instead control 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.

- Mythic and any other compatible 100DOS Book
- 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 a Computer
- A GM and two or more friends
- Food, 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.

CHARACTERISTICS

Characteristics represent your Character's capabilities within four groups: Physicality, Combat, Mentality, and Personality. Characteristics represent your character's raw ability. Characteristics cannot go below 0 but can rise above 100. Characteristics reflect a Character's ability to succeed at certain Actions. You want to roll under your Characteristics when attempting to accomplish an Action.

Characteristics can be upgraded using Experience, as well as purchasing Equipment to improve Skills and Characteristic Tests.

PHYSICALITY

STRENGTH (STR):

Strength is the physical prowess your Character possesses. Used for situations like Melee damage or climbing.

TOUGHNESS (TOU):

Toughness is the Character's resistance to Damage and debilitating effects. Toughness is also used to figure Wounds.

AGILITY (AGI):

Agility measures the character's speed and reflexes. These are used when dealing with speed, movement, and evasion.

COMBAT

WARFARE RANGE (WFR):

Warfare Range 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 and the Range of some Attacks. Also determines the Character's Perceptive Range.

COURAGE (CRG):

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

PERSONALITY

CHARISMA (CHA):

Charisma is the character's ability to interact with other characters and players.

LEADERSHIP (LDR):

Leadership is the character's ability to lead forces and take orders.

CHARACTERISTIC MODIFIERS

Characteristics have an accompanying Characteristic Modifier that is the tens digit of any Characteristic under 100. For example, a Characteristic of 54 will have a Characteristic Modifier of 5.

If a Characteristic is 100 or above, it uses the Tens and Hundred Digits to figure the Characteristic Modifier. A Characteristic of 115 will have a Characteristic Modifier of 11.

CHARACTERISTICS REDUCED TO ZERO

Characters whose Characteristics are reduced to zero will automatically fail any Characteristic Tests involved with that Characteristic. This includes lifting objects with no Strength, any movement with no Agility, or any Social Skill Tests.

The Characters may revert permanently reduced Characteristics between Missions with an Extended Medical test, thanks to the futuristic medical abilities of the UNSC and Covenant.

MYTHIC CHARACTERISTIC

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 the Character's Strength Modifier for figuring Melee Damage and Carry Weight. (X) Is the character's Mythic Strength 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.

Mythic Toughness (X): Increases character's Toughness Modifier when figuring Damage Resistance, Carry Weight and Wounds. (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.

Mythic Agility (X): Increases character's Agility Modifier when figuring Movement Speed by (X), where (X) is the Character's Mythic Agility Bonus. It also increases the Character's Initiative Role by (X), where (X) is their Mythic Agility halved, rounding down, to a minimum 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 to 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 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 100, the test fails, even if the total modifiers made the Skill or Characteristic greater than 100.

ROUNDING NUMBERS

There are many instances where you're told to halve or reduce numbers, and at times, these numbers may be odd. At any point you're dividing given numbers, you should be rounding down, unless specified otherwise.

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.

RECOMMENDED GRID SIZES	GRID SQUARE SIZE IN METERS
Small Scale - Indoor Fights	1m x 1m
Outdoors - City Fighting	2m x 2m
Tactical - Long Range Fighting	5m x 5m
Vehicle - Long Range Combat	10m x 10m
Strategic - Large Scale Battles	100m x 100m

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 for 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 for failure, as each 10 points by which the test was failed; one Degree of Failure is achieved.

CRITICAL SUCCESS

A Critical Success is what happens when a Natural 1 is rolled on any Test using the D100. Critical Success rolls are where the Test is Successful regardless of Penalties.

Attacks that make a Critical Success will always deal maximum Damage, counting as rolling all 5s on a D5 or 10s on a D10.

In an Opposed Test, no matter how many Degrees of Success the Opponent has, a Critical Success wins the Test. If two Characters roll Critical Successes, the roll with the most Degrees of Success wins the Test.

A Natural 1 is a roll of a dice that lands on the 1, not counting any Modifiers, Penalties, or Bonuses.

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 Character must hide from an incoming Opponent. The Character must use their Camouflage Skill against the Opponent's Investigation.

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 number of successes, the character with the highest Characteristic Mod of that Test 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 troublesome 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.

MYTHIC CHARACTERISTICS AND DIFFICULTY

When A Character has a Mythic Characteristic that can be applied to a Test, they are able to reduce the Penalty by 10 for each +1. For example, if a Character has +3 Mythic Strength and is given a -60 Penalty for forcing a hatch open, they'll get to reduce the Penalties by 30. These benefits cannot be gained in an Opposed Test.

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 war, soldiers are hardly ever alone. At times, Characters also need help to perform a task, whether it be in combat, fixing equipment, etc. Multiple Characters can Assist another Character in performing a Test and greatly improve the chances of success.

A Character may assist another during a Test. Each Character rolls the Test using the same Difficulties given. The initial Character performing the Test will gain a Degree of Success to their test for every Degree of Success an Assisting Character gained on theirs.

The GM may decide how many Characters can assist in an Action. Some examples could be that 4 or more Marines could work together in taking down a Brute in Grapple combat, or a couple Civilians could work together to fix a radio beacon.

ACTIONS

WHAT ARE ACTIONS

Actions are types of opportunities a Character may take advantage of or activities they can make during their Turn. Each Turn has two Half Actions, or a Full Action in total, they are able to make each Round. Actions are split into two major Categories: Combat and Non-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 an Explosive and use it (Two Half Actions). It is important to remember that a single Round is only six 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.

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 can the character. A character can take two Half Actions on their turn. Some Half Actions can happen at the same time, such as readying weapons. Readying two weapons can happen at the same time, to let the character take their next Half Action towards an attack.

REACTION

A Reaction is a type of Action that is used to react or counter to another Action that is targeting the Character. These do not take up the Character's Half or Full Actions and may be used as many times as possible based on the Penalties Reactions gain.

Reactions are used for various Actions such as Evading Attacks, using Physical Shields multiple times, or attempting to catch an object.

Each time a Reaction is made, any Reaction afterwards is at a stacking -10 Penalty. These Penalties are removed at the beginning of the Character's next Turn.

FREE ACTIONS

A Free Action takes only a snap of the finger to use and requires little to no effort to complete. Free Actions may be performed in addition to any other Actions made in any characters' turn. The GM should use common sense to set a reasonable limit for the Turn. Free Actions include dropping an item or speaking 6 seconds worth of dialogue.

ACTION SUBTYPES

Action Subtypes help categorize the Action being used. Movement is for when a Character moves, Attack is used for Attacks made, and Concentration is for when Characters need to focus on the Action.

COMBINED ACTIONS

Combined Actions allow Characters to do more precise Actions in groups of two or more. When Characters opt into a Combined Action, they go at the lowest Initiative in the participating group. This Action must be declared during the Turn of the highest initiative in the group. Characters with higher Initiatives must then wait to take their Turn with the slower Characters.

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 into detail or takes longer than six seconds to say counts as taking an Extended Action that doesn't impede 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.

COMBAT 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 Weapon	Half/Full	Misc.	Preparation to fire a weapon with the Heavy trait.
Called Shot	Half	Attack, Concentration	An attempt to attack specified point on the body.
Charge	Full	Attack, Movement	Minimum Full Move movement, increase Damage on Melee Attack.
Evade	Reaction	Defense	Test the Evasion Skill opposed against an attack.
Grapple	Half/Full	Attack	Use a Grapple or Hold Action.
Guarded Attack	Full	Attack, Concentration	-10 to Warfare Melee and Warfare Range. +10 to Evasion.
Killzone	Full	Attack, Concentration	Shoot targets coming into a set kill zone. Full Action to determine zone.
Knock-Down	Half	Attack	Try and knock an opponent to the Ground.
Maneuver	Half	Attack, Movement	Opposed Warfare Melee test, move enemy half your Half Action movement.
Readied Stance	Half	Concentration, Attack	Gain additional Reactions without Penalty.
Reload	Varies	Misc.	Reload weapons.
Standard Attack	Half/Full	Attack	Make melee or ranged attacks.
Suppressing Fire	Full	Attack, Defense	Force Opponents to take cover.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.

AIM

Length: Half Action, Full Action, or Extended Action

Subtype: Concentration

The active Character takes extra time to make sure their attack is precise. Aiming is a Half or Full Action at base but may be considered Extended if stated otherwise.

Aiming as a Half Action gives the Character a +5 To Hit to the first Attack Roll made during the Character's Turn. Aiming as a Full Action will give a +10 To Hit for the first two Attack Rolls made.

If the Character took a Half Action Aim, they may later spend a second Half Action to gain the benefits of the Full Action Aim.

Aim Actions are limited to how far the Character's Perceptive Range will allow. This is figured by taking the Character's Perception and multiplying it by 5 in Meters. Scopes will multiply this range.

An Aim Action will last until the Character moves further than their Half Move during their Turn, takes damage, or the Target moves more than the Character's Perception Modifier in Meters in a single Round. Aim Actions will also be lost if the Character switches weapons, scopes, or uses a Reaction.

CALLED SHOT

Length: Half Action worth of Attacks

Subtype: Attack, Concentration

Called Shots are when a Character attempts to call out specific body parts to Attack. Attacking a specific body location gives the Character a -30 Penalty To Hit, while attacking a sublocation gives a -60 Penalty To Hit. If the roll is successful, the shot is made and hits the chosen location.

Called Shot effects a Half Action worth of Attacks each time it is used, and the Locations targeted cannot be changed within these Half Actions. The Character may change targeted locations with each Half Action taken.

Called Shots taken against weaponry are possible. Standard weaponry come at a -40 Penalty, while attacks against Large and Heavy weapons come at a -20 Penalty.

If the Called Shot missed, but still would have hit with 2 Degrees of Success as a standard Attack (without a Called Shot), it will still hit the target. The Called Shot is ignored and the To Hit roll will be made to see which Location is struck.

BLIND FIRE

Length: Half Action or Full Action

Subtype: Attack

Characters can fire around corners, above cover, and fire their weapon without seeing the target, but knowing their general location.

When using Blind Fire, shots are made at a -60 Penalty. Blind Fire gains no Bonuses from Aiming Actions or from any To Hit Bonuses gained from Equipment like sights, scopes, and lasers.

When using Smartlink devices, the Blind Fire Penalty is reduced to -30 and the Character may gain Bonuses from Aiming Actions and Targeting Lasers.

Blind Fire may be used alongside Suppressing Fire, but this adds an extra -20 Penalty To Hit on top of it.

Blind Fire may be used against Cloaked and Camouflaged Characters. While attempting to use Blind Fire to Attack a Character, they still gain the -60 Penalty, but cannot reduce it -30 unless they also have VISR or any other Equipment that assists in spotting Camouflage and Cloaked Characters.

EVADE

See Evasion skill in SKILLS (P. 82)

BRACE WEAPON

Length: Half Action

Subtype: Misc.

Bracing is a Half Action that allows a Character to fire [HW] weapons without Penalty, and also to reduce the Penalties to drop weapons when firing One-Handed and Dual-Wielding.

Firing [HW] Weapons while Braced no longer has a chance to drop the Weapon if using both hands and removes the To Hit Penalty these weapons gain when firing without being Braced. Firing [TH], [OH], and [DW] Weapons while Braced reduces the Penalties to drop the weapon by half.

Characters are able to move up to their Half Action in Meters per Turn and still be considered Braced. If the Character moves any further in a single Turn, they are no longer considered Braced.

CHARGE ATTACK

Length: Full Action

Subtype: Attack, Movement

The target must be at least the Character's Full Move away in Meters and no further than the Character's Charge Movement Speed in Meters. When Charging, the Character moves in a straight line and may make one of the following actions:

Attack: Make a single Melee Attack with a +10 Bonus. The Charge Attack increases the Pierce of the Attack equal to the Meters traveled in the Charge.

Tackle: The Character attempts to knock their Opponent to the ground with a Successful Strength, Agility, or Warfare Melee Test. This deals Damage to the Target equal to the amount of Meters traveled on the Charge, ignoring Armor.

Grapple: The Character attempts to begin a grapple as per the grapple rules (p. 26).

READIED STANCE

Length: Half Action

Subtype: Concentration, Attack

The Active Character concentrates entirely on self-defense, taking no Actions beyond speech. The Active Character using Readied Stance may make two Reactions that gives no Penalties, such as a Snapshot giving a -20 Penalty to the next Reaction, or an Evasion giving a -10 Penalty to the next Reaction.

GRAPPLE

Length: Full Action

Subtype: Attack

The Character defends or attacks a Grapple Action, which are Actions listed under the Grapple section of Melee Combat. These Actions can be initiating a Grapple, attempting to Break a Grapple, or any Action made during a Grapple Action.

GUARDED ATTACK

Length: Half 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 Warfare Melee and Range 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.

MANEUVER

Length: Half Action

Subtype: Attack, Movement

When using maneuver, the Active Character attempts to force the opponent 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 go nowhere.

KILLZONE

Length: Full Action

Subtype: Concentration

A Killzone is a 45-degree cone of sight in a chosen direction. As a Combined Action, Characters will hold their Actions and stay ready to ambush any Opponents who enter the Killzone. The Killzone's range is the highest Perception Characteristic of those in the Combined Action, in Meters.

Characters will hold their Action, beginning at the lowest Initiative of those involved. After the initial Killzone is set up, Characters may join in afterwards.

When an Opponent walks into the Killzone, their Turn is interrupted by those taking the Combined Action Killzone. Those involved gain their held Turn to make take their Actions. This can only happen if the Killzone was set up the previous Round, or earlier. If an Opponent enters the Killzone within the same Round, they will not have their Turn interrupted and the Killzone will only be able to be used at the beginning of the lowest Initiative Character's Turn.

Opponents who move into the Killzone take double the Penalties from Suppressing Fire.

The direction of the Killzone may be changed once per Turn, but the Opponent will not gain extra Penalties from Suppressing Fire if they enter the Killzone within the same Round as the change.

RELOAD

Length: 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.

STANDARD ATTACK

Length: Half and Full Action

Subtype: Attack

The Active Character makes a Ranged or Melee Attack as a Half or Full Action. The number of Attacks is dictated by the weapon being used. For example, if a Rifle has Semi-Auto (3), the Character may make up to 3 Attacks in a Half Action, or 6 Attacks as a Full Action.

If the attacking character is unarmed, the character can still attempt to make an Unarmed Attack, Grapple, or Hold.

SUPPRESSING FIRE

Length: Full Action

Subtype: Attack

Suppressing Fire is where a Character, or a Group using a Combined Action, fires wildly at an Opponent to force them to stay in Cover.

Suppressing Fire effects out to 5 Meters from the Target, and in front of and behind the Target. The effect will only pass through walls if it pierces through.

Characters under Suppressing Fire must make a -(X) Courage Test or be Pinned, where (X) is 10 for each Character in the Suppressing Fire Action. (X) is increased by 20 for each Heavy Weapon firing. Pinned Characters may redo the Courage Test at the beginning of their Turn to no longer be Pinned. For each Round failed, they gain a stacking +10 Bonus for the next attempt.

Pinned Characters can only stay in Cover and take Actions that would keep them safe or alive. Pinned Characters are at a +10 To Hit by flanking Characters.

Characters who stand up or enter Suppressing Fire have a 10% chance per Weapon being fired to be struck. The GM may roll or decide which of the weapons involved strikes the Character.

TACTICAL ADVANCE

Length: 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 for a moment.

NON-COMBAT ACTIONS

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Delay Action	Full	Misc.	Before your next Turn, take any Half Action.
Haggling	Varies	Concentration, Social	Effort to lower prices or reduce trades and negotiations.
Jump or Leap	Half/Full	Movement	Jump vertically or horizontally. If movement is 10+ meters, takes Full Action.
Lock Picking	Varies	Concentration	Using the Security Skill to attempt removing physical locks.
Move	Varies	Movement	Making a Move Action based on different Movement types.
Performance	Varies	Concentration, Social	Performing various entertainment-oriented actions. Varies in time.
Ready	Half	Misc.	Ready a weapon or item.
Sleight of Hand	Half/Full	Concentration	Attempting to trick or steal from others with the use of their hands.
Stand/Mount	Half	Movement	Stand Up or begin climbing something.
Use a Skill	Varies	Concentration, misc.	Use of a skill.

DELAY

Length: Full 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.

HAGGLING

Length: Varies

Subtype: Concentration, Social

When attempting to haggle prices, a Character must roleplay out a scenario. The better the reasoning, the higher the modifiers should be for that Character.

When attempting to Haggle, the Characters must use their Negotiation Skill. For every Degree of Success above the seller the buyer gets, the price drops, to a maximum of 3 Degrees of Success.

Gaining Degrees of Failure has a chance to reduce that Character's Disposition towards the Character attempting to Haggle but will not increase the price.

DEGREES OF SUCCESS	MODIFIER
0	--
1	5% Discount
2	10% Discount
3	15% Discount

JUMP OR LEAP

Length: Full Action

Subtype: Movement

Characters can Jump vertically or Leap horizontally. If the Active Character is engaged in melee, each opponent they are engaged with may take a free standard Attack against the character. See Movement for details on Jumping and Leaping.

LOCK PICKING

Length: Varies

Subtype: Concentration

When figuring how to pick a lock, the GM assigns a Lock a difficulty Value, from 1 being easy, to 15 for incredibly difficult. Every Full Action, the Character must attempt to gain that many Degrees of Success in an Extended Action using their Security Skill. Every Degree of Success gives a point towards the goal, while every Degree of Failure removes one point. Once the difficult value is reached, the lock is disarmed. Every Test made to reach the needed goal is a Full Action.

Locks that are Difficulty 10 and over will reset Degrees of Success and Degrees of Failure if the Extended Action is stopped without the lock being disarmed.

MOVE

Length: Half Action or Full Action

Subtype: Movement

The Active Character can choose to make multiple types of Movement Actions found within the book. Half Action Move, Full Action Move, Charge, Run, and Sprint. (p. 12)

While moving, a Character is still able to make other Actions that do not involve other movement types simultaneously. These come with Penalties to performing the Actions, such as making a Ranged Attack, or a Skill Test. Melee Attacks can only be used with Charge Movement Actions. The Movement and other Actions taken cannot surpass a Full Action.

PERFORMANCE

Length: Varies

Subtype: Concentration, Social

Musical performance is an Action that allows a Character to dance, play musical instruments, sing, and play out acts. Each type of performance has a modifier that alters the difficulty of the Action being made.

A Performance Action uses the Appeal or Stunting Skill, depending on how the Character is attempting to go about their Action. The GM and Player may work together to decide how they perform their Action. The Acting Performance may be used with the Deception Skill, instead of Appeal or Stunting.

The amount of Degrees of Success the Performance Test made the better the performance's outcome. For every two Degrees of Success made on the Test, the GM may improve the Disposition of an NPC.

PERFORMANCE	MODIFIER
Acting	-10
Dancing	-10
Difficult Dance	-40
Intricate Dance	-30
Musical Instrument with Education	--
Musical Instrument without Education	-30
Singing	--

READY

Length: 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 to administer a drug.

SLEIGHT OF HAND

Length: Half Action or Full Action

Subtype: Concentration

Sleight of Hand is an Action that involves a Character being backhanded or sneaky with actions performed with their hands. Sleight of Hand includes actions like Pickpocketing, manipulating items so that no one will notice, or even magic tricks like making a coin disappear. Sleight of Hand Actions have modifiers that alter the difficulty of the action being taken. Underneath this is a table that offers examples of Sleight of Hand Actions.

Sleight of Hand involves actions such as attempting to steal from the pocket or pouch of another Character, otherwise known as Pickpocketing. A pickpocket is generally done by trying to remove small items from a pouch or source worn by a Character without them noticing.

Sleight of Hand uses the Deception Skill as its base and is opposed by the Opponent's Investigation Skill.

A failed Sleight of Hand Action will alert the Character the Action is against. If the Opponent wins the Opposed Test, they are aware of the Actions made by the Character.

SLEIGHT OF HAND	MODIFIER
Magic Trick	+10
Card Trick	--
Pickpocket an ID Card	-10
Pickpocket a concealed handgun	-40
Hide or draw out a small weapon or object	-10
Hide or draw out a medium-size weapon or object	-20
Remove a weapon from its sheath	-30
Hide or draw out a large weapon or object	-40

STAND/MOUNT

Length: 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.

USE SKILL

Length: 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.

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 whichever Skill or Characteristic the Action could cover. The GM and Players should write down how they handled the Action for later use.

VEHICLE USE

This table shows the Actions using a Vehicle will take. For further explanation on these Actions, see the Vehicle Section of the handbook.

ACTION	LENGTH
Accelerate and Brake	Full Action
Maneuver	Reaction
Weapon Use	Weapon-specified
Vehicle Modification or System	Half Action

MOVEMENT

The Movement section shows how fast Characters can move, how they can climb, swim, jump, and so on.

During Combat Rounds, the Character may take specified Movement Actions which can be found under the Non-Combat Actions section of the book. The table below gives a quick reference to these Movement Actions in Meters. The Movement Actions can go beyond an Agility Modifier of 8, these are just examples.

AGILITY MOD	HALF	FULL	CHARGE	RUN	SPRINT
0	1/2	1	2	3	4
1	1	2	3	6	8
2	2	4	6	12	16
3	3	6	9	18	24
4	4	8	12	24	32
5	5	10	15	30	40
6	6	12	18	36	48
7	7	14	21	42	56
8	8	16	24	48	64
MULTIPLIER	1x	2x	3x	6x	8x

CROUCHING AND PRONE MOVEMENT

Crouching and standing from Crouch is a Free Action. While crouching a Character may only make Half or Full Move Actions

Dropping Prone is a Free Action, but any Actions taken on the Character's next Half Action will be at a -30 Penalty. It takes a Full Action to stand from being Prone. While Prone a character may only make Half Move Actions.

CROUCHING AND PRONE IN COMBAT

While Crouching, a Character is at a -5 to be hit by Ranged Weapons, but at a +5 to be hit by Melee Weapons. While Prone, a Character is at a -10 to be hit by Ranged Weapons, but at a +10 to be hit by Melee Weapons.

DIFFICULT TERRAIN AND DANGEROUS TERRAIN

Difficult and Dangerous Terrain create Penalties for Movement, Climbing, Swimming, Agility, and Warfare Characteristic Tests. Difficult and Dangerous Terrain reduce Movement in both Narrative and Structured Time.

Characters moving through Difficult Terrain can only move their Full Move as a Full Action and cannot use their Charge, Run, or Sprint Movement Actions. This reduces the amount of the Character's Narrative Movement by 50%.

Characters moving through Dangerous Terrain can only move their Half Move as a Full Action. This reduces the amount of the Character's Narrative Movement by 75%.

DIFFICULT AND DANGEROUS TERRAIN PENALTIES

Not only does Difficult and Dangerous Terrain slow down Character Movement, but it can also introduce Penalties towards Athletics, Piloting, and Agility Tests. The following are Penalties that can be given based on the types of Terrain Difficulties.

CONDITIONS	PENALTY TO CHECKS	TYPE
Heavy Fog or Smoke	-10 if Hurrying or Running	Difficult
Darkness, Dense Crowds	-20 if Hurrying or Running	Difficult
Rubble, Sand	-10	Difficult
Ice, Mud	-20	Difficult
Craters, Mountain Side	-30	Dangerous
Unstable Ground	-30	Dangerous
Thin Ice	-40	Dangerous
Large Earthquakes	-50	Dangerous

HALF MOVE

Half Moving takes a Half Action to perform. A Character may perform another non-movement Half Action simultaneously at a -20 Penalty.

Two Half Moves may be taken per Turn, this turns the Half Move into a Full Move.

FULL MOVE

A Full Move takes a Full Action to perform. A Character may perform another non-movement Half or full Action simultaneously at a -20 Penalty.

CHARGE

A Charge takes a Full Action to perform. A Character may perform a non-movement Half Action simultaneously at a -30 Penalty.

More information on the Charge Attack Action can be found in the Combat Actions section (p. 7).

RUN

A Run takes a Full Action to perform. A Character may perform a non-movement Half Action simultaneously at a -40 Penalty.

SPRINT

The Sprint Action takes a Full Action to perform. A character cannot perform another Action simultaneously.

A Sprint Action can only be taken using the Blur Ability

NARRATIVE MOVEMENT TABLE

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. The Movement can go beyond an Agility Modifier of 8, these are just examples.

AGILITY MOD	PER MINUTE	PER HOUR	PER DAY
0	15 m	0.75 km	7.5 km
1	30 m	1.5 km	15 km
2	60 m	3 km	30 km
3	90 m	4 km	40 km
4	120 m	6 km	60 km
5	150 m	7 km	70 km
6	180 m	9 km	90 km
7	210 m	10 km	100 km
8	240 m	12 km	120 km
MULTIPLIER	30x in m	1.5x in km	15x in km

HURRYING AND NARRATIVE TIME

A Character is able to hurry in Narrative Time, While hurrying a character's multiplier becomes 40x per minute or 2x per hour.

The Character is able to hurry for their Toughness Modifier multiplied by 2 in hours. At the end of the allotted time based on their Toughness Modifier, the Character must then make a Toughness Test. If Failed, the Character gains a Level of Fatigue.

RUNNING AND NARRATIVE TIME

Characters can forgo break all together during Narrative Time, but in doing so, the character will become tired. While running a character's multiplier becomes 60x per minute or 3x per hour.

For every hour of running, the Character must make a -(X) Toughness Test, where (X) is 10 for every hour spent running. If failed, the Character gains +1 levels of Fatigue. After three hours, the Character will automatically fail this Test and gain +1 level of Fatigue.

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.

There are times where a Climb Test will be requested from the Player or GM. A Climb Test is where the Character must make an Athletics or Stunting Test in order to make progress while climbing.

A Character can Climb up to their Half Move in Meters as a Full Action. A Character attempting to hurry a Climb can move up to their Full Action Move in Meters as a Full Action but must make a Climb Test to be able to successfully pull this off. This is known as the Character's Climb Speed.

SIMPLE CLIMBS

Simple Climbs include fences, walls, craters, or anything else that requires simple effort to move over. Any character with both hands free can easily accomplish Simple Climbs without a needed Test, just the time needed to perform them.

If a Character is trying to climb quickly, or climb while holding objects with their hands, they must make a -10 Climbing Test. If Failed, the Character cannot make it any higher, if Failed with two or more Degrees of Failure, the Character falls.

DIFFICULT CLIMBS

Difficult Climbs are beyond the means of an ordinary climb. A Cliff with overheads, buildings with no handholds, and icy precipices are examples of Difficult Climbs. Difficult Climbs must have a Climb Test.

A Character may make as many attempts as needed to perform a Climb Test, while the GM is expected to apply a Difficulty Modifier based on how difficult they want the climb to be. If Successful, the Character begins making progress based on their Climb Speed.

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. This doubles the Character's Climb Speed.

JUMPING AND LEAPING DISTANCES

A jump is a controlled vertical ascent or descent where the character either jumps as high as they can or jumps down safely. Performing any kind of Jump or Leap is treated as Half Action unless the character is jumping or leaping farther than 10 Meters. A Jump's length is 10 Meters per Half Action.

A character's jump height is a fourth ($1/4^{\text{th}}$) of their Strength Modifier in meters. A character's jump distance is the highest of their Half Agility Modifier, or Half Strength Modifier. A running start for a jump is able to increase this distance. Every 10 Meters the Character is moving during the Turn gives a +1 Meter increase to the Jump distance.

SWIMMING

There may be times where a Character needs to swim across bodies of water or to stay afloat. Swimming is divided into two types, Simple and Difficult.

There are times where a Swimming Test will be requested from the Player or GM. A Swimming Test is where the Character makes a Strength or Agility Test.

A Character can Swim up to their Strength Modifier in Meters per Turn, not including Mythic Strength. This is known as Swimming Speed.

SIMPLE SWIMMING

Simple Swimming includes calm waters, short depths, or assisted swimming using a device. Any Character with both hands free can easily accomplish Simple Swimming without a needed Test, just the time needed to perform the Test.

If a Character is trying to swim quickly or swim while holding an object that doesn't assist in floating, they must make a -10 Swimming Test. If Failed, the Character's Swim Speed is halved. If Failed with two or more Degrees of Failure, the Character gains no distance.

DIFFICULT SWIMMING

Difficult Swimming goes beyond the means of ordinary means of swimming. Fast-moving water, undertow, rapids, swimming with heavy weights, and swimming during combat are all examples.

A Character may make as many attempts as needed to perform a Swim Test, while the GM is expected to apply a Difficulty Modifier based on how difficult the Swim needs to be. If Successful, the Character begins making progress based on their Swimming Speed. If the GM decides, Swimming Speed can be reduced. This can be caused by undertows, rapids, and fast-moving water.

Characters should gain large Bonuses (such as +40) to the Test for using intelligent ways to swim, such as using flotation devices or ropes to guide their way across. This doubles the Character's Swimming Speed.

SWIMMING WITH WEIGHTS

If the Character has more than 50% of their Carry Weight, Swimming Tests are at a -10 Penalty and Swimming Speed is reduced by 1.

If the Character has more than 75% of their Carry Weight, Swimming Tests are at a -30 Penalty and Swimming Speed is reduced by 2.

If the Character is at 90% or higher, all Swimming Tests are at a -50 Penalty and Swimming Speed is reduced by 3.

If the Character is over-encumbered, the Character cannot make Swimming Tests without a flotation device of some kind to assist them to swim. If the Character's Swimming Speed is reduced to or below 0, they cannot make progress swimming.

UNDERWATER

A Character can choose to swim underwater for both Simple and Difficult Swimming. The Character's Swimming Speed is not affected by being underwater. Underwater Characters gain a +20 Bonus to Camouflage. When underwater, the Character must hold their breath. To find out how long a Character is capable of holding their breath, check the Holding Breath entry under the Medical Effects section of the handbook.

If a Character failed to swim, they are considered going underwater for their Turn. If the Character has failed twice in a row to swim, their Swimming Tests will be at a -20 Penalty until successful.

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.

FIGURING PUSH, LIFT, AND CARRY WEIGHT

Carry Weight is how much a Character can hold while still moving normally. This is figured by adding a Character's Strength and Toughness Characteristics together. For example, a Strength of 45 and a Toughness of 50 means a Carry Weight of 95 Kilograms.

LIFTING WEIGHT

To figure Lift Weight, you multiply the Carry Weight by 2. This is the weight a Character can have and move without Run or Charge Actions.

A Character's Lift Weight is how much the Character can lift, while not being able to make any Run or Charge Actions.

For every (X) kilograms over the Lifting Weight, the Character will begin taking Fatigue and will gain a -10 Penalty to their Agility. (X) is the Character's Strength Characteristic. If the weight reaches the Character's Pushing Weight or the Character can no longer move, the Character gains a Degree of Fatigue and cannot move any further until weight is dropped.

For every 10 Minutes the Character is past their Lifting Weight, the Character takes a Degree of Fatigue.

PUSHING WEIGHT

To Figure Push Weight, you multiply the Carry Weight by 4. This is the weight a Character can push or pull objects.

When attempting to surpass the Pushing Weight, the Character must make a Strength Test. For every Degree of Failure, they take a Degree of Fatigue.

OVER-ENCUMBERED CHARACTERS

If a character attempts to overexert himself by Carrying, Lifting, or Pushing more than their limits, the character counts as Over encumbered. An Over-Encumbered Character gains a -40 Penalty on any Tests that would take Physical movement, such as Running, Jumping, and Evading.

This Penalty is doubled if the Character has 125% or over their Carrying, Lifting, or Pushing Weights. The Character cannot move if they have 150% or more over their weights.

FALLING DAMAGE

Characters can fall and take damage. Falling damage ignores Armor. The Chart at the bottom of this page lists how much damage a Character takes based on the height they are falling from. Falling Damage is 1D10 Damage for every 10 Meters the Character falls, to a maximum of 450 Meters.

METERS	10	20	30	40	50	60	70
DAMAGE	1D10	2D10	3D10	4D10	5D10	6D10	7D10

FALLING SPEED

Falling Speed is the length in which it takes for a Character to reach the ground before taking Damage. The higher the Character, the longer it will take them. For every 50 Meters high the Character is, it will take 1 Half Action to reach the ground.

GRAVITATIONAL EFFECTS AND VACUUMS

Gravity can easily hinder the movement of a Character, whether it be jumping or even just walking. When under the influence of differing gravitational effects, make sure to consult this section.

ZERO GRAVITY AND VACUUMS

When trying to move in Zero Gravity, the Character's first movement is most likely their last controlled movement. Jump and leaping distances are infinite, but the speed is the same as whatever their original Movement Speed was for the Action.

Characters floating in Zero Gravity cannot control their movement in any way. They are Helpless and cannot Evade.

LOW GRAVITY

The GM will let people know how much lighter the Gravity is in a location compared to what they are used to, which is Earth's gravitational pull as a simple bar to set, this being 1. If Gravity is half of Earth's Gravity, that means all Jumping and Leaping distances are multiplied by 2 as an example. This is also a multiplier to how much the Character can Carry and Lift in this situation, but not Push.

If you have magnetic boots or something that will hold your own weight down, you can increase your Push by the multiplier applied to your Carry and Lift weights.

ULTRA LOW GRAVITY

Ultra-low gravity is what happens when the Gravity hits below a third of Earth's gravity. This means that any movement is now hindered and is given Penalties to control. Jumping and Leaping distances are still multiplied as they were in Low Gravity.

The Character's Carry and Lift are also given the standard low gravity Bonuses, but Push is still not affected.

GRAVITY	MOVEMENT PENALTIES
1/3RD Earth's Gravity	-10
1/4th Earth's Gravity	-20
1/5th Earth's Gravity	-30
1/6th Earth's Gravity	-40

HIGH GRAVITY

High gravity gives an opposite effect to Movement, Push, Carry, and Lift. The higher the Gravity, the slower you get, the less you can Carry, Lift, and Push, and the shorter you can Jump and Leap. It also gives Movement Penalties based on the severity of the Gravity. For every .5 higher the Gravity is compared to Earth, the Characters get -10 Penalty to all Movement. For every .5 higher the Gravity is, Characters also get a -5 Penalty to their Agility and Strength Modifiers, effectively lowering their Movement and Strength.

The Push, Carry, Lift weights, and Jump and Lift distances are also divided by the Gravity. This means that a Character that can jump 10 Meters will only be able to jump 5 Meters in 2x Earth's Gravity.

SPOTTING HIDDEN CHARACTERS

LISTENING FOR FOOTSTEPS

Listening for Footsteps can be broken into Passive and Active. Passive is when the Character uses their Passive Perception to Oppose any Athletics Test for hearing a Character that cannot be seen. This is done without making an Opposed Test. If Successful, the Character knows someone is there but won't know their direction or location.

Active is a Full Action where the Character focuses to find the Opponent with a +20 Opposed test using the Investigation Skill.

If Failed, the Character does not think someone is there. For every Degree of Failure, the Character will be unable to spot the Opponent for one Round, as they are distracted or focused on the wrong area.

If Successful, the Character knows the Opponent is there and will gain a +20 Bonus to Active Spotting Characters.

If Successful with 1 Degree of Success over the Opponent, the Character knows the direction of the Opponent and gains an extra +10 to Active Spotting Characters.

If Successful with 3 or more Degrees of Success over the Opponent, the Character knows their exact location and does not need to attempt to spot them to know where they are.

PASSIVE PERCEPTION

Passive Perception is used to see if Characters are able to spot or hear a Character without an Opposed Test being made, which only works within the Character's Perception Characteristic in Meters. The following table shows what the Character's Passive Perception is based on their Investigation Skill. Anything involving the Character's Perception Modifier is figured by rounding down, and to a minimum of 1.

PASSIVE PERCEPTION	DEGREES OF SUCCESS
No Investigation Skill	Success with 0 Degrees; loses any ties.
Investigation Trained	1/4 Perception Modifier
Investigation +10	1/3 Perception Modifier
Investigation +20	1/2 Perception Modifier

MOVEMENT

ACTIONS	BONUSES OR PENALTIES
Prone	+20 Bonus to Camouflage and Athletics
Crawling	+10 Bonus to Camouflage and Athletics
Crouching	+5 Bonus to Camouflage and Athletics
Standing	--
Walking	-20 Penalty to Camouflage and Athletics
Running	-40 Penalty to Camouflage and Athletics
Sprinting	-60 Penalty to Camouflage and Athletics

GROUND TYPE (PENALTY TO ATHLETICS)

GROUND TYPE	MODIFIER
Sand, Dirt, Carpet	--
Grass, Ash, Silt, Wood Flooring	-5
Light Snow, Rock, Tall Grass	-10
Gravel, Moderate Snow, Leaves and Sticks	-15
Dense Vegetation, Metal Flooring	-20
Heavy Snow, Creaking Floor, Puddles	-25
Echoing Environment	x2 total Penalty

MASKING FOOTSTEPS

A character may attempt to hide and mask footsteps by rolling successful Athletics Tests. Successfully masked Footsteps reduce the Penalty gained by Movement and Ground Type by half.

BACKGROUND NOISES (LISTENING)

BACKGROUND NOISE	MODIFIER
Animal chatter, Distant Fighting, Moderate Wind	-5
Nearby Fighting, Distant Heavy Fighting	-10
Nearby Heavy Fighting, Heavy Animal Chatter	-20
Light Local Fighting	-30
Heavy Local Fighting	-40
Explosives, and Large Battlefields	-80

CARRY WEIGHT, FOOTSTEPS, MOVEMENT SPEED

Characters carrying over 50% of their Carry Weight will gain a -10 Penalty to their Athletics when attempting to mask their footsteps. Charge, Run, and Sprint double the Penalty.

LISTENING FOR GUNFIRE

For each Damage Dice roll that was made in the previous Turn by Firearms, the Investigation Test for pinpointing Gunfire gains a +5. If Successful, the Character knows the direction and general distance of the gunfire.

SUPPRESSED AND SILENCED WEAPONRY

When a weapon is suppressed or silenced, that weapon is harder to detect. Weaponry using a suppressor will not be detectable outside of 50 Meters and gives Opponents a -20 Penalty to detect.

SPOTTING CHARACTERS

Spotting Characters can be broken into Passive and Active. Passive is when the Character uses their Passive Perception to Oppose any Camouflage Test for seeing a Character that is within their line of sight. This is done without making an Opposed Test. If the Character's Passive Perception is Successful, they see the Opponent.

Active is a Full Action where the Character focuses to find the Opponent with a +10 Opposed Test using the Investigation Skill.

If Failed, the Character does not see the Opponent. For every Degree of Failure, the Character will be unable to spot the Opponent for one Round, as they are distracted or looking in the wrong direction.

If Successful, the Character sees the Opponent and the Opponent loses their Bonuses to Camouflage against that Character.

LIGHTING CONDITIONS

See page (p. 21) for the Penalties and Bonuses for lighting conditions.

HIDING AFTER BEING FOUND

When a Camouflaged Character attempts to use their Camouflage Skill to hide from their enemy after being Spotted, that Character must first break line of sight with their Opponent for one Round and then make a new Camouflage Test.

ACTIVE AND ENVIRONMENTAL CAMOUFLAGE

TYPES OF CAMOUFLAGE

There are two types of Camouflage, Active and Environmental. Active Camouflage is any Camouflage using technology to make the Character appear as invisible, see-through, or harder to see. Active Camouflage is known as Cloaking. Environmental Camouflage is any Camouflage using clothing or other materials to match the Character to their surrounding environments.

Both Active and Environmental Camouflage cannot have their benefits stacked or combined. Active Camouflage can be used over Environmental Camouflage, but it will override the benefits when activated.

PASSIVE CAMOUFLAGE

Passive Camouflage is the degree to which the Character is hidden without making direct attempts at Camouflaging themselves. Passive Camouflage can only be gained by the Character wearing Environmental Camo or by having an activated Active Camouflage on. If the Character does not have the Camouflage Skill, Passive Camouflage cannot be used.

The Characteristic must be chosen between Intellect or Perception and is figured by rounding down to a minimum of 1.

PASSIVE PERCEPTION	DEGREES OF SUCCESS
No Camouflage Skill	Cannot be used
Camouflage Trained	1/4 Chosen Modifier
Camouflage +10	1/3 Chosen Modifier
Camouflage +20	1/2 Chosen Modifier

ENVIRONMENTAL CAMOUFLAGE TYPES

When selecting Environmental Camouflage to take into combat, the Character is able to choose a Primary Camo and a Secondary Camo. The Primary Camo gains +20 Bonus for its listed Environments and the Secondary Camo gains half for its listed Environments.

PATTERNS	ENVIRONMENT
Dark	Night, Cave, Dark environments and buildings
Desert	Desert, Dune, Beach
Oceanic	Ocean, Sea, Lake
Rocky	Cliffs, Mountains, Rocky Environments
Snow	Snowy environments, Tundra
Urban	Urban locations, Cities, Towns, Indoor buildings
Woodland	Forestry, Woodland, Jungle, Tropical
Grassland	Grassland, Shrub, Muskeg, Plains, Bog, Fen

ACTIVE CAMOUFLAGE

Cloaking is a type of Camouflage that masks the character through light bending, projection, and color manipulation (Active Camouflage, Cloak, SPI, anything that renders the user nearly invisible). These can make the Character nearly invisible and allows them to blend into their surroundings.

These cloaking devices give Penalties to another user to see the character based on the Equipment being used. The Character is considered Camouflaged when using Active Camouflage.

When attempting to fire at Cloaked user, the Character must first Spot them, or damage the Character while using Blind Fire in the direction they believe the Cloak user is.

WATCHING FOR CLOAKS

A character may extend their perception test and attempt to study and watch for ripples in the air, which then gives the user a +20 for spotting the cloaked user. The Character must spend a Full Action minimum to find cloaked users.

WEAPON USE DURING ACTIVE CAMOUFLAGE

When a user has Active Camouflage activated, the weapons used by the character are also hidden. A character that fires a weapon while cloaked is swiftly uncloaked. This reduces their Active Camouflage Benefits by half until the beginning of their next Turn.

VISR AND CLOAKED CHARACTERS

VISR and other visual devices such as infrared Goggles can assist in spotting cloaked Characters. VISR outlines cloaked figures just as it does uncloaked figures, while Infrared shows a character's figure masked in a light red color. This halves all Cloaking Bonuses the cloaked Character receives, but not those given by the Camouflage Skill or Education.

ACTIVATE CAMOUFLAGE HUMMING

As long as there is not a lot of noise, a character can hear the humming of an Active Camouflage system within 3 meters. The character is able to make a +10 Investigation Hearing Test to help spot the cloaked character. Within 2 meters, that Bonus becomes +20. At point blank, the Bonus becomes +30.

FIRING AT ACTIVE CAMOUFLAGE TARGETS

When a cloaked Target has been Spotted by the Attacking Character, the Character will only receive a -20 Penalty To Hit when attacking them. If the Character has VISR, then they will receive no Penalties To Hit against the cloaked target.

COMBAT

COMBAT STRUCTURE

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.

TIME

NARRATIVE TIME

Narrative Time is for when precise timekeeping and movement are not necessary to track. It is used for outside of combat situations such as traveling or roleplaying.

STRUCTURED TIME

Structured Time is used for combat and problem-solving. Structured Time is used when everything matters, and order is needed. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

A Round is a 6 second period of time that consists of every Character's Turn happening at the same time. Each Turn is taken in an order based on the Character's Initiative, where the highest Initiative Characters will get to act first.

TURNS

Each Character has one Turn per Round where they take their Actions. The order of these Turns are determined by the Character's Initiative.

ACTIONS

Each Turn allows for the Character to perform one or more Actions. A Character is only able to make up to two Half Actions, or a Full Action, in a single Turn. There are Free Actions which are considered to take no extra time, such as speaking or dropping an item. The most common Actions are Attacks and Movement Actions.

- **STEP ONE:** See if a Surprise Round is needed.
- **STEP TWO:** All Characters involved roll for Initiative.
- **STEP THREE:** Combatants take their Turns in order.
- **STEP FOUR:** End of the Round.
- **STEP FIVE:** Repeat steps 3 and 4 as needed.

(OPTIONAL) STEP ONE: SURPRISE ROUND

If Combat begins with Unaware or Helpless Characters, those Characters can become Targets of a Surprise Round. Surprise Rounds happen before the Initiative is rolled and the Targets are not able to make any Actions, including Reactions.

STEP TWO: INITIATIVE

Before Structured Time begins, all Characters involved must make an Initiative Test. To do so, each Character rolls a 1D10 and adds their Agility Modifier, unless an Ability specifies otherwise. The resulting Test applies for all subsequent Rounds until the Structured Time is complete. The GM will roll any Initiative Test for NPCs involved and can roll for entire groups to act as one.

After each Character determines their Initiative, the GM makes a list and places it in order from highest to lowest Initiatives. This is known as Initiative order, where Characters will act in order from highest to lower Initiative Tests.

If more than one Character rolls the same Initiative, the Character with the highest Agility Characteristic will go first. If the Characters share the same Agility Characteristic, they will roll 1D100s and the highest rolled Test goes first.

STEP THREE: COMBATANTS TAKE TURNS

Beginning with the characters with the highest 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 to skip their 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

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).

ATTACKS AND COMBAT

Every weapon has a rate it can Attack. This indicates how many Attacks a character can make in a Full Action. If a character decides to use a weapon as a Half Action, the amount of Attacks is halved (Rounded Up).

- **STEP ONE:** Apply Modifiers to Attacker's Characteristic.
- **STEP TWO:** Attacker makes a test.
- **STEP THREE:** Opponent Opposes the test.
- **STEP FOUR:** Attacker determines hit location.
- **STEP FIVE:** Attacker determines damage.

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

Warfare Characteristics are used to make Attacks based on if the Attack is Melee or Ranged. Each Characteristic can be modified by Bonuses and Penalties from a variety of scenarios, such as inclement weather, harsh battlefield conditions, or weapon modifications.

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: CHARACTERS MAKE A TEST

After the modified characteristic has been determined, the Active Character makes their To Hit Test. If the roll is equal to or less than the modified characteristic, the attack hits. 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. A Critical Success, being a natural roll of 01, is an automatic success that can only be opposed by another Critical Success.

STEP THREE: OPPONENT OPPOSES THE ATTACK

When an Attack is made, the Opponent may attempt to Oppose the Test by taking an Evasion or Parry Action. The GM may decide if other Actions are applicable to the instance. This uses an Opposed Test.

STEP FOUR: ATTACKER DETERMINES HIT LOCATION

To find Hit Location, the GM or Player must go to the Combat Section Under To Hit and Medical Wounds and Health Issues.

STEP FIVE: ATTACKER MAKES DAMAGE ROLL

After the Location has been determined, the Attacking Character does their Damage Roll. Damage Rolls are the listed amount of Dice the weapon deals, alongside the Base Damage and the Pierce. Some weapons will have Special Rules that will change how they interact or deal Damage.

DAMAGE DICE

Damage Dice are D10s or D5s listed underneath Weapons for when they deal Damage. When a single Attack is made, all Damage Dice that are rolled are added up together.

BASE DAMAGE

Base Damage is the Damage that is added onto the Damage Dice that were rolled. This is Damage that may also be modified by Modifications and Melee Weapons.

PIERCE

The Pierce Weapon Characteristic is the amount of Damage Resistance the Attack will reduce, allowing more Damage to get through.

DAMAGE RESISTANCE

Damage Resistance is the amount of Damage a Target of an Attack can reduce. Damage Resistance is the Target's Toughness Modifier, Mythic Toughness, and Armor Rating combined.

ARMOR AND ARMOR RATING

Armor is worn by a Character to help reduce taken Damage by gaining an Armor Rating. Armor Ratings have 4 Body Locations they protect: Head, Chest, Arms, and Legs. Each Location has their own Armor Rating gained depending on which of these Locations was struck.

ARMOR WEIGHT

Armor has weight that can affect a Player in combat. The Armor being worn will only have 1/4th of its Weight count towards the Character's Carry Weight.

PIERCING THROUGH

If an Attack's Pierce is greater than the Damage Resistance or Cover Points of the Character, Vehicle, or Cover, the Attack will Pierce Through and strike whatever is behind them. Each time an object is Pierced Through, the Attack's Damage is reduced by the Damage Resistance of the target.

SPECIAL DAMAGE

When rolling for Damage after an Attack was made, if a Natural 10 is rolled for a D10, or a Natural 5 is rolled for a D5, the Attack will deal Special Damage from the Special Damage Chart found in the Medical section of the book.

HELPLESS AND VULNERABLE TARGETS

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

Warfare Range Tests made against helpless targets are at a +30 To Hit, and called shots are only at a Penalty of -5 with sublocations being -10.

PINNED AND STUNNED TARGETS

Warfare Tests made to attack stunned targets are given a +10 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.

COVER

Cover is a fundamental part in firefights. 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.

To figure your own custom values of Cover Points, use the Light Cover Point amount of Armor given and multiply it by how many centimeters thick it is. For example, 5 centimeters of thin wood is 10 Armor.

COVER TYPE / MATERIAL	COVER POINTS		
	LIGHT	MED	LARGE
Plastics, rusted metal, Loose Earth	1	2	4
Thin Wood, Light Metal	2	4	8
Concrete, Stone, Thick Wood	4	8	16
Strong Metals, Bulletproof Glass	8	16	32
Blastproof Window	10	20	40
Forerunner Metal, Bunker plate	18	36	72
Hardlight Structures	20	40	80

USE YOUR COVER WISELY

Players can use cover to protect themselves from incoming Attacks, such as weapons fire and explosives. Characters can also create and move cover if the GM allows it in a given situation, as well. Not only does cover entail using environmental and urban surroundings, but it also can mean using downed vehicles, deceased characters, and so on. Cover could even be using another Character as a body shield.

COVER DESTRUCTION (OPTIONAL)

As Cover takes damage weaker and less sturdy types of Cover may get weakened and eventually destroyed by the intensity of fire that strikes them. If a piece of Cover is struck by an attack and the attack's base Damage or Pierce is greater than the base Cover Points the Cover's strength is reduced by one level.

Example: A piece of Large concrete struck with a weapon with 25 Pierce degrades to Medium. The same piece of cover struck by a weapon with 24 Pierce does not degrade.

MISSING ATTACKS

Weapons don't always hit, thrown objects might bounce around, and explosives don't always land on-target. A GM can decide whether a missed Attack scatters, but the GM should always use Scatter for thrown weapons and Explosives.

SCATTERING

When explosives miss or thrown attacks go flying, the GM should have the attack roll on the Scatter Chart. For explosives, the new location figured by Scattering is where the attack lands, while a thrown weapon could land and scatter after bouncing on the ground, or if the throw was bad enough, the attack could Scatter and hit another Character instead. To find the direction where the Attack Scatters, the GM rolls a 1D10 and consults the following Scatter Chart.



When scattering in zero gravity, the GM must roll twice on the Scatter Chart. One die to determine the X-axis, and another to determine the Y-axis.

The GM may also use the Scatter Chart to figure a missed Ranged Attack firing into Melee Combat. For example, the GM could use the Chart to figure which direction the Attack went, to see if there is a Character in that direction that the Attack would hit.

An Attack that misses may scatter back to the target it originally was for, meaning a missed attack that then scatters 6 Meters back onto the original target would hit as if they were successful in the first place.

FIGURING SCATTER DISTANCE

When rolling on Scatter, some Attacks will need a distance for where the Attack or weapon will land. For this, we will use Scatter Modifier.

For every Degree of Failure, the Scatter Modifier is increased by 1. For every 100 Meters away the Target is, the Scatter Modifier is increased by 1. If the Target was beyond the Weapon's Max Range, the Scatter Modifier is then multiplied by 2, or by 4 if the Target was beyond the weapon's Extreme Range.

Once the Scatter Modifier is figured, that's how many (X)D10 Meters away the Attack Scatters from the target.

The GM may use this to decide if the Attack strikes another Character or location of interest.

SCATTERING THROWN OBJECTS

When dealing with Scatter for any Warfare Melee Tests made, such as throwing a grenade or tossing a weapon to someone, the distance the object scatters is halved.

Thrown weapons scattering cannot surpass the distance a Character can throw an object. Thrown objects scatter on their intended point of impact and cannot scatter behind the player.

CHARACTER SIZE CATEGORY

Size dictates Melee Reach, To Hit Bonuses, and Melee Damage Bonus.

When Attacking a larger Opponent, every Size category above Immense will give a +10 Bonus To Hit.

When a Character is making an Attack against a Vehicle, they get a +5 Bonus To Hit for every two Size Points the Vehicle has.

CATEGORY	REACH	HEIGHT	DAMAGE
Mini	0	0.1 – 0.5 Meters	-3
Small	1	0.51 – 1.4 Meters	-1
Normal	1	1.41 – 2.0 Meters	--
Large	2	2.01 – 3.0 Meters	+2
Huge	3	3.01 – 3.5 Meters	+3
Hulking	3	3.51 – 4.0 Meters	+4
Giant	4	4.01 – 4.5 Meters	+5
Immense	4	4.51 – 6.0 Meters	+6
Massive	5	6.01 – 10 Meters	+8
Great	6	10.01 – 40 Meters	+10
Monumental	7	40.01 – 120 Meters	+15
Colossal	10	120.01 – 500 Meters	+20
Vast	25	500.01 – 1,000 Meters	+30

WEAPON WIELDING

There are multiple sizes of weaponry that affect how to wield them. This includes One-Handed weaponry, Two-Handed Weaponry, and Heavy Weaponry. Each comes with a possible set of Penalties based on Strength and weapon size.

MYTHIC STRENGTH AND WEAPON WIELDING

All listed Penalties in the Weapon Wielding section of the book are reduced by 5 per 1 Mythic Strength the Character has.

ONE-HANDED WEAPONRY [OH]

One-Handed weapons [OH] are weapons small enough to be used with a single hand with minor Penalties. Many weapons will have the [OH] tag, but that does not limit the amount of weapons that can eventually acquire this tag on a per-Character basis.

DUAL-WIELDING WEAPONS [DW]

Dual-Wielding [DW] Weapons are weapons that are light enough for the player to take minimal Penalties when firing One-Handed and while Dual-Wielding.

TWO-HANDED WEAPONRY [TH]

Two-Handed Weaponry are weapons that need two hands to be used without Penalties. Two Handed weapons include weapons like rifles and shotguns, which need two hands to be controlled when fired.

Two-Handed Weaponry can be considered Heavy Weapons when they are heavy, have a powerful kickback, or a mix of both.

HEAVY WEAPONRY [HW] AND BRACING

When firing a [HW] Weapon while not Braced, the Character gains a -20 Penalty To Hit. After the To Hit Test, a Strength Test must be made. If failed, the Character drops the weapon. This Penalty will increase by firing One-Handed and Dual-Wielding. If the weapon is dropped, no further Attacks can be made with the weapon that Turn.

MOVING WHILE BRACED

A Character is able to move at their Half Move speed while Bracing and still be considered Braced. If the Character moves faster than this, they are no longer considered Braced.

ATTACKS AND MOVEMENT SPEEDS

When Attacks are made while at high speeds, or against a target moving at high speeds, the Attack gains a Penalty. These Penalties are based on the difference of Meters traveled per Turn (MpT) between the Attacker and the Target.

The listed Penalty applies to both the Attack being made and any Evasion or Parry made.

At these higher speeds, head-on Melee Attacks will gain Bonus Damage being dealt. A Character will only be able to land one Melee Attack against a Target. Each MpT difference in the table below will also list how much Bonus Melee Damage is dealt.

MPT DIFFERENCE	PENALTY	DAMAGE BONUS
100 MpT	-10	+5
200 MpT	-20	+15
300 MpT	-40	+30
400+ MpT	-80	+60

USING WEAPONS ONE-HANDED

Characters who are firing weapons One-Handed will receive Penalties To Hit. Below, you'll find the Penalties To Hit and the Penalty Test To Drop for each.

These Penalties apply to both ranged and melee weaponry.

SPECIAL RULE	PENALTY TO HIT	PENALTY TO DROP
[DW] Dual-Wield	None	No Strength Test
[OH] One-Handed	-10 To Hit	No Strength Test
[TH] Two-Handed	-20 To Hit	-20 Strength Test
[HW] Heavy Weapon	-40 To Hit	-40 Strength Test

DUAL WIELDING

Dual-Wielding is where the Character uses two Weapons at the same time, one in each hand. Dual Wielding does not count if a Character is using a Shield and a Weapon if the Character is only attacking with a single weapon in a Turn or using unarmed melee.

USING WEAPONS DUAL-WIELDING

If a Character is Dual-Wielding two different types of weapons, such as a [DW] and a [TH] weapon, the [DW] weapon has no chance of being dropped, but the [TH] weapon will still have to be rolled on. Though, both weapons will be under the highest To Hit Penalty of the two weapons, so for this example, a -40 Penalty To Hit.

These Penalties apply to both ranged and melee weaponry.

SPECIAL RULE	PENALTY TO HIT	PENALTY TO DROP
[DW] Dual-Wield	-10 To Hit	No Strength Test
[OH] One-Handed	-20 To Hit	No Strength Test
[TH] Two-Handed	-40 To Hit	-30 Strength Test
[HW] Heavy Weapon	-80 To hit	-60 Strength Test

DUAL WIELDING MELEE WEAPON SPECIAL OPTIONS

Dual Wielding melee weapons gives two possibilities: a +20 to Parrying attacks or taking a Double Strike. If one is taken, the other cannot be done until the beginning of the Character's next Turn.

A Double Strike is an attack where both weapons being wielded attack at the same time, within the same Melee Attack. One To Hit Test is made at an extra -10 Penalty, if Successful, both Melee Weapons deal their Damage.

Double Strike Attacks halve the Character's Strength Modifier when figuring Damage and Pierce. This also means the Opponent needs only one Evasion or Parry to evade the attack.

DUAL-WIELD AIMING RESTRICTION

If the Character is Dual-Wielding, only weapons that have Smart Scopes can gain benefits from Aim Actions.

REDUCING WEAPON TAGS BASED ON WEIGHT

Characters are able to personally reduce the Penalties gained from wielding weapons One-Handed or Dual-Wielding. Beginning at 1.5kg, every Strength Modifier the Character has will increase this Weight limit by 0.5kg. Every Mythic Strength will increase this Weight limit by 1kg.

If a [TH] Weapon weighs less than this Weight Limit, it may be considered [OH] when figuring Penalties To Hit and Penalties To Drop.

If a [OH] Weapon weighs less than half this Weight limit, it may be considered [DW] figuring Penalties To Hit and Penalties To Drop.

Weapons with the [HW] Tag are exempt from this and cannot be reduced from either [HW] or [TH].

FOUR ARMS TRAIT AND WIELDING WEAPONS

Characters who have the Four Arms Trait take the same Wielding Penalties as other Characters, regardless of how many extra hands they're devoting to each weapon. However, Characters can hold even more weapons at once.

The Character is able to hold up to four weapons due to the extra Arms, but depending on the type of Weapon, the Penalties will increase. After the first two weapons, each Weapon being wielded will add to the Penalties given based on the table below. This applies to all weapons, meaning that a [DW] Weapon will gain the Penalties for both To Hit and To Drop if the Character is also holding a [TH] weapon in another hand. All of this stacks on top of the normal Dual Wielding rules in the table above.

SPECIAL RULE	PENALTY TO HIT	PENALTY TO DROP
[DW] Dual-Wield	-10 per Weapon	-5 per Weapon
[OH] One-Handed	-20 per Weapon	-10 per Weapon
[TH] Two-Handed	-40 per Weapon	-30 per Weapon
[HW] Heavy Weapon	-80 per Weapon	-60 per Weapon

EXECUTION RANGE

When against a Helpless, Unaware, or Unconscious Opponent within Point Blank Range, the Character can use a Half Action to make a single Execution Attack. This Attack automatically hits and deals double the weapon's maximum damage. No roll or Test is made and this can be used with both Melee and Range weapons. This Attack will deal Special Damage as if all Damage Dice rolled their maximum.

Unaware Characters struck by Execution Attacks are no longer considered Unaware.

POINT BLANK RANGE

When a Character makes a Ranged Attack against an Opponent within 3 Meters or less, the Attack is given a +20 Bonus To Hit. If the Opponent has taken any Move Actions in their previous Turn, the Bonus is lost against them.

When a Character makes a Melee Attack against an Opponent within 1 Meter or less, the Attack is given +10 To Hit, which is not lost even if the Opponent has moved.

RANGED COMBAT

Ranged Combat is any combat made with a weapon with a listed range, regardless of the actual range of the attack being made. This may even include some Melee Weapons.

PERCEPTIVE RANGE

Perceptive Range is the Range that a Character is able to make Aim Actions and reliably fire a weapon and see without Penalty. Perceptive Range is figured by multiplying the Character's Perception Characteristic by 2. A Character with a Perception of 50 will have a Perceptive Range of 100 Meters.

Using a Scope while making Aim Actions will multiply a Character's Perceptive Range. Binoculars and other visual devices will also extend this based on the range multiplier they offer. So a 2x Scope would increase the example Character's Perceptive Range to 200 Meters.

When a Character fires beyond their Perceptive Range, they begin taking Penalties. For every 50 Meters beyond their Perceptive Range, they gain a -10 Penalty To Hit.

WEAPON RANGES

Ranged Weapons have multiple Ranges which affect the possibility of hitting a Target. Each Weapon Profile lists the weapon's Optimal Range, which are two number values in Meters that list how far the Weapon can Fire without taking Penalties or Bonuses. For example, a Rifle has an Optimal Range of 45m-950m, which means that any To Hit Test within these two values will have no Penalties to Attack.

When firing under the Weapon's Optimal Range, this is known as Close Range. And firing beyond the Weapon's Optimal Range is known as Long Range.

CLOSE RANGE

Ranged Weapons that are firing at Targets within their Close Range and under are given a +5 Bonus To Hit.

LONG RANGE

Ranged Weapons that are firing at Targets beyond their Optimal Range, up to 2x the maximum Optimal Range in Meters, are considered Long Range.

A Weapon Firing at Long Range is given a -40 Penalty To Hit and the Pierce of the Weapon is halved.

EXTREME RANGE

Ranged Weapons that are firing at Targets beyond their Long Range, up to 3x the maximum Optimal Range in Meters, are considered Extreme Range and are given a -80 Penalty To Hit. The Weapon's Pierce is reduced to 0. Any further and the shot cannot deal Damage.

SHOOTING INTO MELEE COMBAT

Warfare Range Tests firing into 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.

ATTACKING MULTIPLE CHARACTERS

When making ranged attacks against multiple Characters within the same Round, switching targets gains a -10 Penalty to any Attack after the first one made. This means that for each time you switch which Character you're targeting, you gain a -10 Penalty, which stacks with any other Penalties gained.

STRAY SHOTS

GMs must choose whether 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 strike another nearby Character. The GM might also rule that anyone shooting into melee combat must allocate Failed To Hit Tests to different targets engaged in the Melee Combat.

LIGHTING CONDITIONS

Lighting Conditions are the level of lighting in the area and the Penalties that are given to Warfare and Perception Characteristics. This includes base Characteristic Tests and Skill Tests.

Lighting Penalties can also add to Difficult Terrain Penalties.

LIGHTING	SIGHT PENALTIES
Blinding	-50
Bright	-20
Normal	0
Low-Light	-20
Darkness	-50
Black (no ambient light)	Cannot See

Black is a special Lighting Condition where there is an absolute lack of light. Characters in Black Lighting are considered Blind. Only introducing lighting into the area can remove being considered Blind, but the Characters may still be affected by Darkness and Low-Light depending on the amount of light introduced.

WEATHER AND UNNATURAL CONDITIONS

Warfare Characteristic and Perception Tests made while in harsh weather or unnatural conditions are at the listed Penalties. Warfare Melee Tests will take half the listed Penalties, to a minimum of -5.

CONDITION	PENALTY
Light Fog and Smoke, Light Rainfall	-5
Moderate Fog and Smoke, Rainfall	-10
Heavy Rainfall, Debris	-20
Heavy Fog and Smoke, Downpour, Tremors	-30

EXAMPLES OF OTHER CONDITIONS

CONDITION	PENALTY
Looking out of window with heavy rain	-20
Firing through tall foliage	-20
Using Night Vision with non-Smartlink Optics	-30
Weapon braced on vibrating terrain or vehicle	-10

WEAPON FIRING TYPES

Ranged attacks, such as rifles and pistols, have a Rate of Fire, which is the amount the weapon can fire in a specified amount of time. These spread across multiple firing modes, including Automatic, Semi-Auto, Sustained, and Burst. Weapons like Semi-Auto and Automatic roll a To Hit Test for every shot that needs to be made, while weapons that have Burst fire once for all shots being made.

FIRING TYPES	EXPLANATION
Automatic Rate of Fire	<p>Automatic weaponry fire continuously with an uninterrupted squeeze of the trigger. These weapons gain no accuracy Bonuses like Semi-Auto and Burst Fire. Instead, these weapons offer higher rates of fire that can force Characters to burn through their Evasion. Each shot is rolled separately.</p> <p>Automatic Weapons can fire up to their Auto (X) amount in a Turn, and can fire half the amount, rounding down, in a Half Action. Though if a Weapon has Auto (7) and the Character fired 3 shots in the first Half Action, the Character can then still fire the remaining 4 during their second Half Action within the same Turn.</p> <p>Weapons with Auto (1) can only fire once as the Character's Full Action.</p>
Burst Fire	<p>Weaponry that use the Burst Fire Firing Type will fire a set amount of Shots in a single squeeze of the Trigger at a +10 Bonus To Hit.</p> <p>A weapon with Burst Fire will make one To Hit Attack Roll per Half Action, each Attack firing a set amount of shots shown in Burst Fire (X). This means that if a weapon has Burst Fire (3), the weapon only needs one To Hit Test made, and if successful, deals 3 sets of damage. When a Burst Shot Attack is made successfully, all shots hit on the one rolled Location.</p> <p>This also means that each Attack only needs a single Evasion Test when attempting to Evade. If the Evasion is successful, all shots made from the Burst Fire miss.</p>
Flintlock Rate of Fire	<p>Flintlock and Matchlock weaponry use a special Rate of Fire due to their archaic craftsmanship. These weapons take time to fire and even longer to reload.</p> <p>Weapons with the Flintlock Rate of Fire can only hold one of their ammunition types at a time and take an entire Full Action to fire.</p> <p>Once the weapon has fired, each Weapon has their own set amount of Rounds needed to reload. The Action to reload may be interrupted without losing progress but must reach the set amount of Rounds to be completed and ready to fire, again.</p>
Pump Action	<p>Any weapon with the Pump Action Rate of Fire is able to fire (X) times per Half Action. Weapons with Pump Action can fire one extra shot as a Reaction per Round during that Character's turn. This gives a -10 Penalty too all Reactions after.</p>
Semi-Automatic Rate of Fire	<p>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 is rolled separately. This means the weapon firing 6 Rounds makes 6 attacks total.</p>
Sustained Rate of Fire	<p>Any weapon that fires a continuous source of damage, such as a Flamethrower or a Laser, is considered a Sustained Fire weapon. Similar to the Automatic Rate of Fire, Sustained weapons fire as a Full Action with Sustained (X), or half of that as a Half Action (rounding down) unless specified otherwise.</p> <p>Users using a Sustained weapon make a single To Hit Test. If successful, the Attack will deal an amount of hits up to Sustained (X), which can be chosen by the user. This may not surpass (X), or half of (X) as a Half Action. The amount chosen is reduced from the weapon's MAG.</p> <p>A successful Sustained Attack must have each of the hits be evaded separately. A weapon that hit 4 times in the Attack will need 4 Opposed Evasion Tests that oppose the one Attack Test made.</p>

WEAPON SPECIALS	EXPLANATION
Charge Special Rule	<p>Charge is the rate in which a Charged Shot for a weapon needs to charge for (X) Half Actions. Once fully Charged, the weapon is able to fire on the final Half Action listed. If a Weapon is Charge (4), it can fire as soon as the beginning of the 4th Half Action.</p> <p>A Weapon with Charge may also hold its Charge until the Character wants to fire it during their Turn. Some weapons may cost extra Ammunition to hold its Charge longer, so make sure to check the Weapon's description.</p> <p>Charge may also be combined with another Rate of Fire, such as Sustained or Burst. As an example, if a weapon has Charge (2) with Burst (3), once the weapon has Charged, it will then fire a Burst (3) Attack.</p>
Flamethrowers and Defoliants	<p>Flamethrowers and Defoliant weapons are given an extra +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 cannot deal damage outside of their Range, as that is the maximum distance the flames can reach.</p>

MELEE COMBAT

MELEE REACH

To be considered engaged in Melee Combat, two or more Characters must be within Melee Reach of at least one of the Characters involved. Melee Reach begins at 0, which means the two Characters must be sharing the same space within a Meter of each other. This is increased by Size Category and by a Melee Weapon's range, or even by the Size Points of a Vehicle being used as a melee weapon.

As an example, a Large Sized Character gains a +1 to their Melee Reach, letting them attack 1 Meter further than a Normal sized Character. If the Normal Sized Character has a weapon with +1 Melee Reach, both of these Characters now have the same Melee Reach.

MELEE RATE OF ATTACK

The base amount of Melee Attacks that a Character can make in a Half Action is half of the Character's Warfare Melee Modifier, to a minimum of 1. If the Character has the Modern Army Combative Ability, the Character gains +1 to the amount of Melee Attacks that can be made if a Full Action of Melee Attacks are used.

Some Attacks can take more than one of the Character's available Melee Attacks to perform, such as a Kick or Headbutt. There are weapons that have a preset amount of Attacks they can make, while others limit the amount of Attacks possible while using the weapon. Examples include weapons that have the Slow Special Rule and weapons that can only Attack once per Half Action.

Characters cannot surpass more than 4 Attacks per Half Action of Attacks made, regardless of their Warfare Melee, unless the weapon itself increases the available amount of Attacks.

Characters cannot surpass more than 8 Attacks per Full Action, even with Modern Army Combative or a weapon that increases the available amount of Attacks. However, if the Character has the Modern Army Combative Ability, they may take a -20 Penalty to all Reactions until the beginning of their next Turn to be able to make 9 Melee Attacks that Round.

ASSASSINATIONS

When an Opponent is caught off-guard and in Execution Range, such as being considered Helpless or Unaware, an Assassination attack can be made against them. This attack takes up a Full Action and one single Melee Attack is made. This Melee Attack ignores Energy Shields and deals quadruple the maximum potential Damage of the weapon. This Attack will deal Special Damage as if all D10s or D5s rolled their highest potential.

UNARMED MELEE

When making Unarmed Melee Attacks, the Character may opt-in for their Attacks to receive the Nonlethal Special Rule as to not cause further harm or kill the Opposing Character. This may be used with Assassination Attacks.

ATTACKING MULTIPLE CHARACTERS

When making melee attacks against multiple Characters within the same Round, switching targets gains a -10 Penalty to any Attack after the first one made. This means that for each time you switch which Character you're targeting, you gain a -10 Penalty, which stacks with any other Penalties gained.

MELEE ATTACKS AND MOVEMENT

Movement Actions cannot be used with Melee Attacks unless it is a Charge or Tackle Attack. A Character may take a Half Action and then use their second Half Action to make Melee Attacks, but they cannot make a Full Action or Run Attack alongside Melee Attacks.

This is because a Character that is moving is taking up their Turn with movement and are not at their destination in which they would begin making melee attacks.

OUTNUMBERING YOUR OPPONENTS

When two or more Characters outnumber an Opponent in Melee Combat, the allies that outnumber the Opponent all gain a +10 Bonus for any Melee Combat-related Tests.

ADVANCED MELEE AND STANCES

Advanced Melee and Stances can be used if the Character has the Modern Army Combative Ability. These are modifiers that change how Attacks are made while changing the cost of the Melee Attacks needed to do it.

If a Character is to make a Heavy Knockback Attack, it will cost them +1 of the available Melee Attacks they could make. Only one may be chosen per Melee Attack made.

Only one Stance may be taken in a Turn and must be declared before any Actions have been taken.

MELEE ATTACKS

MELEE ATTACK	DAMAGE AND EFFECT			
	DAMAGE ROLL	BASE DAMAGE	PIERCE	EFFECT
Elbow Strike	1D10	Strength Modifier	Strength Modifier	--
Head-butt	2D10	Strength Modifier *2	--	Deals 2D10 Damage to Attacking Character, ignoring Armor. If the Head-butt strikes the Opponent's Head, the Attack ignores the Opponent's Armor. Takes two Melee Attacks to perform.
Kick Attack	2D10	Strength Modifier *2	Half Strength Modifier	Takes two Melee Attacks to perform.
Knee Blow	2D10	Strength Modifier	--	--
Punch Attack	1D10	Strength Modifier *2	--	--

ADVANCED MELEE

(Must have Modern Army Combative)

ATTACKS	COST	DAMAGE AND SPECIAL
Calculated Assault	+1	The Character's Attack gains a +20 Bonus To Hit.
Heavy Knockback	+1	When making an attack, the Character may use Heavy Knockback to push back or throw their enemy. This is used in-addition to the chosen type of Melee Attack. The Character will be thrown back up to the Character's Strength Modifier and Mythic Strength in Meters. This is reduced by 1 Meter for every 100kg the Opponent weighs. Heavy Knockback may be used alongside a Charge Action (Full Action). The Charge Attack will remove the To Hit Bonus gained from the Charge Action but will double the number of Meters the Character is knocked back. Characters who hit a wall will take extra damage from the Melee attack by giving the Attack +1 Damage for every 2 Meters of knockback the character had left to travel at point of impact.
Lunge	+1	When making Melee Attacks, the Character is able to make lunging Attacks that give +2 to the Reach of these Attacks. This temporarily increases the range of the Attacks allowing these Attacks to hit further out. By the end of the Attack made, the Character is considered to not have moved outside of their original location.
Pummeling Stance	+1	The Character's attacks gain a -20 Penalty to Evade and Parry.
Puncturing Strike	+2	When using a bladed weapon, the Character makes a Melee Attack that doubles the weapon's base Pierce, not including the Character's Strength Modifier. If an attack was successfully landed, the Character may then forgo any further Attacks and initiate and take instant control of a Grapple. If the Grapple was chosen, the weapon is considered Impaled in the Opponent. Puncturing Strike may be used in combination with a Charge Action (Full Action) but will remove the To Hit Bonuses given by a Charge Action.
Quick Switch	+(X)	The Character attempts to switch places with either an Ally or an Opponent. If the Target being swapped places with is willing, there is no Opposed Test, and it Costs +2. If the Target is not willing, both Characters roll an Opposed test using either Strength, Agility, or Warfare Melee. If the Character is successful, they switch places with the Target. An Opposed Test costs +3, instead.
Strong Strike	+2	The Character puts as much of their strength and momentum behind an attack as possible. This doubles any listed Damage or Pierce a weapon would get from the Character's Strength Modifier. If the Character misses this Attack, they must make an Agility Test. If Failed, their next Attack made will be at a +10 Bonus to Evade or Parry for being off-balance.
Stun Strike	+1	The Attacking Character makes a Warfare Melee Attack against the Target's Head, dealing Nonlethal Damage. If Successful, both Characters make an Opposed Test, where the Active Character uses a Strength Test, and the Target uses a Toughness Test. For every Degree of Success the Active Character has, the Target is Stunned for one Half Action.
Weapon Manipulation	+2	The Character's Attack hits the hand wielding the chosen weapon wielded by the Target. If the Attack lands, any attacks made with that weapon during the Target's next Turn will be at a -20 Penalty To Hit.
Knockdown Trip	+2	The Character's Attack strikes the legs of the Target. If the Attack lands, the Target must make an Opposed Test against the Warfare Melee Attack made. If Failed, the Target falls to the ground Crouched. If Failed with 2 or more Degrees of Failure, the Target falls to the ground Prone.

MELEE-ONLY ATTACK STANCES AND ATTACK TYPES
(Must have Modern Army Combative)

ATTACK STANCE	EXPLANATION
Half-Swording	<p>Half-Swording is a technique where the Character grips the handle and central part of their weapon to execute a more forceful Attack against an Armored Target. Half-Swording reduces the amount of Melee Attacks a Character can make by 1 per Half Action.</p> <p>While using the Half-Swording Stance, if the Character makes a Successful Parry before the beginning of their next Turn, the first Attack the Character can make in their next Turn ignores half of the Target's Armor. If the Character does not make an Attack during their first Half Action after the successful Parry, they lose this Bonus.</p> <p>Half-Swording can only be used with two hands and cannot be done with weapons that have the [DW] Tag.</p>
Bashing	<p>Bashing is an overhead stance used to attempt to gain more force on their Attacks and to fatigue their Opponent. Bashing Attacks take two of the Character's available Melee Attacks and doubles the Attack's Base Damage. Characters struck by Bashing Attacks must make a Toughness Test or gain a level of Fatigue.</p> <p>Bashing Attacks are at a -10 Penalty to Evade and a +20 Bonus to Parry.</p>
Pommeling	<p>Pommeling is a stance that allows a Character to make [BD] Bludgeoning Attacks using the hilt, pommel, or handle of their weapon. The Damage these types of Attacks deal are given in the Weapon Type descriptions.</p>
Reverse Gripping	<p>Reverse Gripping is a stance taken to attempt to counter-attack Parries. While Reverse Gripping, the Character's Strength Modifier is no longer given for figuring both Base Damage and Pierce. If the Character who is Reverse Gripping is successfully Parried or Evaded by the Target, the Character is able to make a -20 Warfare Melee Test. If Successful, the Character still hits the Target.</p>
Deny Approach	<p>Deny Approach is a stance and Attack pattern used to stop Characters from approaching and gives the Character +1 to Reach. These Attacks deal Half Base Damage to the Target, but each successful To Hit reduces the Target's ability to move forward, but they will still be able to move back without issue. Each time a Target is struck by a Deny Approach stance Attack, the amount of Meters they are able to move during any of their Movement Actions are halved for their next Turn. If their Movement Actions are 1 Meter or lower, they cannot move forward at all.</p>
Sweeping Attack	<p>Sweeping Attacks are attempts to strike multiple targets within range. These Attacks take 2 Melee Actions to make, and the Base Damage and Pierce is reduced by half for each consecutive enemy struck during the Round.</p>
Two-Handed Strike	<p>This Stance allows for a Character to maximize damage output with smaller weaponry. Any small weapon that fits the description for Two-Handed Strike will use this Stance, regardless of what the Character is doing or why.</p> <p>Two-Handed Strike can only be used with Weapons that do not have the [TH] or [HW] tags, Slow Special Rule, or any melee weapon that can only Attack once per Half Action or once per Turn.</p> <p>The Character grips a smaller weapon with two hands and makes an Attack by using the full force of their body. This reduces the Character's total Melee Actions by 1 per Half Action, increasing the Base Damage of the Attack by 6.</p>
One-Handing Attack	<p>This Stance allows for the Character to use larger weapons with a single hand. Any Melee Attacks made with large weapons only using one hand will use this Stance, regardless of what the Character is doing or why.</p> <p>One-Handing Attack can only be used with Weapons that have the [TH] or [HW] tags, Slow Special Rule, and any melee weapon that can only Attack once per Half Action or once per Turn.</p> <p>The Character grips a larger sword with only one hand, making careful, slower Attacks. This reduces the Character's total Melee Actions by 1 per Half Action and decreases Base Damage by 4. If the Weapon has less than 4 Base damage to be reduced, for every remaining 1 Base Damage that must still be reduced beyond 0, 2 Pierce are reduced instead.</p> <p>If the Weapon has the Weighted Pommel Weapon Ability, or if the weapon lists having an extended Pommel, the Character may make One-Handing Attacks by holding the very end of the Pommel. This gives the Attack a +1 to Range and a -20 Penalty for Opposing both Disarm and Parry Actions.</p>
Execution Swing	<p>This stance takes 1 Half Action to ready, and when ready, the Character is only able to move up to their Half Move per Turn. This Attack takes a Half Action to perform and cannot be used with any Attack Abilities or Advanced Melee. While using this stance, the User of this Stance takes a -20 Penalty to Evasion. The User gains a -30 Penalty To Hit when making this Attack against Targets that are not Unaware, Helpless, or Stunned. All Attacks made with the Execution Swing always count as dealing Special Damage and give a +40 Bonus to the Special Damage dealt.</p>
<p>Stances may be chosen as a Free Action, but only one Stance can be used per Turn and must be declared before any Actions are taken.</p> <p>A GM may deny the use of certain Stances with certain Advanced Melee options if they do not make sense being used together.</p>	

GRAPPLING

INITIATING GRAPPLES

Grappling is initiated as a Half Action or charge where the Character makes a Warfare Melee or Strength Test at -20. If Successful, the Character initiates a Grapple and is considered In Control. If Failed, the Character doesn't initiate a Grapple, and if Failed with two or more Degrees of Failure, the Opponent may choose to initiate Grapple and Take Control as a free action.

GRAPPLE CONTROL

Grappling should always have a Character who is considered the "Controller", also known as being "In Control." The Character that is In Control of the Grapple has more options at their disposal, and the Actions they take can be taken with much better results.

TAKING CONTROL OF THE GRAPPLE

Characters who are not In Control of a Grapple may attempt to Take Control as a Free Action. This can only happen at the beginning of the Character's Turn and is an Opposed Test using Strength, Warfare Melee, or Agility. The Character that wins the Opposed Test is In Control of the Grapple.

INTERFERING IN GRAPPLE COMBAT

Characters outside of Grapple Combat are able to interfere. Characters may Attack those who are in Grapple Combat without taking Penalties, and those in Grapple Combat gain a Penalty for Evasion at -20 as a Controller, or -40 if not In Control. Evaded Attacks do not hit the Opposing Character in Grapple combat unless specified otherwise by the GM.

GRAPPLE PERFORM TYPES

There are two types of Grapple Actions, "Controller" and "Any." Grapple Actions that are listed as "Controller" can only be taken by the Character who is In Control of the Grapple. Grapple Actions that are listed as "Any" can be taken by any Character currently in the Grapple.

BREAK FREE

Action: Half Action

Perform: Any

Characters who are In Control of the Grapple are able to Break Free as a Half Action, allowing them to leave the Grapple freely.

Characters who are not In Control must initiate an Opposed Test using either Strength, Agility, or Warfare Melee. If Successful, the Character is able to Break Free and leave the Grapple.

DROP DOWN

Action: Half or Full Action

Perform: Any

With an Opposed Strength, Agility or Warfare Melee Test, the Character attempts to drop their Opponent to the ground. If Successful, the Character tosses their Opponent to the Ground, leaving them Prone. If the Character using Drop Down is in Control, this is a Half Action, else it is a Full Action at a -10 Penalty.

CLIMB

Action: Full Action

Perform: Controller

Characters who are a smaller Size Category than the Opponent have access to this Grapple Action. Both Characters must make an Opposed Strength, Agility, or Warfare Melee Test. If the Character performing this Test fails with only 1 or less Degrees of Failure, they cannot perform the Action but are still considered In Control. If the Attacking Character loses with more than 2 Degrees of Failure, the Opponent

can make a Warfare Melee Test. If successful, the Opponent gains control of the Grapple as a Free Action.

If the Attacking Character succeeded in the Grapple Climb, the Attacking Character makes any Attack at a +10 To Hit. The Character being Climbed has a -20 To Hit against the Climbing Character when making Attacks.

The Character being climbed on may Oppose this as a Half Action. If The Character being climbed wins the Test, the climbing Character is thrown to the ground and is now considered Prone.

GRAPPLE DISARM

Action: Half or Full Action

Perform: Any

Using the Disarm or Improved Disarm Ability, the Character makes an Opposed Test using Strength, Agility, or Warfare Melee. If the Attacker is successful by one or two Degrees of Success, the weapon Scatters the Character's Strength Modifier in Meters away. If the Attacker is successful by three or more Degrees of Success, they gain control of the weapon. If failed, nothing happens.

The Grapple Disarm is a Half Action for the Controller, or a Full Action for anyone else in the Grapple.

HOLD

Action: Full Action

Perform: Controller

The Character attempts to place the Opponent into a Hold. To do so, the Character must make a Strength, Agility, or Warfare Melee Test.

If the Attacking Character is Successful, their choice of Hold takes effect the beginning of the next Round. If failed or the Opponent is Successful, the Hold does not work but the Attacking Character keeps control of the Grapple.

If the Opposing Character wins with 3 or more Degrees of Success, they may take control of the Grapple at the beginning of the next Turn.

For more information see page (p. 27).

MELEE ATTACK (GRAPPLE)

Action: Half Action

Perform: Any

Characters in Control may make Melee Attacks with only a -10 Penalty To Hit. Characters not in Control can make Melee Attacks during their Turn, but at double the Melee Attacks needed to perform that Action and with a -20 Penalty To Hit. For example, a Kick would take 4 Melee Attacks instead of 2 and a Punch would take 2.

Melee Weapons being used must be [OH] or [DW], else they are too large to use in a Grapple.

When using a non-energy melee weapon, such as a Combat Knife, the Attack will ignore 2 Damage Resistance for every Degree of Success on the Attack's To Hit Test. This signifies finding and stabbing into the weaker points of the armor.

MOVE

Action: Half or Full Action

Perform: Any

Characters In Control of the Grapple can do a Half Move as a Half Action, or a Full Move as a Full Action. Characters not In Control of the Grapple can only do a Half Move as a Full Action.

PUSH OPPONENT

Action: Half or Full Action

Perform: Any

The Character attempts to push the Opponent out of the Grapple. If the Character is In Control of the Grapple, this Action is a Half Action, else it is a Full Action and with a -10 Penalty.

If the Character is successful, the Opponent is pushed out of the Grapple 1 Meter for each Degree of Success up to the Character's Strength Modifier and Mythic Strength. This is reduced by 1 Meter for every Size Modifier larger the Opponent is. If the Opponent is Successful, nothing happens.

RANGE ATTACK (GRAPPLE)

Action: Half Action

Perform: Any

The Character fires up to half of the weapon's Half Action of Attacks with a ranged weapon, to a minimum of one Attack. If the Character is not In Control of the Grapple, these Attacks are at a -30 Penalty To Hit. This can only be used with Weapons that have the [DW] Tag under the weapon's entry.

READY ITEM

Action: Half or Full Action

Perform: Any

The Character readies a weapon or equipment as a Full Action. If the Character has the Quick Draw Ability, this may be used as a Half Action.

STAND

Action: Half or Full Action

Perform: Any

The Character attempts to stand while in the Grapple. This is a Half Action unless opposed by the Opponent, then it is considered a Full Action. If the Character stands, the Opponent may as well.

If Opposed, both Characters roll an Opposed Test using either Strength, Agility, or Warfare Melee. If the Character is successful, they are able to stand. Else, the Character stays on the ground.

USE ITEM

Action: GM Discretion

Perform: Any

The Character uses a readied item that is not a weapon.

HOLDS

ARMLOCK or LEGLOCK

Action: Full Action

The Attacking Character hyperextends the Opponent's Arm or Leg, causing immense pain and possible dislocation. For every Round the Opponent is in the lock, the Characters must roll an Opposed Strength or Warfare Melee Test. If the Attacking Character is successful, the Opponent takes Damage. If the Opponent is successful by up to 2 Degrees of Success, they do not take Damage. If the Opponent is successful by 3 or more Degrees of Success, they escape the lock.

If the Attacking Character is successful by 2 or more Degrees of Success, the Opponent gains +1 Level of Fatigue. If the Attacking Character is successful by 4 or more Degrees of Success, the Opponent's limb is dislocated and is at a -30 Penalty when the limb is used in any Action.

If both Characters are standing and the Opponent takes Damage, the Opponent takes the Attacking Character's Half Strength Modifier + Half Mythic Strength in Damage, ignoring Armor.

If both Characters are prone during the Lock, the Opponent will take Strength Modifier + Mythic Strength in Damage ignoring Armor.

The Opponent may attempt to break out at the beginning of their Turn by making an Opposed Strength or Warfare Melee Test. If successful, the Character breaks free as a Half Action.

BEARHUG

Action: Full Action

The Attacking Character clinches the Opponent's Chest or midsection and squeezes tightly. For every Round the Opponent is in the Bear Hug, they take Damage equal to the Attacking Character's Strength Modifier and Mythic Strength, ignoring Armor. For every two Rounds the Character is in the Bearhug, they gain +1 Level of Fatigue.

The Opponent may attempt to break out at the beginning of their Turn by making an Opposed Strength or Warfare Melee Test. If successful, the Character breaks free as a Half Action.

Bearhug cannot be used if the Opponent is two or more Size Categories larger.

CHOKEHOLD

Action: Full Action

The Character strangles the Opponent, causing them to be unable to breathe. Each Round the Opponent must make a Toughness Test. If failed, the Opponent gains +1 Level of Fatigue.

The Opponent may attempt to break out at the beginning of their Turn by making an Opposed Strength or Warfare Melee Test. If successful, the Character breaks free as a Half Action.

If the Opponent is in the Chokehold for more than 5 Rounds, they become Unconscious for 2D5 Rounds.

NECK CRANK

Action: Full Action

The Character gets the Opponent in a Neck Crank by twisting their neck and head beyond its normal range of motion. For every Round the Opponent is in the Neck Crank, they gain +1 Level of Fatigue.

The Opponent may attempt to break out at the beginning of their Turn by making an Opposed Strength or Warfare Melee Test. If successful, the Character breaks free as a Half Action.

PINNING HOLD

Action: Full Action

The Character holds down the Opponent to stop their Movements. Pinning deals no Damage or Fatigue but causes the Opponent to be able to make no other Actions except for attempting to break the Hold. As long as the Opponent is Pinned, they are considered Helpless.

The Opponent may attempt to break out at the beginning of their Turn by making an Opposed Strength or Warfare Melee Test. If successful, the Character breaks free as a Half Action.

THROWS

TOSS

Action: Half Action

A Toss can be used in two main scenarios. The first is when in control of a Grapple, while the second is directly after Successfully performing a Parry against the Character's Melee Attack.

When using a Toss while in a Grapple, the Character must be In Control. The Attacking Character makes an Opposed Strength or Warfare Melee Test at +10 against the Opponent. If Successful, the Opponent is tossed by Arm, Leg, or Head, and flipped over the Attacking Character's body, and then slammed onto the ground. This deals 2D10 + Strength Modifier in Damage, ignoring Half of the Opponent's Armor.

To use the Toss alongside a Successful Parry, the Character must have taken a Delay Action to still have an unused Half Action. If the Character performs a Parry, they may then make an Opposed Strength or Warfare Melee Test at +30 against the Opponent. If Successful, the Opponent is tossed by the limb they used to make the Attack and slammed onto the ground. This deals 2D10 + Strength Modifier in Damage, ignoring Half of the Opponent's Armor.

Characters who have been Tossed are temporarily out of Grapple Combat until reinitiated and are left Prone on the ground.

SACRIFICE THROW

Action: Full Action

A Sacrifice Throw is where a Character who is not in Control of a Grapple is still able to make a Throw. This begins as an Opposed Test against the Opponent. If Successful, the Character will roll onto their back, taking the Opponent with them, and then use their feet and arms to toss the Opponent out of the Grapple, leaving both Characters Prone. If Failed, then nothing happens and the Character is unable to initiate the Throw in general. If Failed with 2 or more Degrees of Failure, the Opponent is left Standing, while the Character falls Prone and is still considered to be in Grapple Combat.

A second form of the Sacrifice Throw can be used if the Opponent Failed to use a Throw on the Character. A Failed Throw from an Opponent may be countered as a Reaction using the Sacrifice Throw. This will still involve the Opposed Test using Strength or Warfare Melee. If Successful, the Sacrifice Throw is initiated. If Failed, the Character attempting to perform this Reaction Sacrifice Throw is left Prone and cannot make any further Reactions until the beginning of their next Turn.

SLAM

Action: Full Action

The Slam is where the Attacking Character lifts up the Opponent and slams them down from either the neck or collar. The Slam can only be performed if In Control of a Grapple. The Opponent cannot be heavier than the Character's Lift Weight. To perform the Slam, the Attacking Character must make an Opposed Strength or Warfare Melee Test at +10. If Successful, the Attacking Character will perform the Slam. This deals 3D10 + Strength Modifier in Damage and the Opponent is left Prone on the ground. For every Size Category larger the Attacking Character than the Opponent, the Damage is increased by 2.

If Failed, the Attacking Character will drop the Opponent early and no Damage will be taken. If Failed with two or more Degrees of Failure, the Opponent won't even be lifted and is free to leave the Grapple as a Free Action.

PICK UP

Action: Full Action

A Pick Up covers many types of throws, including the Suplex or just lifting up the Opponent and throwing them back down to the ground. The Pick Up may be performed only by the Controller of the Grapple. This begins as an Opposed Test against the Opponent. If Successful, the Character may choose between one of two choices of Pick Up Actions: Suplex and Throw. At the end of a Successful Pick Up, the Opponent will be left Prone.

The Suplex involves the lifting the Opponent and bridging or rolling to slam them onto their back. The Suplex has two versions, Bridging or German. A Bridging Suplex means the Attacking Character does the Suplex to the Opponent but keeps the Opponent in the Grapple. The German Suplex will toss the Opponent out of the Grapple, 1 Meter out of Combat. For every Size Category larger the Attacking Character is, this will increase by 1 Meter. Regardless of Suplex choice, the Opponent is left Prone and the Attacking Character is able to stand as they finish the move. This will deal 2D10 + Warfare Melee Modifier in Damage.

The Throw is where the Character picks up the Opponent and throws them from their shoulders or from above chest-height. This will deal 3D10 + Half Warfare Melee Modifier in Damage. The Opponent will be tossed out of Grapple Combat, but only 1 Meter from the Attacking Character.

FALLING OBJECTS AND IMPROVISED WEAPONRY

There are times when a Character might have to rely on a makeshift weapon. The damage of that improvised weapon depends on its Weight and Quality. Falling Objects will also use these qualities when they land on a Character.

WEIGHT

The weight of the object determines the Damage Dice that are rolled when Attacking, as well as the Damage taken when an object falls onto a Character. A Character using an Improvised Weapon will also add their Strength Modifier to this Attack, unless specified otherwise.

Falling objects moving at terminal velocity will deal its maximum possible Damage. The gravity of the planet will also multiply or reduce the Damage taken. Objects falling at almost no speed before making contact will deal minimal damage. The GM may decide how to handle this based on the speed of the object.

WEIGHT DAMAGE

Improvised weapons begin at 2D10 + Half Strength Modifier Damage for objects 5kg and under. Heavier objects, up to 10kg, will deal 3D10 Damage. For every 50kg an object weighs, it will deal +1D10 Damage, to a maximum of 6D10 Damage. When it comes to large objects falling on a Character, the GM should remove the damage cap.

QUALITY

The Quality given to an object will determine how the Character figures their Damage overall. The GM can give multiple Qualities to an object.

Objects that are on fire or electrified, or any other type of effect that would give it a Special Rule, will do so. Weapons on Fire will deal Fire (X), where the GM decides how much damage (X) will be, depending on how much fire the object has.

Using Improvised Melee Weaponry is slower than using Weaponry designed for combat (unless specified otherwise by the GM). When making Attacks with Improvised Weaponry, the Character must spend double the Melee Actions making a single Attack. If the Character has Improvised Mastery, they may Attack as normal.

To roll massive damage, such as 100D10 (one hundred D10s), you can take a single roll for every 10 and multiply the outcome by 10. This speeds up figuring monstrous amounts of damage in shorter periods of time. Any weight above 20,000 KG will have the Dice Minimum Special Rule of 5, meaning no damage rolled can be under 5. For example, a roll of 2 will become 5, but a roll of 6 will still be 6.

QUALITY	OUTCOME
Sharp	The object has a sharpened end. Thrusting moves with this will give the Character's Strength Modifier in Pierce to the Attack.
Balanced	The object is balanced and easily used as a weapon. The weapon only uses 1 Melee Attack.
Bladed	Bladed like a knife or sword, the weapon gains the Character's Strength Modifier *2 in Pierce to the Attack.
Blunt	The weapon is blunt, giving the Character's Strength Modifier in Pierce to the Attack.
Barbed	The weapon is barbed, like barbed wire or a thorny edge. The Attack gains a +5 Pierce Bonus.

QUALITY	OUTCOME
Edged	The weapon is edged, but not completely sharpened. This gives the Character's Strength Modifier in Pierce to the Attack.
Unwieldy	The object can only be used to make one Attack per Half Action.
Weighted	The weapon has a weighted end that will cause extra damage if used against the Opponent. The Attack gains half the Character's Strength Modifier to Damage.
Unhandy	Weapons that have the Unhandy Quality can only be used as a Half Action when in Melee Combat.

THROWING OBJECTS

When throwing objects, such as grenades or a knife, the Character must first see how far they can throw the object and if the Character is successfully reaching its target. To do so, the Character must find the range at which they're able to throw the object, and to roll a Warfare Melee Test to make the throw.

Thrown objects can only go as far as the Character's Strength Modifier + Mythic Strength, multiplied by 20 in Meters. This multiplier is reduced by 1 for every Degree of Failure on the Warfare Melee Test to make the throw. The multiplier is also lowered by the object's weight based on the Character's Strength Modifier and Mythic Strength, which can be found on the chart to the right.

For figuring Scattering thrown objects based on Degrees of Failure, please see the Scattering section of the handbook.

The GM may decide how well a grip the Character can get on larger objects, which can impose Penalties if the Character's grip isn't the best. Based on gripping and throwing the object properly, the Penalties can be seen in the chart under Strength and Distance Multiplier. If a throw is made single-handed with weapons without the [DW] or [OH] Tag, the distance is halved.

If the total range is under half a Meter, the Character cannot throw the object. It is also best for the GM and Players to round down to the nearest whole number.

MODIFIER	WEIGHT AND OUTCOME
1-2	Every 0.1KG lowers the Multiplier by 1.
3-4	Every 0.2KG lowers the Multiplier by 1.
5-6	Every 0.3KG lowers the Multiplier by 1.
7-9	Every 0.5KG lowers the Multiplier by 1.
10-12	Every 2KG lowers the Multiplier by 1.
13-18	Every 5KG lowers the Multiplier by 1.
19-25	Every 10KG lowers the Multiplier by 1.

GRIP	PENALTY
Solid	The Character has solid grip, giving no Penalties.
Slight	The Character's grip isn't the best, lowering the Multiplier by 1.
Partial	The Character's grip is off, lowering the Multiplier by 2.
Sloppy	The Character's grip is weak, lowering the Multiplier by 2 and halving the total distance.

CYBER WARFARE

INTRODUCTION

Cyber Warfare is the action of making technological attacks against another, whether it be electronics or AI combat. Cyber Warfare covers anything from Cryptography, defending and attacking computer networks, Firewall maintenance and support, and using electronics against each other.

Whenever any Hacking Action is taken, it will always use the Cryptography Skill.

FIREWALLS AND HACKING

Firewalls are the main defense against cyber-attacks, and every piece of computer Equipment has one. When an equipment's Firewall is reduced to 0, the Attacking Character has full access to the device.

Firewalls have Ratings based on the provider or needs of the equipment being used. This ranges from Simple to Forerunner. A Rating is just the Firewall's total health pool it has to defend against Attacks. A piece of Equipment will list what type of Firewall it has, though it may list its own, outside of the given Ratings below.

Simple Firewalls cannot gain the benefits of any upgrades, like Lockout or Encryption. Equipment that is considered as having Simple Firewalls include Ammo Counters, calculators, and other simplistic devices that have display readouts or do very simplistic jobs. The upside to Simple Firewall devices is that they have no outside connections to other technology or networks, leaving them impossible to hack without physically opening the device.

FIREWALL TIER	RATING	REQUIREMENT
Simple	5	--
Civilian	10	Cryptography Trained
Corporate	20	Cryptography +10
Covenant	25	Cryptography +10
Military	30	Cryptography +20
Forerunner	40	Cryptography +20, Computer Security Education +10

IMPROVING FIREWALL RATINGS

A Character is able to improve the Firewall Rating in two ways. Improving a Firewall increases its Tier by 1 each time it's done. For example, a Simple Firewall becomes a Civilian Firewall, or a Civilian Firewall becomes a Corporate Firewall.

First, the Character can do it themselves. The Character must have a +10 in Cryptography. Each Rating increase takes 7D10 hours. The hours needed is reduced by the Character's Intellect Modifier.

Alternatively, the Character may pay for a professionally installed or upgraded Firewall Rating. To do so, it costs 25 cR for each tier Rating increase.

ENCRYPTED FIREWALLS

Encryption reduces the Degrees of Success from any Hacking Attack by 1 for each Tier. Encryption cannot go higher than Tier 3.

Hardening a Firewall can be done in two ways. First, the Character can do it themselves, which means the Character must have a +20 in Cryptography. Tier 1 Encryption takes 4D10 hours, Tier 2 Encryption takes 5D10 hours, and Tier 3 Encryption takes 6D10 hours. The hours needed is reduced by the Character's Intellect Modifier, to a minimum of 3 per Tier. A Firewall must have the previous Tier before reaching the next, meaning this can take the Character a lot of time.

Alternatively, the Character may pay for a professionally installed or premade Firewall Encryption. To do so, it costs the Character 25 cR for Tier 1, 75 cR for Tier 2, or 150 cR for Tier 3.

ATTACKING FIREWALLS

Attacking a Firewall uses the Cryptography Skill and a Full Action. In order to make a Hacking attempt against a device, the Character must have access to it in some way, whether it be direct access, over a wired or wireless network, or by connecting your device to the target.

If the Cryptography Skill is Successful, it deals 1 damage to the Firewall, and then an extra 1 Damage for every Degree of Success made. A Firewall that reaches 0 has been considered Removed.

If the Character fails the Cryptography Skill Test, the Firewall initiates Lockout.

LOCKOUT

Firewall Lockout is a safety measure that is activated, which allows the Firewall to temporarily protect itself until the owner is able to defend it or until the Attacker is able to bypass it.

For each Degree of Failure the Attacking Character had, the Firewall's Lockout is increased by 1. It takes a Full Action for the Attacking Character to remove 1 level of Lockout. Once Lockout is reduced to 0, it is disabled and the Firewall is vulnerable again.

Lockout cannot be increased, unless specified otherwise. Defending Characters are able to Repair Firewalls while they're in Lockout.

DEFENDING FIREWALLS

Firewalls that have been reduced or Removed can be Repaired or Restored. Repairing a Firewall is a Full Action Cryptography Skill Test that repairs the Firewall by 1 for every Degree of Success made. Defending Firewalls is rare, as someone needs to be monitoring the software or hardware at the time of the Hacking Attack.

A Firewall that has been reduced to 0 can no longer defend against Attacks until it has been Restored. To Restore a Firewall, the Firewall must be Repaired to its full Firewall (X).

SPECIALIZED FIREWALL UPGRADES

Specialized Firewalls are upgrades that can be given to any Firewall except for Simple. Each take 10D10 hours to install and the Character must have +20 Cryptography. The hours needed is reduced by half of the Character's Intellect Modifier.

Alternatively, the Character may pay 200 cR to have the Upgrade professionally installed.

UPGRADE	EFFECT
Reactive	Deals 2 Damage to the Firewall of the device being used by the Hacking Character to attack this device for each Degree of Failure they gained on a Cryptography Test.
Scrambled	Hardened Firewalls will increase the time the Firewall is in Lockout by 1 Round for each Tier.
Smart	Turns the attempted Hack into an Opposed Test, using the Firewall Rating, multiplied by 2, as the device's Cryptography Skill Test. If Successful, the Smart Upgrade stops any oncoming Damage.
Viral	When the Firewall enters Lockout, the intruding device is attacked for each Turn by the Viral Upgrade, using the Firewall Rating, multiplied by 2, as the Cryptography Skill Test. If Successful, the opposing device takes 1 Damage for each Degree of Success.
Dead-End	If the Hacking Character is using a device with a lower Firewall Tier, Damage to this Firewall is reduced by 1.

HACKING SOFTWARE

Hacking Software is used to improve the Hacking Character's chance of success against a Firewall. Each take 10D10 hours to program and the Character must have +20 Cryptography. The hours needed is reduced by half of the Character's Intellect Modifier.

Alternatively, the Character may pay 200 cR for a professionally installed Software.

SOFTWARE	EFFECT
Overflow Suite	Gives the Hacking Character a +10 Bonus to their Cryptography Tests against Firewalls.
Denial Of Service	Reduces Lockdown of an opposing Firewall by 1 for each Round.
SQLi	Counts the Encryption Tier of an opposing Firewall as 1 Tier lower.
T.A.E Force	Allows the Character to reroll one Failed Cryptography Test and stops the defending Firewall from entering Lockdown. Can only be used once against a Firewall.
White Hat	Increases the damage against a Firewall by doubling the Degrees of Success gained. Does not double the Degrees of Failure.

SMART AI AND DUMB AI

Smart AI and Huragok have incredible advantages when it comes to Cyber Warfare. Dumb AI, while much more capable than most, fall short of the capabilities of the Smart AI and Huragok.

Smart AI, Huragok, and Dumb AI are able to make Cyber Warfare-related Tests as a Half Action, instead of a Full Action. Smart AI and Huragok are able to reduce the time needed to create Encrypted Firewalls, create Specialized Firewalls, and Improve Firewall Ratings by half.

Smart AI and Huragok are able to make half of their Agility Modifier in Cyber Warfare Actions within a single Half Action, to a maximum of 4. Each of these must have a different Target. Dumb AI are able to make two Cyber Warfare Actions within a single Half Action, instead. These include Attacking and Defending options, as well as being able to make Hacking Actions while taking other Actions like Improving Firewalls or even piloting Vehicles.

AI COPYING

Smart AI are able to make duplicates of themselves to perform more types of Actions at a given time. Each time a Smart AI copies themselves, each Characteristic is reduced by 10 for all copies, including the main Character. Creating a copy is a Half Action, while removing a copy is a Free Action. The Smart AI can only create as many copies as their Leadership Modifier.

The Smart AI is able to remove and combine Copies at will, but if the Smart AI is on a completely different Network or system and cannot reach out to the Copies, nothing can be done with that copy. The Copy will continue to do the tasks it was set out to. If finished, the copy will act as the Smart AI would normally. When a copy is destroyed or combined, the Smart AI will gain their Characteristic back unless the copy is disconnected when it is destroyed. If a copy is disconnected when it is destroyed the AI permanently suffers the -10 to its Characteristics unless it burns a luck.

Copies are not able to gain the benefits of Smart AI gaining extra Hacking Actions based on the Characteristic.

AI COMBAT

AI Combat is when two AI Characters begin non-physical Hacking Combat against each other. This is interpreted with the AI's various Characteristics, and not just Intellect and Cryptography. This involves Smart AI, Dumb AI, and Huragok.

Two AI initiating in Combat with each other should be handled as Melee Combat. The AI, while in Combat, may use Protocols to assist the combat. Protocols work like Equipment and Melee Weapons, offering more defensive and offensive options.

AI WOUNDS

Wounds and Damage Resistance work the same for AI as they do other Soldier Types. Huragok will also receive Damage to their Wounds as normal Smart AI, regardless of if the Damage was caused by physical Attacks or Hacking Attacks.

AI DAMAGE RESISTANCE

In AI Combat, Damage Resistance works as it normally does, but Armor is the Firewall that the AI applies to itself before combat. Unlike normal Armor, Firewalls are reduced, allowing them less and less protection as Attacks are made. An Attack's Damage will reduce the Firewall, while Pierce will only reduce it temporarily when finding Damage, the same as it does to a normal Character's Armor.

PROTOCOLS

Protocols are combat modifiers that an AI can implement when battling another AI. Protocols may only be used against another AI.

PROTOCOL	EFFECT
Host-Based Security	The Character forgoes their first Half Action of the Round, allowing the Character to increase their Damage Resistance by their Perception Modifier until the beginning of their next Turn.
Data Driven Attack	The Character announces they are using this Protocol at the beginning of their Turn. During the Turn, all Attacks made can only Damage Firewalls and increases the Character's Base Damage by their Charisma Modifier multiplied by 2.
Spoofing	The Character makes a false duplicate of themselves as a Half Action. This Duplicate has a Firewall of 30 and will be destroyed when the Firewall is reduced to 0. The Opponent does not know which is the real AI unless they succeed on a Perception Test before the Attacks are made, each Turn. An AI can have up to their Perception Modifier in Spoofing Protocol copies active at once. Spoofing Copies can only mimic the host.
Log Retention	If the Character was Damaged the previous Round, the Character may make a Log Retention Protocol as a Half Action. This allows the Character to reduce all incoming Damage from the same Damage source for two received Attacks. This wears off at the beginning of the Character's next Turn.
Worm	The Character reduces the amount of Attacks it can make in half, rounding down. Attacks made using Worm will not deal the Damage to the Character until the next Round, where the Damage that would have been dealt is increased by 25% and dealt before any other Actions are taken.
Intrusion Detection	The Character uses a Half Action to make themselves immune to any Protocol effects until the beginning of their next Turn.

LUCK

INTRODUCTION TO LUCK

In 100DOS, Luck is a major aspect of gameplay and storytelling that helps identify someone as a main character. Luck is used to nudge scenarios in a Character's favor. There are three types of Luck: Encounter, Narrative, and Medical. Each of these has two types of uses: Spend and Burn.

USE OF LUCK IN-GAME

Luck allows a Character to influence the story or event, including the element of death. This allows Characters to take risks without keeping them in permanent danger.

BURNING AND SPENDING LUCK

Luck can be Spent and Burnt. Spending is when Luck is temporarily used, allowing it to regenerate at GM-specific checkpoints. These checkpoints could be at the end of a Mission or completing a task.

Burning Luck is where the Luck is permanently removed. Luck that is burnt cannot be restored at checkpoints.

HOW LUCK WORKS

When Luck is used to change the events of Encounters or Narrative events, it is not a visible or noticeable change to the Characters. For example, if a Character Burned Luck to survive an Attack that killed them, the Attack could have been considered a grazing hit. The GM and Players can work together to create ways that allow Luck to play a proper part in the storytelling and combat of the game.

EARNING LUCK

Characters may be rewarded Luck at the GM's discretion. Luck can be earned from reaching milestones, for helpful and proper roleplaying, or outstanding acts of bravery.

The GM shouldn't reward more Luck than the Character began with or had purchased with Experience, unless the GM feels the Character deserves it for their Actions.

SPENDING LUCK

The following are options that Characters can spend Luck to alter the flow of a battle. Each has various options the GM may work into the storyline being told. The following are options that can be taken by spending Luck for Encounters, Medical, and Narrative options.

ENCOUNTER OPTIONS

- Reroll for a Test with a +10 Bonus.
- Halve the Penalties from One-Handing and Dual Wielding Attacks for one Half Action.
- Gain a +20 Bonus to the next Test but must be specified before the Test is made.
- Add one Degree of Success to a Test that was made.
- Add one Degree of Failure to an Opponent's Opposed Test against the Character.
- Increase your own Initiative Roll by 5.
- Reduce a single Opponent's Initiative by 3 at the start of Combat.
- Count as rolling Special Damage from one Attack made.
- Reduce Scatter Distance by Half.
- Ignore the first Penalty gained by Reactions for one Turn.

MEDICAL OPTIONS

- The Character recovers from being Stunned or from temporary blindness, Deafness, or being Unaware.
- Recovers 10 Wounds and 4 Levels of Fatigue.
- Reduces their Bleedout to 3.
- Doubles the current length of Looming Death.
- The Character removes one Special Damage Effect as the Attack happens. Cannot be taken after the Round is over.
- Reduce Damage and Rounds effected by Spike, Cryo, Acid, Electricity, Needle, and Flame by half.
- Halve the effects of Radiation Poisoning.

NARRATIVE OPTIONS

- Find a small-arms weapon that still has ammo.
- Change the Disposition of an NPC one or two slots on the NPC Disposition table in the GM Section.
- The Character gains inspiration. This is represented by the Player asking the GM one question related to the situation the Characters are in.

BURNING LUCK

The following options allow for a Character to remove a point of Luck to gain an advantageous effect that can turn the tide of battle. Spent Luck is always Burned first. Luck cannot be cancelled out or contested by also Spending or Burning Luck.

ENCOUNTER OPTIONS

- Count as rolling a Test as a natural 01 for a Critical Success. This may be declared before or during a Test.
- Gain an additional +4 Degrees of Success to any Test.
- Count as rolling Special Damage on a Half Action's worth of Attacks.
- Cause the Opponent to fail their Tests against the Character for the next Round.
- The Character is able to ignore all Penalties for the next two Rounds.
- Allows the Character to double the Damage of a single Attack.
- The Character's Attack becomes unavoidable and hits without a Test being made. The Player chooses the Sub-Location the Attack strikes.
- The Character goes first in the Initiative or chooses an Opponent to go last.

MEDICAL OPTIONS

- Return from Death or stop Death from happening. The Character comes back at their Toughness Modifier in Wounds. If the Character died from Special Damage, revert the Special Damage gained from the Attack.
- The Character recovers up to 10 Fatigue and recovers up to 20 Wounds.
- The Character ignores all incoming Special Damage for the Turn.
- Remove Spike, Cryo, Acid, Electricity, Flame, and Needle effects.
- An AI regains all permanently lost Characteristics.
- Remove the Character's Radiation Poisoning.

NARRATIVE OPTIONS

- The Character finds a powerful weapon or a cache of ammunition.
- The Character stumbles on a working vehicle at a convenient time.
- Change the Disposition of an NPC to a chosen option.

WOUNDS, MEDICAL, ENVIRONMENT, AND DISORDERS

WOUNDS

Wounds are a measurement of how much harm a character can take before suffering effects and death. Every character has a set of Wounds that can be increased by the Toughness Characteristic advancements. Wounds do not normally deplete permanently. 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.

HIT LOCATION

Hit Location is found by taking the To Hit Test and reversing the numbers. For example, a To Hit of 25 becomes 52, and 10 becomes 01. A Hit Location of 100 is an automatic failure. The Hit Location may also be rolled on separately when needed.

DEATH BY WOUNDS AND BLEEDOUT

When a Character's Wounds drop to or below 0, they become Unconscious. Every Round the Character is at or under 0 Wounds, they will lose 5 Wounds at the beginning of their Turn. This is known as Bleedout. When the Character reaches their total Wounds in the negatives, they die. A Character with 40 Wounds will die at -40.

A Character that gains Bleedout while still above 0 Wounds will lose the listed amount each Turn, until treated with Biofoam or Sealant Mesh.

If the Character is given a Full Action Medical Test, Biofoam, or Sealant Mesh, the Character will no longer lose the 5 Wounds while under 0, unless they take more Damage.

NATURAL HEALING

When a Character has taken damage, they will gain 1 Wound back per Day. If the Character receives an Extended Medical Test, the healing process will be increased to their Toughness Modifier worth of Wounds recovered per day.

On the initial Extended Medical Test, the Character will heal a Bonus number of Wounds based on the Degrees of Success from the Character doing the Test. This Bonus cannot be given more than once per day.

FATIGUE

Not all injuries in 100DOS are lethal. Fatigue is the combination of trauma, exhaustion, and weakness. For every level of Fatigue a Character has, they take a -5 Penalty to all Tests made. Once a Character surpasses their Toughness Modifier multiplied by 2 in Fatigue, they fall into a Coma.

The Character's coma will last one hour for every level of Fatigue the Character has. When in the coma, every hour that passes, one level of Fatigue is reduced. They may wake up when their level of Fatigue is lower than their Toughness Modifier.

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.

MEDICAL EFFECTS

Medical Effects are effects that affect the Body in a negative way or as a result of taking specific types of Special Damage. These include missing or damaged body parts, broken bones, Fatigue, holding breath, and so on.

ENVIRONMENTAL EFFECTS

Environmental Effects are what the Environment can inflict on the Character. This includes various effects based on weather and effects from electrocution, fire, and more.

FEAR AND MENTAL DISORDERS

Fear and Mental Disorders are an optional set of rules a GM can employ when dealing with the horrors of war. These include phobias, fear, shock tests, obsessions, and manias. Players may also choose from some of these lists to make their Characters more unique. In doing so, they should talk with the GM to see what benefit they could gain from taking something like this.

SPECIAL DAMAGE

Special Damage is a result of receiving an Attack at 0 or less Wounds, an Attack that puts them at or under 0 Wounds, or from an Attack's Damage Dice that has a D10 rolling a 10, or a D5 rolling a 5.

Special Damage cannot be dealt to a Character if their Wounds were not reduced from the Attack.

Special Damage is when an Attack causes debilitating effects on the Character, some of which can be permanent until healed using an Extended Medical Action. The higher the Damage of an Attack, the worse the effect that is gained. Special Damage will occur on the Body Location that the Attack landed on.

If an Attack with Blast or Kill strikes the Enemy and deals Special Damage, it will strike as many Body Locations as there are Damage Dice on the Weapon. A Grenade that has 3D10 Damage Dice will strike 3 Body Locations. The GM may roll for these separately if needed.

To figure Special Damage, you take the total Damage made on the Attack, before Damage Resistance is figured in. An Attack that dealt 40 Damage will deal 40 Special Damage, regardless of Armor or Toughness Modifier.

Once the Total of the Special Damage is figured, you view the table based on the Hit Location to see the effect.

SPECIAL DAMAGE EFFECTS

Special Damage Effects are Penalties and Disabilities that are caused by a Character taking Special Damage. These are based on the Location that was struck and the amount of Damage the Attack made.

If a Character were to gain two of the same Special Damage Effects, the amount of time the effect lasts will increase based on (X), but the Penalties gained will not increase.

SPECIAL DAMAGE THRESHOLDS

Special Damage has four types of Body Locations that are struck: Flesh, Organ, Joint, and Bone. Each has a different scale at which Damage increases the effects gained. Knowing this is good for GMs who may make their own Special Damage Charts or Systems.

FLESH	ORGAN	JOINT	BONE
1-20	1-25	1-25	1-30
21-30	26-40	26-40	31-50
31-40	41-50	41-55	51-65
41-50	51-60	56-70	66-80
51+	61+	71+	81+

STEP ONE: HIT LOCATION

01-10 HEAD	
01-02	Neck
03-04	Mouth
05-06	Nose
07	Eyes
08	Ear
9-10	Forehead
11-20 LEFT ARM	
11-12	Hands
13-15	Forearm
16	Elbow
17-19	Bicep
20	Shoulder
21-30 RIGHT ARM	
21-22	Hands
23-25	Forearm
26	Elbow
27-29	Bicep
30	Shoulder
31-45 LEFT LEG	
31-32	Foot
33-37	Shin
38	Knee
39-43	Thigh
44-45	Hip
46-60 RIGHT LEG	
46-47	Foot
48-53	Shin
54	Knee
55-58	Thigh
59-60	Hip
61-100 CHEST	
61-65	Pelvis
66-72	Intestines
73-78	Spine
79-84	Stomach, Kidney, or Liver
85-89	Heart
90-96	Lungs
97-100	Ribcage, No Organ Struck

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

ROLL	SIDE	EXAMPLE
1-3	Left	Stomach, Left eye
4-7	Center	Kidney
8-10	Right	Liver, Right Eye

Neck

TOTAL	EFFECT
1-25	Whiplash (1)
26-40	Whiplash (2)
41-55	Whiplash (3), Bloodloss (1)
56-70	Whiplash (4), Bloodloss (2), Looming Death (20).
71+	Whiplash (4), Bloodloss (4), Looming Death (1D10)

Mouth

TOTAL	EFFECT
1-20	Lockjaw (1)
21-30	Lockjaw (5)
31-40	Lockjaw (10), Lose 1D5 Teeth
41-50	Lockjaw (20), Whiplash (2), Lose 2D5 Teeth
51+	Lockjaw (Permanent), Whiplash (4), lose 2D10 Teeth

Nose

TOTAL	EFFECT
1-20	Lost (2), Nose Broken
21-30	Lost (4), Nose Broken
31-40	Gasping (2), Nose Broken
41-50	Gasping (3), Nose Broken
51+	Gasping (4), Nose Lost

Ear

TOTAL	EFFECT
1-20	Tinnitus (1)
21-30	Tinnitus (3)
31-40	Tinnitus (5), Flinch (1)
41-50	Tinnitus (10), Flinch (2), Whiplash (1)
51+	Tinnitus (60), Stunned (3D5), Ear Lost

Eye

TOTAL	EFFECT
1-20	Vision Loss (3)
21-30	Vision Loss (5)
31-40	Vision Loss (10), Flinch (1)
41-50	Vision Loss (10), Flinch (2), Whiplash (1)
51+	Vision Loss (60), Stunned (3D5), Eye Lost

Forehead

TOTAL	EFFECT
1-30	Lost (2)
31-50	Lost (4), Shellshock (1)
51-65	Lost (6), Shellshock (2)
66-80	Lost (10), Shellshock (3D5), Looming Death (10)
81+	Instant Death, Head destroyed

Hand

TOTAL	EFFECT
1-25	Flinch (1)
26-40	Flinch (1), Drop
41-55	Flinch (3), Drop (3), Bone Broken (Fracture)
56-70	Flinch (3), Drop (5), Bone Broken (Shatter)
71+	Flinch (5), Hand lost

Bicep and Forearm

TOTAL	EFFECT
1-30	Flinch (1)
31-50	Flinch (2), Paralyzed (1)
51-65	Flinch (5), Bone Broken (Fracture)
66-80	Flinch (6), Bone Broken (Shatter)
81+	Looming Death (10), Arm lost

Elbow and Shoulder

TOTAL	EFFECT
1-25	Weakened (1)
26-40	Weakened (2), Drop
41-55	Weakened (4), Drop (2), Bone Broken (Fracture)
56-70	Weakened (4), Paralyzed (2), Bone Broken (Shatter)
71+	Looming Death (9), Arm lost

Foot

TOTAL	EFFECT
1-25	Slowed (2)
26-40	Slowed (3), Knockdown
41-55	Slowed (5), Knockdown (2), Bone Broken (Fracture)
56-70	Slowed (6), Knockdown Prone (2), Bone Broken (Shatter)
71+	Slowed (10), Knockdown Prone (4), foot Lost

Shin and Thigh

TOTAL	EFFECT
1-30	Slowed (1)
31-50	Slowed (3)
51-65	Slowed (6), Paralyzed (2), Bone Broken (Fracture)
66-80	Slowed (7), Paralyzed (3), Bone Broken (Shatter)
81+	Slowed (10), Paralyzed (4), Looming Death (8), Leg Lost

Knee and Hip

TOTAL	EFFECT
1-25	Knockdown
26-40	Knockdown (1)
41-55	Knockdown (2), Slowed (3), Bone Broken (Fracture)
56-70	Knockdown (3), Slowed (5), Bone Broken (Shatter)
71+	Knockdown (10), Slowed (10), Looming Death (8), Leg Lost

Pelvis

TOTAL	EFFECT
1-25	Slowed (2)
26-40	Slowed (3), Tattered (2)
41-55	Slowed (4), Tattered (3), Bone Broken (Fracture)
56-70	Slowed (4), Tattered (5), Bone Broken (Shatter)
71+	Slowed (Permanent), Tattered (20), Bone Broken (Shatter)

Intestines

TOTAL	EFFECT
1-25	Tattered (2)
26-40	Tattered (3), Weakened (2)
41-50	Tattered (4), Weakened (4)
51-60	Tattered (5), Weakened (5), Looming Death (15)
61+	Tattered (6), Weakened (5), Looming Death (1D10)

Spine

TOTAL	EFFECT
1-25	Flinch (1), Drop, and Knockdown
26-40	Flinch (2), Drop (2), and Knockdown (1)
41-55	Paralyzed (2), Knockdown (3), Bone Broken (Fractured)
56-70	Paralyzed (5), Knockdown Prone (5), Bone Broken (Shattered)
71+	Spine destroyed, Instant Death

Stomach, Kidney, and Liver

TOTAL	EFFECT
1-25	Gasping (1)
26-40	Gasping (2), Tattered (1)
41-50	Gasping (3), Tattered (2)
51-60	Gasping (4), Tattered (5), Looming Death (20)
61+	Gasping (5), Tattered (6), Looming Death (10)

Heart

TOTAL	EFFECT
1-25	Winded (5)
26-40	Winded (10), Stunned (2D5), Looming Death (5D10)
41-50	Winded (10), Stunned (3D5), Looming Death (3D10)
51-60	Winded (Permanent), Stunned (3D5), Looming Death (1D10)
61+	Heart destroyed, Instant Death

Lungs

TOTAL	EFFECT
1-25	Winded (2), Gasping (2)
26-40	Winded (3), Gasping (3)
41-50	Winded (4), Gasping (5), Looming Death (20)
51-60	Winded (5), Gasping (5), Looming Death (15)
61+	Winded (6), Gasping (5), Suffocation

Ribcage or No Organ Struck

TOTAL	EFFECT
1-30	Winded (1), Gasping (1)
31-50	Winded (2), Gasping (1)
51-65	Winded (3), Gasping (2)
66-80	Winded (4), Gasping (4), Bone Broken (Fractured)
81+	Winded (5), Gasping (4), Bone Broken (Shattered)

SPECIAL DAMAGE EFFECTS

STUNNED

A character may become stunned from either too much damage or being struck on the head hard. Stunned characters cannot take Actions or Reactions for (X) Half Actions, reduced by the Character's Toughness Modifier, to a minimum of 1. Stunned characters are not Helpless or Unaware.

Stunned Characters can have their Stun reduced by another Character making an Intellect, Charisma, or Leadership Test. The Half Actions the Character is Stunned are reduced by the Degrees of Success gained on the Test. This is a Full Action.

LOST

A Character who has suffered Lost will not be able to tell what direction they are facing, where they are, or tell allies from enemies. Lost lasts for (X) Half Actions, reduced by Half the Character's Toughness Modifier, to a minimum of 1, and ends at the end of the Character's Turn. Lost Characters can have their Lost reduced by another Character by making an Intellect, Charisma, or Leadership Test. The Rounds are reduced by 1 if Successful, and an extra +1 for every 2 Degrees of Success.

LOCKJAW

The Character is unable to speak louder than whisper, eat, or use their mouth for much of anything, for (X) Rounds.

TINNITUS

The Character has a -20 Penalty to Hearing-based Perception Tests. Tinnitus lasts for (X) Rounds and lasts until the end of the Character's Turn.

VISION LOSS

Vision Loss gives a -20 Penalty to all Sight-based Perception Tests. Vision Loss lasts for (X) Rounds and lasts until the end of the Character's Turn.

SHELLSHOCK

Shellshock gives the Character a -20 Penalty to all Actions. The Character will also struggle to remember their name or other simple pieces of information. Shellshock lasts for (X) Rounds and ends at the end of the Character's Turn.

WHIPLASH

The Character is partially stunned and has difficulty reacting. Reactions, including Evasions, are at a -30 Penalty. Whiplash lasts for (X) Rounds and lasts until the end of the Character's Turn.

WINDED

Characters struck by Winded will have their Turns reduced to only being able to take a Half Action. This lasts for as (X) Rounds.

GASPING

The Character takes a -20 Penalty to any Physical and Warfare Characteristic Tests, including Skills and Attacks. Gasping Lasts for (X) Rounds and lasts until the end of the Character's Turn.

SLOWED

A Character suffering from Slowed reduces their Movement Speeds, Jump and Leap Distances, Climbing, and Swimming Speeds by half. Slowed lasts (X) Rounds.

SUFFOCATION

The Character can no longer breathe and will die after as many Turns as the Character can hold their breath.

TATTERED

A Character struck with Tattered take a level of Fatigue for each Half Action they perform any Movement, use a Melee Weapon, or use a Heavy Weapon. Tattered lasts for (X) Half Actions.

PARALYZED

The Character's Limb that was struck is Paralyzed and cannot be used for (X) Rounds. The Character's Body Locations struck are considered a Useless and unusable until it wears off at the beginning of the Character's Turn after the Rounds are up. The GM should consider all Body Locations under the Paralyzed location as Paralyzed, as well. For example, the entire Arm if the Shoulder is Paralyzed, or both legs if the Spine is Paralyzed.

BONE BROKEN

A Broken bone has two types of severity, Fracture and Shatter. A Fractured Limb can still be used but will give 1 level of Fatigue for each Round it is used. A Shattered Limb can still be used but will give 1 level of Fatigue and 1 Wound for each Round it is used.

WEAKENED

A Character hit by Weakened has the amount of their Melee Attacks reduced by half. This lasts for (X) Rounds and wears off at the beginning of the Character's Turn after the Rounds are up.

FLINCH

A Character with Flinch will swing their body that causes their Attacks with that limb to have a -30 Penalty To Hit for (X) Half Actions.

DROP

The Character drops what is in their hand. If Drop is accompanied by (X), that will signify that the Character cannot pick up or hold objects with that hand for (X) Rounds.

If a Character was holding a [TH] Weapon with both Hands, the Character may make a Strength Test to keep holding the weapon with the other hand. If the Character is holding a [HW] Weapon with both Hands, the Character may make a -20 Strength Test to keep holding the weapon with the other hand.

BLOODLOSS

Bloodloss increases the amount of Damage the Character takes, from any source, by (X). Bloodloss lasts until the Character is given an Extended Medical Test.

KNOCKDOWN

A Character that has been hit with Knockdown will be moved from Standing to Crouching, and from Crouching to Prone. Knockdown can also allow a Character to go from Standing to Prone if specified as Knockdown Prone.

If Knockdown is accompanied by (X), that will signify that the Character is unable to Stand Up or go from Prone to Crouching for (X) Rounds.

LOOMING DEATH

Looming Death means the Character will die, regardless of Wounds, within (X) Rounds, which is increased by the Character's Toughness Modifier and Mythic Toughness. Looming Death can be stopped by having Biofoam or Sealant Mesh applied to the Location struck.

INSTANT DEATH

Instant Death will kill the Character regardless of any circumstances. Burning a point of Luck will allow the Character to survive without a reduction in Wounds beyond the Damage taken from the Attack.

MEDICAL EFFECT

HOLDING BREATH

A Character can hold their breath for their Toughness Modifier, multiplied by 2, in Turns.

For every Turn the Character continues to hold their breath after the length set by their Toughness Modifier, the Character gains a level of Fatigue.

LOST EYE

Losing an eye reduces a character's Warfare Characteristic Tests and sight-based Perception Tests by -20. Should a character lose both eyes, see Blinded.

BLINDED

A blind character automatically fails any sight-based Perception and Warfare Range. The Character gains a -40 Penalty to Warfare Melee.

LOST NOSE

Losing the nose gives the Character a -30 Penalty to any Smell-based Perception Tests.

LOST EAR

Losing an ear gives the Character a -20 Penalty to any Hearing-based Perception Tests. If a Character loses both ears, this Penalty is increased to -40.

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.

DAMAGED LIMBS

There are three tiers of Damaged Limbs, Broken, Useless, and Lost. Broken Limbs cause Penalties to Actions depending on the Arm, Leg, Hand, or Foot. Broken Limbs also gain the Bone Broken Fatigue with use from Special Damage Effects. Useless Limbs cause further Penalties to a Broken Hand. Lost Limbs have been removed from the Character's body.

DAMAGED FOOT

A Broken Foot reduces the Character's Movement Speed by half, rounding up, and gives a -10 Penalty to Movement Actions or any tests using the foot.

A Useless Foot increases these Penalties to -20. A Lost foot increases the Penalty to -30 and the Foot cannot be used as it's no longer attached to the Character. Losing both feet means being unable to walk until replacements are gained.

DAMAGED LEG

A Broken Leg reduces the Character's Movement Speed by half, rounding up, and suffers a -20 Penalty to Movement Actions and any Characteristic Tests that rely on the leg being used. If a leg and foot are both broken, only the Leg's Penalties are taken.

A Useless Leg increases these Penalties to -30. A Lost Leg increases these Penalties to -40 and the Character's Movement Speed is reduced to 1 Meter per Turn. The Character cannot take Full Move, Charge, Run, Sprint Actions. If the Character loses both Legs, they cannot take any Move or Evasion Actions.

DAMAGED HAND

A Broken Hand suffers a -10 Penalty to Skill and Characteristic Tests that rely on the hand or using both hands. This includes [TH] and [HW] Weapons, Grapple Holds, and Tosses, etc.

A Useless Hand increases these Penalties to -20. A Lost Hand cannot be used, meaning the Character cannot make Actions that require both hands. The Character cannot brace weapons without placing them against a surface and can only use weapons One Handed. A Lost Hand cannot hold a weapon unless it's attached to a gauntlet or armor on that Arm.

DAMAGED ARM

A Broken Arm suffers a -20 Penalty to Skills and Characteristic Tests that rely on the arm, similar to the Broken Hand. However, these Penalties also include weapons attached to that arm.

A Useless Arm increases these Penalties to -30. A Useless Arm is dead weight, making a wider array of Actions more difficult, such as Grapples, Melee Attacks, and so on. Attacks and other Characteristic Tests using the non-Useless Arm are still at a -10 Penalty unless the Arm is in a splint.

A Lost Arm cannot be used in any way.

LOST LUNG

When a Character loses a Lung, it does not mean they're going to die right away. As long as the Character still has another Lung, they are still able to breathe. With only one Lung, the Character can only hold their breath for half of the time. Any Fatigue gained is doubled. The Character can no longer make Charge and Run Movement Actions and Swimming and Climbing Speeds are halved.

RADIATION POISONING

Radiation Poisoning is a Medical Effect that degrades a Character's body. Whenever a Character gains Radiation Poisoning, it will add to any Radiation Poisoning already gained. A Character's total amount of Wounds are permanently reduced by the Radiation Poisoning a Character has. For every 5 Radiation Poisoning a Character has, the Character gains 1 permanent level of Fatigue. If a Character's total Wounds become 0, the Character dies.

The Character must receive an Extended Medical Test to remove Radiation Poisoning.

HUNGER AND STARVATION

Starvation begins after 3 days of not eating. Every day after, the Character temporarily loses 5 Points of Strength, Toughness, and Agility, and gains Fatigue. Once Toughness reaches 0, the Character dies.

DEHYDRATION

Dehydration is the lack of proper hydration for the Character. The less the Character has had to drink, the quicker it sets in. For every day the character has had nothing to drink after two initial days of no hydration, the Character gains a point of Fatigue and temporarily loses -10 Strength, Toughness, Agility, and Intellect. If Toughness drops under 0, the Character dies.

IMPALED

When weapons or any object has been impaled through a Character, they will first take the initial Damage that weapon would give.

If the Object is not removed, whenever the Character moves in a Round, the impaled object deals its Damage to the Character, ignoring Armor and without Pierce. This Damage is halved.

Removing Impaled Objects takes a Reaction for any weapon smaller than a Gravity Hammer in comparison. Anything large will take a Full Action.

SLEEP DEPRIVATION

Sleep Deprivation is a lack of sleep and the effects that come with it. After two days of no sleep, the Character temporarily loses 5 Agility and Perception until they receive a minimum of 7 hours' rest.

After 5 Days awake, the Character begins to take 1 level of Fatigue for every 12 hours still awake. These are recovered when rested.

UNCONSCIOUSNESS

Unconsciousness is only temporary. A character loses Consciousness when they reach their Toughness Modifier in levels of fatigue.

A Character is unconscious for 10 Minutes, reduced by their Toughness Modifier and Mythic Toughness, to a minimum of 1. The amount of time Unconscious is increased by 1 Minute for every Wound the Character has taken.

An unconscious character is Unaware and Helpless. An Unconscious Character can only awaken when their Fatigue is lower than their Toughness Modifier in levels of Fatigue.

ENVIRONMENTAL EFFECTS

ELECTROCUTION

Unlike the Stun and Electrified Special Rules, Electrocution is for Characters interacting with extreme levels of electricity. Electrocution comes in 5 levels of severity, where the level chosen is the amount of D10s the Character takes in damage at the beginning of each Turn.

Electrocution ignores the Character's Armor and half of their Toughness and Mythic Toughness. When Electrocuted, the Character must make a Full Action -(X) Strength Test, where (X) is -10 for each level of severity, up to -50. If Successful, the Character is able to pull away from the electricity, taking up their Turn.

If another Character attempts to help the Electrocuted Character, they will also become Electrocuted at 1 level of severity less than the first Character. For every Character in a chain of Electrocution, it's 1 level of severity less with each involved.

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 a Half Action 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.

The GM may decide if certain environmental conditions can make the fire worse or easier to put out. At base, Fire should deal 2D5 Damage, ignoring Damage Resistance. The severity of the fire should increase the damage up to 5D5 for fully engulfed in flames.

EXTREME TEMPERATURES

The body can only perform so well within high and extreme temperatures. Once the body is forced to perform within these extremes, complications begin. These temperatures are recorded in Celsius. This is an optional system the GM does not have to worry about, GM discretion is advised.

EXTREME HEAT

High and extreme heat can lead to dangerous side-effects in the body. These side-effects can be worsened if the Character is dehydrated, as well, increasing the Penalties by an extra -10 and Fatigue gained is increased by 1.

EXTREME COLD

Low and extreme low temperatures can also lead to dangerous side-effects in the body. These temperatures can cause body temperature to drop rapidly, leading to fatigue, decreased coordination, and

hypothermia. If the Character is wet, the Penalties gained are at an extra -10 and Fatigue gained is increased by 1.

TEMP	EFFECT
51 and up	Heat exhaustion is in full effect. -20 to Perception and -20 to Warfare Characteristics. The Character must make a Toughness Test at -20 or gain a Fatigue for every 10 minutes the Character is in the temperature.
50 to 41	Heat exhaustion begins setting in. -10 to Perception. The Character must make a Toughness Test or gain a Fatigue for every hour the Character is in the temperature.
40 to -19	The body is not affected.
-20 to -39	The body is slowed down. Temporary -10 to Agility. The Character must make a Toughness Test or gain a Fatigue for every hour the Character is in the temperature.
-40 to -50	Hard to focus, shaking body. -20 to Agility, -20 to Warfare Characteristic Tests. The Character must make a Toughness Test at -20 or gain a Fatigue for every 10 minutes the Character is in the temperature.
-51 and under	Minimal breathing, poor reflexes. -30 to Agility, -30 to Warfare Characteristic Tests, and the Character must make a Toughness Test at -30 or gain a Fatigue for every 5 minutes the Character is in the temperature.

OVERCOMING TEMPERATURES

Characters wearing the correct clothing and equipment can easily overcome the effects of extreme temperatures. Winter clothing will stave away the effects of cold weather, less clothing will assist with hot temperatures, and so on. It is up to the GM to decide if the articles of clothing assist or worsen the effects of extreme temperatures.

UNCONSCIOUS IN EXTREME TEMPERATURES

If a Character goes unconscious within Extreme Temperatures, the GM may allow the Character their Toughness Modifiers in hours before they die. If the temperatures are in the upper most extremes of either heat or cold, the Character will only receive their Toughness Modifier in Minutes before they die.

SUFFOCATION

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

If the character is 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. 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.

SPACE WITHOUT PROTECTION

Space, without protection, is incredibly dangerous. Within 18 seconds (3 Turns) of being in space without proper protection, the Character goes unconscious. Every Round after, the Character takes the following set of effects.

- Radiation Poisoning (+1)
- 5 Damage ignoring Damage Resistance
- -5 to Strength Characteristic as Special Damage
- -5 to Toughness Characteristic as Special Damage

If the Character is retrieved and is brought out of the depths of unprotected Space, they may recover if they have not already died. With medical attention, every day the Character may recover 5 of the lost Strength and Toughness Characteristics. Fatigue and Damage may be recovered normally.

Only the Mgalekgolo/Lekgolo Soldier Type are immune to the effects of Space and will take none of these effects.

RADIATION

Radiation is a dangerous thing, and only made worse by the absolute abundance of it in both modern times and the Halo universe. The following section will detail rules dealing with radiation at different levels based on Radiation Level (RL). The GM may hand-pick the Radiation Level they'd like for their story.

RADIATION LEVELS

Radiation Levels can be tracked on a scale of 1 through 100, where the higher the roll, the more dangerous the Radiation may become. Radiation Level is something that a GM can roll a D100 to figure out how much Radiation is within an environment.

Effects gained from Radiation Poisoning are on a per hour basis of being within the Radiation. The effects are gained at the beginning of each hour the Character is in the irradiated environment, though the Characters have a small leeway of 3 Turns before first taking the effects when first encountering Radiation.

If a Character is rendered Unconscious from Radiation Levels, the Character can regain Consciousness if removed from the Radiation and given an Extended Medical Test. If the Character is not given an Extended Medical test, they will wake up after 12 hours, reduced by the Character's Toughness Modifier.

If the Character is Unconscious and not removed from the Radiation, they will die within 10 hours and cannot wake up unless they Burn a point of Luck.

ROLL	RL	EFFECTS
01-05	1	Radiation Poisoning (1)
06-15	2	Radiation Poisoning (2)
16-25	3	Radiation Poisoning (4)
26-40	4	Radiation Poisoning (6)
41-60	5	Radiation Poisoning (8)
61-75	6	Radiation Poisoning (12)
76-85	7	Radiation Poisoning (16)
86-95	8	Unconscious, Radiation Poisoning (1D10+10)
96-99	9	Unconscious, Radiation Poisoning (3D10+10)
100	10	Instant Death

PROTECTION AGAINST RADIATION

Radiation can be alleviated by wearing protective gear or with Potassium Iodide tablets. Potassium Iodide and any Enclosed suits and armor will treat Radiation Levels as 3 levels lower. Hazmat Suits will treat Radiation Levels as 5 levels lower. CBRN Suits will treat Radiation Levels as 6 levels lower. And finally, Radiation Suits will protect the user from all levels of Radiation.

FLOOD SPORES

For every 10 Rounds a Character is in an environmental location filled with Flood Spores, that Character must make a +20 Toughness Test. If Failed, the Character must spend a Luck Point or become infected. This infection takes 40 Rounds (4 minutes) to take over the Character. It may also stay infested until the Flood decides it is best to activate, such as when the infected are near prey.

If the Character runs out of Luck Points to spend, they must instead Burn the Luck Point to survive.

Characters with Vacuum Suits, rebreathers, and gas masks are unaffected as long as they are not directly breathing the spores in. Mgalekgolo are immune to breathing in Flood Spores and are unaffected by this. The breathing system Unggoy use also protect them from Flood Spores.

UNCONTROLLED DECOMPRESSION

Uncontrolled Decompression is when sealed systems, such as space-bearing or underwater vehicles, structurally fail and vent its atmosphere into its surroundings. There are three types of Uncontrolled Decompressions based on severity, Slow, Rapid, and Explosive.

SEALED SUITS AND DECOMPRESSION

Sealed Suits and other gear that protects the Character from outside environments will halve all Special Damage gained by Uncontrolled decompression. Powered and Semi-Powered sealed suits such as Mjolnir will ignore all Special Damage from Uncontrolled Decompression.

SLOW DECOMPRESSION

Slow Decompression occurs slowly and without proper sensors, can go undetected until the Characters within begin to take Special Damage. This can happen if small holes are piercing a ship's bulkhead, as an example.

When inside a sealed system undergoing Slow Decompression, a Character will take 3D10 Special Damage to their Lungs, Heart, and Brain Sublocations. For each hour after, the Special Damage gained will increase by +1D10, stacking with each previous hour. This effect on the body is known as Hypoxia.

RAPID DECOMPRESSION

Rapid Decompression is much more violent than Slow Decompression and will cause much more damage to the Characters' bodies. However, due to how fast Rapid Decompression happens, it has a chance to deal overall less damage compared to Slow Decompression not being caught in time. Rapid Decompression lasts for a single Turn.

When inside a sealed system undergoing Rapid Decompression, a Character will take 5D10 Special Damage to their Lungs and Heart Sublocations. Characters must also make a -20 Toughness Test. If Failed, the Character will take 2D10+10 Damage to Wounds, ignoring Armor. If Successful, the Character will only take 1D10+10 Damage to Wounds, ignoring Armor.

EXPLOSIVE DECOMPRESSION

Explosive Decompression is the most violent and dangerous of Decompression events. Characters inside a sealed system undergoing Explosive Decompression will take more Damage the closer they are to the event that caused it. Explosive Decompression lasts for 1 Round for small rooms (cabins, living quarters), 2 Rounds for moderate rooms (hallways, ship decks, Engineering rooms), and 3 Rounds for large rooms (hangar bays, mess halls, tram stations).

Characters suffering under Explosive Decompression will gain (X)D10 Special Damage to their Lungs and Heart Sublocations per Round, where (X) begins at 8 and is reduced by 1 for every 25 Meters away from the source of the Decompression, to a minimum of 3.

Characters will also suffer (X)D10 Damage to their Wounds, ignoring Armor, where (X) begins at 5 and is reduced by 1 for every 25 Meters away from the source of the Decompression.

FEAR AND MENTAL DISORDERS

FEAR AND SHOCK 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 decides on the Modifiers, such as something being Disturbing, and add the Fear Modifiers to the Courage Test.

If the Character passes the Courage Test, the character is not affected, and does not have to roll on the Shock Test. If the Character fails, they must count their Degrees of Failure. For every Degree of Failure, the Character adds +10 to figuring the outcome of the Shock Test.

The GM does not have to go with the outcome of the Shock Test, and could decide to choose a more fitting outcome, as the Shock Test are merely ideas for results.

WHAT CAUSES FEAR

Fear can be caused by many different things; from gore and the horrors of war to monstrosities and fighting the unknown. The GM must choose when using Fear, and how to apply it to Characters based on their Characteristics, Abilities, and even character backgrounds based on roleplay.

The following table is a list of various occurrences that could cause Fear for Characters involved. Each are given an example of a Penalty Modifier that could be applied to the Fear Test. This table does not cover everything that can cause Fear. The GM should use Fear whenever they feel is fitting to the story.

FEAR EXAMPLE	MOD
Gore on the Battlefield	+20
An ambush from a superior force	+10
An ally takes half of their Wounds in a single Attack	--
Witnessing dismemberment	-10
Horrible odds of survival	-20
Watching an ally die	-30
Having a limb dismembered	-50
Witnessing the Flood for the first time	-60

SHOCK TEST

ROLL	RESULT
01-40	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 their next turn, where the character may act normally again.
41-50	The character is gripped by fear, all tests that the character makes are at a -10 Penalty until the character can snap out of it and recover their wits by passing a Courage Test. +10 to each Test if the previous failed.
51-60	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.
61-70	The character nearly freezes in fear as shock grasps their entire body. The character must make a Courage Test or stay frozen. +10 to each Test if the previous failed.

ROLL	RESULT
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	Nightmares
8-10	Delusions

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. The GM can then give the Character a -20 Penalty to future Fear Tests dealing with these Phobias.

PHOBIA	WHAT IT IS
Aerophobia	The fear of flying.
Agoraphobia	The fear of vast openness.
Astrophobia	The fear of outer space.
Autophobia	The fear of being alone.
Claustrophobia	The fear of confined spaces.
Entomophobia	The fear of insects.
Eremophobia	The fear that allies may turn on you.
Hemophobia	The fear of blood.
Hoplophobia	The fear of weapons and using them.
Hypnophobia	The fear of sleep, especially cyrosleep.
Necrophobia	The fear of death and dead bodies.
Nyctophobia	The fear of darkness.
Panthophobia	The fear of becoming sick and diseased.
Taphophobia	The fear of moving fast.
Xenophobia	The fear of aliens and strangers.

OTHER PHOBIAS

There are thousands of phobias, and most likely one that would fit a condition a character could suffer. There are plenty of online websites that have lists of phobias.

SYMPTOMS OF PHOBIAS

Characters dealing with their phobia have emotional, physical, and behavioral symptoms they can suffer when dealing with their listed phobia. This includes nausea, shaking, sweating, dizziness, and attempts to avoid the situation in any way possible. Players and the GM should keep these in mind when roleplaying the situation.

OBSESSIONS AND MANIAS

Like 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.

OBSESSIONS	WHAT IT DOES
Eudemonia	An obsession with wandering and traveling.
Egomania	Irrational self-centered attitude.
Eleutheromania	The obsession of being free from military or any other company or organization.
Kleptomania	The obsession of stealing objects from others.
Ludomania	An obsession with gambling.
Lypomania	The manic tendency for never seeing anything as good or welcome.
Mythomania	The obsession of constantly lying.
Mythomania	The manic tendency to tell lies.
Oniomania	The obsession of spending cR.
Plutomania	An obsession with collecting cR.
Polemanias	The obsession of war and violence.
Technomania	An obsession for technology.
Xenomania	An inordinate obsession with aliens.

NIGHTMARES

A character that has recurring 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.

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
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.
Grandiose	The delusion that one is magic or untouchable through luck.
Gustatory	The false perception of tastes.
Hypnagogic	Events that happen right before waking up that cannot be differed between being awake. Traumatic or strange events happening right before awaking.
Olfactory	The false perception of smells and scents such as burning or dead flesh, candles, and whatever other smells.
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.
Sensation	Hallucinations that affect sensations that are triggered by different events. These include Auditory, Gustatory, Olfactory, Somatic, tactile, visual, and Hypnagogic.
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.

IFF TAGS, RADAR, MOTION TRACKING, AND VISR

IFF TAGS

Identification, Friend or Foe Tags (IFF) is a UNSC and Covenant War Identification System used for tracking and identifying allied and enemy forces. Ally Tags are broadcasted through location tracking devices such as VISR, computing devices, Tactical Eyepieces, Compasses and Smartlink-capable devices.

Allied IFF Tags broadcast distance, biometrics and medical information, directional facing, and so on. The following is a list of information an IFF Tag can broadcast.

OPTIONS	INFORMATION
Directional Facing	The direction the Ally is facing. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Distance	The distance an Ally is from the Character. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Information	Limited to only Allies, IFF Tags will display an Ally's name, Identification Number, Squad, and Platoon. This can be tracked up to 250 Meters for allies.
Location	The location of an Ally, which can be tracked and applied to Maps. This can be tracked up to 1 Kilometer for allies, and 200 Meters for Targeted Enemies.
Medical/Biometrics	The Ally's medical information, including Wounds, and any adverse Medical effects like Fatigue. This can be tracked up to 500 Meters for allies.
Points of Interest	Characters may target locations, enemies, and so on. This appears on Maps, Compasses, and Radar. This can be tracked up to 1 Kilometer for allies.
Warning	The Character pings their IFF Tag, which shows up on Radar and allied IFF tracking. A ping may be used in multiple chosen colors. This can be tracked up to 1 Kilometer for allies.

TARGETING AND TRACKING

Enemy Tags may be targeted, which allows an IFF Tag to be displayed with the following information, as well. Tracked enemy IFF Tags cannot display Points of Interest and Medical/Biometrics.

Once Targeted, the Targeting System will mark and track the general location and any IFF Option that allows tracking for Targeted Enemies. Targeting Lasts for as long as a Target is in view of an Ally. Once out of view, a Target will only last for 5 Rounds.

INFORMATION SHARING

IFF Tags and any IFF-capable device may share information with both Allies and Targeted Enemies. The sharable information includes, but is not limited to, live video and audio feed, video and audio files, tracking information, biometrics, text, and map updates and information.

IFF TRIGGER LOCK

UNSC and Insurrectionist Commanding Officers have the option to enable and disable the IFF Weapon Lock Protection System (WLPS), more commonly known as Trigger Lock.

Trigger Lock does not allow for Soldiers with IFF Tags and UNSC weaponry to commit friendly fire by locking the weapon's trigger when aiming at an Ally. This does not cover weapons with Blast range, such as Grenades and explosive Launchers.

All Civilians are locked as Friendly on IFF Tags for the UNSC.

RADAR AND MOTION TRACKER

Motion Trackers are a helpful tool built into all VISR and IFF Tag devices. Motion Trackers track all Allied units within an 18 Meter Radius. Enemies that come within the 18 meters are also tracked as long as they are not using Active Camouflage and are moving faster than 4 Meters per Turn. Enemies who are Targeted will automatically show up on Radars and Motion Trackers, no matter their speed or if they are using Active Camouflage.

A Radar is a circular image displayed on IFF-capable devices, which have the User in the center. It displays nearby allied units and enemy units who are moving faster than 4 Meters per Turn and are not using Active Camouflage. These units are displayed within the Radar based on their location of you. The Radar is precise.

Characters and Animals without IFF tags are also tracked through the Motion Tracker.

TETHERING DEVICES

All computing systems, Radar, Motion Trackers, and IFF Tag devices may be tethered. This allows them to communicate with the User and Allies. This allows systems like VISR to use Smartlink scopes, or Radars and Motion Trackers to be extended by special electronics. Tethering a device takes 2 Full Actions.

SMARTLINK DEVICES

Smartlink devices are scopes and sights that attach to weapons. These Scopes and units can track visuals with an aiming reticle for precision firearm use. Smartlink devices may be tethered to the users' Smartlink-capable devices, such as VISR and Tactical Eyepieces.

Smartlink scopes and sights tether to a Character's Heads Up Display and displays a targeting reticle. This allows Characters to aim around corners or have an easier time aiming with larger weapons. A Smartlink device allows for both an Aiming Action and to Brace a weapon at the same time.

Smartlink devices that do not have a normal sight or scope cannot be used if effected by an EMP.

SMARTLINK AND BLIND FIRE

A Smartlink device, such as a sight or scope, can see around Corners and above Cover. Not only does this reduce the Blind Fire Penalty from -60 to -30, but it also allows the Character using it to gain Bonuses from Aiming Actions.

VISR

VISR, (Visual Intelligence System, Reconnaissance) is an integrated visual management system for battlefield information used by the UNSC. VISR is offered by various helmets and eye devices, as well as Covenant variants that share these rules.

VISR provides tactical overview in real-time combat. It links to the United Earth Governments Feed, the Colonial Administration Authority, and various other UNSC Data Infrastructures.

Covenant variants of VISR provide the same services but connect to the Covenant Battle Network.

OPTIONS	INFORMATION
Communications	Battlenet Communications (COM) is a component that allows the Character and others with IFF-capable devices to share various linked feeds and communicate in open and private channels.
Compass	Displays a compass, which also displays location based IFF Information.
Highlight System	VISR highlights enemy and allied targets based on their IFF tags, or lack of IFF Tags. Enemies are displayed in red outlines, allies are displayed in green outlines, and neutral targets are displayed in white outlines. The Highlight system also outlines the Character's surroundings in a faint yellow-orange color, allowing for easier identification of objects and locations in the dark. This works up to 50 meters away.
IFF Information	All available IFF Information is displayed on the VISR overlay.
Low-Light Detection	When under Low-Light and Darkness, the VISR acts as a pair of Night Vision Goggles. This lowers Penalties from Darkness by 40, and Low-Light Penalties by 10. Cannot be used with any other Darkness or Low-Light-based visual utilities.
Navigation	Navigation System (NAV) on the VISR offers Dynamic Mapping Systems. This allows the Character to turn their VISR into a large-scale map (TACMAP), as long as they are connected to requisite Data Infrastructure. TACMAP offers a bird-eye view of all current IFF tracked information overlaid on to it. When using the TACMAP, the Character is considered Blind to anything but the Map.
Overview	An integrated Heads Up Display overview. The Overview displays any manually entered information about weapon count, grenade count, and magazine and ammo count. It will then automatically track how many are used and how many times the weapon is fired. The Overview also displays the Character's biometrics, any shields the Character may have, and allied information that is sent.
Polarizing	VISR can be polarized as a Reaction to activate and deactivate. Polarizing halves all bright light-based Penalties.
Radar	Displays the Motion Tracker and Radar information.
Tethering	VISR can be tethered with other devices, such as Smartlink sights and scopes, Distress Beacons, Ammo Counters, and so on. Devices that are tethered allow VISR to show information or take files from the tethered piece of equipment.

EXAMPLE OF PLAY

At the beginning of their session, the player Lars has an ONI Operative Character. Lars works together with his GM to create a new briefing for the group of players.

Lars (Wenzel): *Wenzel is going to call everyone over to share his ONI ID with them. "Delta, listen closely. From this moment forward and until the end of this operation, your squad's command has been transferred to ONI Section 3 Materials Group. And this is how it goes." Wenzel then twirls his hands and swaps out his ID for a photo of a Hannibal Weapon System prototype M820 Scorpion.*

"ONI has a new primary objective for us. It seems that our benefactor wasn't careful enough with their classified materials. In addition to your previous objective to destroy the building's central servers; your new objective is to recover this prototype Hannibal Scorpion from inside the facility."

Olivia (Castle): "Alright— well, recovering a strange prototype wasn't on the list for today, but it is now. Delta, safeties off and watch out for civilian contact." *Castle begins to walk to each member of the squad to issue orders.*

"Echo, Demo; you two scout out the outside of the facility and find the entrance to the administration building. Make sure those Gasbags (Huragok) can't recover anything from the server rooms. Wenzel, you're with me. If your benefactor's map is accurate, then we'll need to shoot our way through the assembly building so we can get to this thing. Delta, move out."

The GM notes that the party is splitting up into two and decides to first go with Mike, playing Echo and James, playing Demo.

Game Master: "As you sneak around the building, your VISR Motion Trackers indicate three hostiles directly in front of you. From the scattered glow bouncing off of the walls ahead and the size of the motion signature, you think it could be Jackals."

James (Echo): *I ready my M6D and gesture to Demo to do the same, saying: "Demo, three contacts dead ahead, do you want to sneak past them or take them out?"*

Mike (Demo): *I also ready my pistol and nod. "Let's take them out quietly, load subsonic rounds and lead the way."*

At the start of the Combat, the GM has James and Mike roll for Initiative, while the GM rolls for the three Jackals ahead of time. Since the Jackals are Unaware, their Turns will be skipped until they become aware of the two Players or begin taking Damage. James and Mike will spend some time sneaking up on the Jackals to reduce the distance between them.

James (Echo): *I want to sneak into a good firing position and then wait for Demo so I can make a Combined Action.*

Game Master: "The Jackals need to succeed on an Investigation Skill Test to see if they notice you. The jackals don't have any Night Vision and you are both outside of the environmental lighting. This means the Jackals take a -50 Darkness Penalty. The Jackals have a Perception Characteristic of 55, reduced to 5 because of Darkness, and given a +10 Bonus from their Investigation Skill. The Jackals need to roll 15 or better to succeed. The first fails with [55], 4 Degrees of Failure. The second Jackal rolled [11]. Meaning a Success with 0 Degrees. You need to succeed by 1 Degrees of Success or more to remain unseen."

James (Echo): I have a Perception of 50 with Camouflage at +20, and Urban Camo giving me an extra +10 Bonus. I need an 80 or lower to Succeed and rolled [45]. That's 3 Degrees of Success.

Game Master: "Alright, you're in position and the Jackals remain unaware. Mike, it's your turn."

Mike (Demo): *I want to sneak into position and send my VISR feed to Echo so he can see who I'm going to target.*

Game Master: "Roll me a Perception-based Camouflage with at least one Degree of Success."

Mike (Demo): *I have a Perception of 55 but will take a -40 Penalty because I'm going to Run into position. That gives me 15, but I also have Human Urban Camo that gives me a +10. I only have Camouflage Trained so I gain no extra Bonuses. I'm going to spend a point of Luck to get a +20 Bonus. So I need a 55 or lower to Succeed with at least one Degree of Success.*

I rolled [87] and failed with 3 Degrees of Failure. I'm going to spend another point of Luck to reroll with a +10. I rolled a [1], a Critical Success.

Game Master: "A Critical Success means the Jackals can't detect you, and Echo was waiting to take a Combined Action, so it's Mike's Turn again."

Mike (Demo): *I am making my Attack using my silenced M6D that can make 4 Attacks with Semi Auto, and I'll make 2 Attacks against each Target. I have a Warfare Range of 45, I have a Semi Auto weapon giving me +10 and a big +40 Bonus for an Unaware Target. With Squad Up, I get one more +10 Bonus. I need 105 or lower to Succeed. I rolled [100] and [35] against the first Jackal. The 100 automatically failed, but the 35 had 7 Degrees of Success. Switching Targets is at a -10 Penalty, and I rolled [65] and [14]. The [65] gave me 3 Degrees of Success and [14] gave me 8 Degrees of Success.*

Game Master: "The Jackals can't evade because they are Unaware. Roll for Damage."

Mike (Demo): *Using Cold Load and Armor Piercing with my M6D, I do 3D10+8 Damage, 6 Pierce. I deal [30], [25], and [27], [36] Damage.*

Game Master: "Figuring in Armor the first Jackal survives the two shots. But the second Jackal had taken off his helmet while playing a card game and dies from two headshots. Your turn in the Combined Action, James."

James (Echo): *I will take one shot at the surviving Jackal and then take my other three shots against the third with Called Shots to the head. All my Attacks landed and because they can't evade, I don't need to worry about Degrees of Success. My first Attack rolled 2 10s so it will deal Special Damage. My damage is [37] against the surviving Jackal, and [22], [34], [24] against the last Jackal.*

Game Master: "Based on the Damage dealt to the first Jackal, it dies, and you won't need to check for Special Damage. The third Jackal dies from the 3 headshots, thanks to the Headshot Special Rule lowering its Damage Resistance. Echo and Demo will be able to continue into the Admin Building. We'll switch over to Olivia and Lars."

The end(?)

CHARACTER CREATION

STARTING RESOURCES

The GM must assign starting Experience (XP) before Character Creation can begin. XP falls into one of 8 Tiers that give the Players their starting Credits (cR) and Support Points (SP). Luck should generally begin at 6, regardless of the Experience Tier.

Experience Tiers grow exponentially to show the power level differences in gameplay. The GM is not limited to choosing a listed amount of any starting resource and may change them as needed. If the GM decides that everyone begins with 2,500 XP, that means they are Experience Tier 3 and can begin with 200 cR.

EXPERIENCE TIER

TIER	XP	CR	SP	LUCK
1	500	50	1	6
2	1,000	100	1	6
3	2,000	200	1	6
4	4,000	350	1	6
5	8,000	550	2	6
6	16,000	800	2	6
7	32,000	1,100	3	6
8	64,000	1,450	3	6

SOLDIER TYPES AND EXPERIENCE COST

A Soldier Type is the representation of your Faction, species, training, and augmentations you may receive.

All Soldier Types have a listed Experience Cost, which is how much Experience must be spent to play as this Soldier Type.

Soldier Types come with Base Characteristics; these are the Characteristics a Character begins with before the Player spends their Creation Points. Many Soldier Types also come with Characteristic Advancements, which count towards their advancement maximums.

Soldier Types also dictate the Character's Physical Attributes and Special Rules. The GM may allow Characters to be shorter and weigh less but should never let them be taller unless the Imposing Outlier was purchased.

- **UNSC SOLDIER TYPES** (P. 47)
- **COVENANT SOLDIER TYPES** (P. 64)
- **FORERUNNER SOLDIER TYPES** (P. 76)

UPBRINGING ENVIRONMENT LIFESTYLE (P. 81)

Choose or roll 1 Upbringing, 1 Environment and up to 3 Lifestyles from the Tables (P. 81). You may take the same Lifestyle multiple times.

CREATION POINTS

Players receive 85 Creation Points to allocate on their Base Characteristics. These are used to increase any chosen Characteristic by up to 20 points. The GM may allow Characters to begin with 100 Creation Points for higher power games.

For example, Base Toughness of 15 can be increased to 25 by spending 10 Points. Unspent creation points are lost after creation.

SPECIALIZATION PACKS (P. 79)

Choose One pack. All Skills begin Trained. If your Soldier Type comes with a Skill given by the chosen Specialization Pack, that Skill is increased to the next Tier.

If the Character already has an Ability given by the Specialization Pack, the Player or GM may decide one of equal or lesser Experience Cost to replace it.

LIMITED PACKS (P. 79)

Limited Packs are Specialization Packs that may only be taken by one Character in the party, each.

OPTIONAL OUTLIER TRAITS

Outlier Traits are optional Traits that can be purchased at Character Creation. An Outlier can be gained by burning 1 Luck. Some outliers can be taken multiple times but only if listed in the description.

OUTLIER	OUTCOME
Acumen	The Character triples their Intellect Modifier to figure the amount of Education and languages they can learn.
Aptitude	The Character gains 5 Points in a single chosen Characteristic at Character Creation. Aptitude can be taken twice for each Characteristic.
Enduring	The Character ignores the Penalties of the first two levels of Fatigue. This may be increased to four levels of Fatigue by taking Enduring twice.
Forte	The Character gains or increases a selected Mythic Characteristic by +1. Forte can only be taken twice per Mythic Characteristic.
Imposing	The Character's Height is increased up to 40%, the Character's Weight is doubled. The character counts as being one Size category larger. This gives +3 to Strength and Toughness.
Poised	The Character is able to move the Disposition of any Target up or down one spot when making Social Skill Tests.
Robust	The Character gains +5 Wounds. Can be taken 4 times.
Vigil	Character's Perceptive Range multiplier increases by 2.
Vigorous	The Character doubles their Natural Healing. This may be increased to triple their Natural Healing by taking Vigorous twice.
Olympian	The Character halves Penalties from Rough and Dangerous Terrain, and from Swimming and Climbing.
Strongman	Halves Penalties from being Over-Encumbered.
Rugged	The Character takes half of all Penalties and Fatigue gained from Extreme Temperatures.
Advocate	The Character gains +2 Support Points at Character Creation and each time they're rewarded after a mission.

WOUNDS

The Player takes their Character's Toughness Modifier and Mythic Toughness, multiplies it by 2, and then adds 40. Wounds are increased whenever the Player's Toughness Modifier is increased.

FATIGUE

Once a Character surpasses their Toughness Modifier multiplied by 2 in Fatigue, they fall into a Coma. See the medical section for the effects of fatigue.

JUMPING HEIGHT AND DISTANCE

A character's Jump Height is a fourth (1/4th) of their Strength Modifier in meters. A character's Jump Distance is the highest of their Half Agility Modifier, or Half Strength Modifier. Every 10 Meters the Character is moving during the Turn gives a +1 Meter increase to the Jump Distance.

FIGURING PUSH, LIFT, AND CARRY WEIGHT

Carry Weight is figured by adding a Character's Strength and Toughness Characteristics together.

A Character's Lift Weight is figured by multiplying their Carry Weight by 2.

A Character's Push Weight is figured by multiplying their Carry Weight by 4.

PERCEPTIVE RANGE

Perceptive Range is the Range at which the Character is able to make Attacks and see without Penalty. This is figured by taking the Character's Perception and multiplying it by 2. A Character with a 50 Perception would have a 100 Meter Perceptive Range.

LANGUAGE

All Characters may begin with one Language for free, which can be selected by the GM. Characters can learn up to their Intellect Modifier in Languages. Each Language costs 150 Experience to learn. The following is a list of example Languages, the GM may allow more to be taken than are shown on this list.

HUMAN	HUMAN	COVENANT
English	Arabic	Sangheili Language
Spanish	Bengali	Kig-Yar Language
Chinese	Hindi	San'Shyuum Language
Russian	Italian	Jiralhanae Language
German	FORERUNNER	Huragok Language
Japanese	Forerunner Symbol	Lekgolo Language
NuNordic	Digon	Unggoy Language
French	Jagon	Yonhetian Language
Swahili	Forerunner 3D Script	Yanme'e Language
Latin	MISC. LANGUAGES	
Hungarian	Sign Language	Morse Code
Portuguese	Braille	Binary

MOVEMENT

Every Character has a Movement Speed based on their Agility Modifier, which states how many Meters a Character can move per Action taken. The following is a Table listing the basic Movement Actions and how many Meters you can travel when using them.

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
MULTIPLIER	1x	2x	3x	6x

FACTION AND WEAPON TRAINING

Faction Training is a Character's knowledge of how their technology works. Weapon Training is a Character's knowledge of how specific weapons work. Characters begin with their Faction Training at Character Creation, while Soldier Types will list which Weapon Training they will begin with.

If a Character does not have the Faction Training for something they're using, they gain a -20 Penalty to all Tests made.

If a Character does not have the Weapon Training for the weapon they're using, they gain a -20 Penalty To Hit.

RANK AND SUPPORT POINTS

On top of the SP gained at Character Creation, Characters will receive 1 Support Point for every 4 Ranks the Character has reached.

LATE ENTRIES JOINING A PARTY

New Characters that enter a game already in-progress, the Character will begin with the average Experience of the other Characters.

SPENDING EXPERIENCE

PURCHASING LUCK

Players can increase their total Luck Modifier by purchasing another. Each +1 in Luck purchased costs 1,500 experience. A Player can purchase up to a maximum of 13 luck.

PURCHASING WOUNDS

Players can increase their total Wounds by purchasing another bump in it. Each +4 Wounds purchased costs 1,500 experience. A Player cannot purchase this more than 4 times.

FACTION AND WEAPON TRAINING

Weapon Training comes at an Experience Price listed in the table below. Faction Training will cost 300 Experience regardless of the Faction being trained. However, the GM should only allow Characters to learn the Forerunner Faction Training with good reason.

Faction Training is split between UNSC, Covenant, and Forerunner. Covenant Faction Training also covers Banished weapons.

TRAINING	EXP	WEAPON TYPES
Basic	150	Pistol, Knife, Shotgun
Infantry	200	Rifle, Carbine, SMG, Grenade
Heavy	200	Light Machine Gun, Machine Gun, Heavy Machine Gun
Advanced	300	Energy Weapon, Railgun, Chemical Sprayer, Beam
Launcher	250	Missile Launcher, Rocket Launcher, Grenade Launcher
Long Range	150	Sniper Rifle
Ordnance	300	Satchel Charge, Demolition, Ordinance, Landmine
Cannon	250	Cannon, Mortar Cannon, Autocannon, Coilgun
Melee	150	All non-knife Melee Weapons and Physical Shields

SKILLS (P. 82)

Everyone has skills. Skills represent resourcefulness and competence in the battlefield. Skills are a primary aspect of allowing unique options for a player to complete tasks and to overcome a challenge.

ABILITIES (P. 89)

Abilities are a character's aptitude gained naturally with experience over time. Abilities unlock innovative ways to play the game and new Bonuses. What an Ability does is based on its Benefit, so make sure to read up on what all of your Abilities do.

EDUCATION (P. 97)

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

CHARACTERISTIC ADVANCEMENTS

Characteristic Advancements are purchasable +5 Characteristic upgrades that can be taken up to 5 times for each Characteristic. The previous Advancement must always be taken first.

Some Advancements may be unlocked through Character Creation and don't need to be purchased.

SIMPLE	ROOKIE	INTERMEDIATE	TRAINED	MASTERY
200	400	800	1,200	1,600

UNSC SOLDIER TYPES

UNSC OR INSURRECTIONIST ARMY SOLDIER

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

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,800				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
STR			WFR		PER			CRG	
+5 Simple			+5 Simple		+5 Simple			+10 Rookie	
PHYSICAL ATTRIBUTES									
HEIGHT			130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)						
WEIGHT			45 kilograms (100 lb.) – 117 kilograms (260 lb.)						
SIZE			Normal						
SOLDIER TYPE TRAITS									
The Army Soldier begins with two Skills of their choosing at +10 at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

INSURRECTIONIST
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Weapon and Vehicle Modifications at Half cR Price.



POINT MAN EQUIPMENT	
MA3 or MA4 Series Assault Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

COLONIAL MILITIAMAN

“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.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,400				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
STR		TOU		WFR		--			
+5 Simple		+5 Simple		+5 Simple		--			
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
The Militiaman begins with two Skills of their choosing at +10 at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

INSURRECTIONIST											
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Weapon and Vehicle Modifications at Half cR Price.											

MARKSMAN EQUIPMENT	
M392 DMR	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT	
M90 SCAWS Shotgun	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

ASSAULT EQUIPMENT	
M7 Caseless SMG	Hard Case
M6 series Pistol of the time	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or MK 88 Ratio
Three Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC OR INSURRECTIONIST MARINE SOLDIER

“We’re best of the best, and we’ll prove it to anyone who disagrees.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,800				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
STR		AGI		WFR		PER			
+5 Simple		+5 Simple		+10 Rookie		+5 Simple			
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
The Marine begins with four Skills of their choosing at Trained at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

INSURRECTIONIST
If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Weapon and Vehicle Modifications at Half cR Price.



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 High-Explosive Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

UNSC OR INSURRECTIONIST AIR FORCE SOLDIER

“Just remember, boys. We’re the apex predators.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 2,000				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
AGI		WFR			PER		--		
+10 Rookie		+5 Simple			+10 Rookie		--		
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
The Air Force Soldier begins with three Skills of their choosing Trained at Character Creation.									
The Air Force Soldier is able to purchase any UNSC Military Vehicle at 1/3 rd its listed cR price. This Vehicle is added to the Character's Starting Equipment and cannot be sold or traded in.									
Between Missions, the Character may swap their current starting equipment vehicle for another, but no refund is given and they must pay a third of the cost for the new vehicle.									
This Vehicle replenishes and is repaired between Missions. The vehicle is considered the Party's vehicle, it does not only belong to the Air Force Pilot.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODS ^T , Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

INSURRECTIONIST

If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Weapon and Vehicle Modifications at Half cR Price.

POINT MAN EQUIPMENT

MA5 series Assault Rifle	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT

BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT

M90 Close Assault Weapon System Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU



UNSC OR INSURRECTIONIST NAVY TECHNICIAN

"I can do it blindfolded, sir."

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,550				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
--			PER		INT		--		
--			+10 Rookie		+10 Rookie		--		
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
The Navy Technician begins with three Skills of their choosing at Trained at Character Creation.									
The Navy Technician begins with 3 +5 Educations at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

INSURRECTIONIST

If an Insurrectionist was chosen, then any weapon without the [I] Tag will cost 25% more. Insurrectionists gain all Weapon and Vehicle Modifications at Half cR Price.

STANDARD EQUIPMENT	
M6 series or M6J Carbine Variant	Two Large Tactical Softcases
UNSC Portable TACPAD	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Multi-Tool Kit	Holographic Tactical Eyepiece
Six tactical Softcases	UNSC/Insurrectionist Battle Dress Uniform

GUARD EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
UNSC Portable TACPAD	M1 Combat Knife or Model 52 Knife
Multi-Tool Kit	Holographic Tactical Eyepiece
Three Tactical Hard Cases	UNSC/Insurrectionist BDU



UNSC MARINE CORPS ORBITAL DROP SHOCK TROOPERS

"We go feet first, sir!"

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 3					EXPERIENCE COST: 2,600				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
STR		TOU		AGI		WFR			
+5 Simple		+5 Simple		+5 Simple		+10 Rookie			
PER		--		--		CRG			
+5 Simple		--		--		+10 Rookie			
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
The ODST begins with three Skills of their choosing at +10 at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

BECOMING AN ODST

When a Soldier is becoming an ODST, they must have purchased the following Characteristic Advancements:

- +10 (Rookie) to Courage
- +5 (Simple) to Toughness

The Character must also have spent a minimum of 2,600 Experience total. When becoming an ODST, the Soldier does not gain any extra 'SOLDIER TYPE TRAITS' and does not gain any new Skills, Abilities, or Training. The Character will lose their branch-specific Soldier Type Traits. The Character gains the ODST BDU of their choice and can swap their Equipment for any of the ODST Equipment sets.



POINT MAN EQUIPMENT

MA5 series Assault Rifle of the time	Hard Case
M6 series or M6J Carbine Variant	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

ASSAULT AND AMBUSH EQUIPMENT

M7 Silenced Caseless Submachine Gun	Hard Case
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

CLOSE QUARTERS EQUIPMENT

M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

GENERAL PURPOSE GUNNERY EQUIPMENT

M247 Machine Gun	Hard Case
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Holographic Tactical Eyepiece
Tactical Softcase	ODST BDU of Choice

LONG RANGED SPECIALIST EQUIPMENT

Sniper Rifle System 99 Rifle	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcase	ODST BDU of Choice

ANTI-ARMOR EQUIPMENT

M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	ODST BDU of Choice

MARKSMAN EQUIPMENT

BR55, BR75, or BR85 Battle Rifle	Hard Case
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

UNSC/ONI SECTION I OPERATIVE

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

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 3					EXPERIENCE COST: 2,300				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC MODIFIER ADVANCEMENTS									
INT		PER		CHA		LDR			
+5 Simple		+5 Simple		+5 Simple		+10 Rookie			
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
This Soldier Type should only be taken with GM Approval. The GM is advised to treat it with caution, as revealing a Spy in the players' ranks can lead to distrust and Dissension within the ranks.									
The ONI Operative may choose to mask themselves as an Army, Marine, Air Force, or Navy Soldier. The Player and Character both do not have to tell other Players or Characters their motives or that they are an ONI Operative.									
If asked, any military paperwork or Military licenses are shown to be the chosen masked Soldier Type. This should reflect on their character page to help keep it a secret.									
The ONI Operative begin at Rank O-1 and can take the Command Specialization Package even if another Character in the Party already has it.									
The ONI Operative gains the pay of their Rank but gains a False Rank that the other Players and Characters see. This False Rank is to keep the ONI Operative classified and under cover.									
The ONI Operative gains an extra Support Point at Character Creation and after each Mission. This does not regenerate after use.									
All UNSC gear is at half price for the ONI Operative.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

SECTION I EXTRA INFORMATION

ONI Section I is the Intelligence-Gathering branch of ONI. SEC I Operatives are the codebreakers and espionage of the UNSC, relying on covering up and retrieving important intel.

SEC I Operatives have the option to call in evacuations of urban and colonial locations. Using one Support Point, they may call in a falsified Evacuation of any location. If the evacuation is legitimate for civilian survival, it is free.

The SEC I Operative has the ability to remove any and all intel sent to the party before any other Character or Player has a chance to see it. They may also replace it with their own falsified documents.

SEC I Operators have the ability to call in Army, Marine, Navy, and Air Force Infantry Support at half the cost. They also are able to call in Ordnance at ¼th the original cost.

STANDARD EQUIPMENT

MA5 series Assault Rifle of the time	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

MARKSMAN EQUIPMENT

BR55 or BR85	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Tactical Softcase	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT

M45 Tactical Shotgun	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC ORION PROJECT AUGMENTED SOLDIER “SPARTAN 1/1.1”
 “You were the best of the best, and we made you better.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
35	40	35	25	25	25	40	25	25	25
+2	+3	+1	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 5,800				
UPBRINGING: Any					TRAINING: Basic, Infantry, Advanced				
CHARACTERISTIC ADVANCEMENTS									
WFM			WFR		PER			LDR	
+5 Simple			+10 Rookie		+5 Simple			+5 Simple	
PHYSICAL ATTRIBUTES									
HEIGHT			130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)						
WEIGHT			65 kilograms (145 lb.) – 117 kilograms (260 lb.)						
SIZE			Normal						
SOLDIER TYPE TRAITS									
ORION Soldiers gain a +20 Bonus to Toughness Tests when resisting Flood Spores and Infection Forms.									
The ORION Soldier begins with six Skills of their choosing Trained at Character Creation.									
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

BECOMING AN ORION SOLDIER
EXPERIENCE COST: 4,000
Any regular Humans can technically become an ORION Soldier. This is an augmentation that takes a month to complete, and a month of recovery.
Humans becoming an ORION Soldier gain a boost to their Physical Characteristics, gaining a +10 to Strength and Agility, and a +15 to their Toughness and Perception. The Character also receives the Mythic Characteristics of the ORION Soldier and the +20 Toughness Test against the Flood. This does not use up any of the Characteristic Advancements.



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 High-Explosive Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

UNSC/ONI SPARTAN II AUGMENTED SOLDIER

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
50	45	50	40	40	25	40	35	10	30
+5	+4	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,700				
UPBRINGING: Military					TRAINING: All				
PHYSICAL ATTRIBUTES									
HEIGHT		193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)							
WEIGHT		172 kilograms (380 lb.) – 181 kilograms (400 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
The Spartan begins with the Emotionally Broken Ability and the Fast Foot Ability at Character Creation.									
The Spartan gains four Skills at +10 at Character Creation.									
The Spartan gains all Spartan II Augmentation Traits at Character Creation.									
The Spartan II begins with all Faction and Weapon Training options at Character Creation.									
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

MJOLNIR	
All Spartans begin with a set of Mjolnir or other types of armor of their choice, depending on the timeline the Character is currently in. Below is a list of armor and the span of time that armor was in use. The GM may allow for Characters to continue to use older armor or take SPI Armor instead.	
As time progresses, the Character has the choice to turn in their armor for a new version when they become available.	
Between missions, the Character may swap between types of Armor, such as swapping from Mjolnir to SPI.	
ARMOR	USAGE
SPI Mark I	2531-2537
SPI Mark II	2537+
SPI Headhunter	2537+
Black Body Suit	2500-2525
Mjolnir Mark IV	2525-2551
Mjolnir Mark V	2551-2552
Mjolnir Mark VI	2552-2553
GEN II Mjolnir	2553-2559
GEN III Mjolnir	2559+

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



UNSC/ONI SPARTAN III AUGMENTED SOLDIER

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

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	45	50	40	40	25	40	40	20	25
+5	+4	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,450				
UPBRINGING: Military					TRAINING: All				
PHYSICAL ATTRIBUTES									
HEIGHT		193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)							
WEIGHT		172 kilograms (380 lb.) – 181 kilograms (400 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
The Spartan begins with the Fast Foot Ability at Character Creation.									
The Spartan gains four Skills at +10 at Character Creation.									
The Spartan gains all Spartan Augmentation Traits at Character Creation.									
The Spartan III begins with all Faction and Weapon Training options at Character Creation.									
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

(OPTIONAL) SPARTAN III – GAMMA COMPANY
The Gamma Company Spartan IIIs gain the Adrenaline Rush Trait permanently. Gamma Company Spartans need a ‘Smoother Drug’ once every 24 hours or will be considered under the constant effect of the Adrenaline Rush Ability.
The Gamma Company Spartan begins with 10 Smoother Drug Kits.

MJOLNIR

All Spartans begin with a set of Mjolnir or other types of armor of their choice, depending on the timeline the Character is currently in. Below is a list of armor and the span of time that armor was in use. The GM may allow for Characters to continue to use older armor or take SPI Armor instead.

As time progresses, the Character has the choice to turn in their armor for a new version when they become available.

Between missions, the Character may swap between types of Armor, such as swapping from Mjolnir to SPI.

ARMOR	USAGE
SPI Mark I	2531-2537
SPI Mark II	2537+
SPI Headhunter	2537+
Black Body Suit	2500-2525
Mjolnir Mark IV	2525-2551
Mjolnir Mark V	2551-2552
Mjolnir Mark VI	2552-2553
GEN II Mjolnir	2553-2559
GEN III Mjolnir	2559+

POINT MAN EQUIPMENT	
MA5K Carbine	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

ASSAULT AND AMBUSH EQUIPMENT	
Two M7 Silenced Submachine Guns	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



UNSC SPARTAN IV AUGMENTED SOLDIER

"You are Spartans now. You stand side by side with your Spartan brothers and sisters."

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	45	40	40	35	25	35	35	25	35
+5	+4	+3	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 11,200				
UPBRINGING: Any					TRAINING: All				
PHYSICAL ATTRIBUTES									
HEIGHT		175 centimeters (5'8 ft.) – 226 centimeters (7'5 ft.)							
WEIGHT		82 kilograms (180 lb.) – 181 kilograms (400 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
The Spartan can call in Spartan Ordnance for only 1 Support Point.									
The Spartan gains four Skills at +10 at Character Creation.									
Spartan Ivs gain the Fast Foot Ability at Character Creation.									
The Spartan gains all Spartan Augmentation Traits at Character Creation.									
The Spartan IV begins with all Faction Weapon Training options at Character Creation.									
SQUAD UP: When with all UNSC Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

CARRYING WEIGHT
The Spartan doubles their Strength and Toughness when figuring Carrying Weight

MJOLNIR

All Spartans begin with a set of Mjolnir or other types of armor of their choice, depending on the timeline the Character is currently in. Below is a list of armor and the span of time that armor was in use. The GM may allow for Characters to continue to use older armor or take SPI Armor instead.

As time progresses, the Character has the choice to turn in their armor for a new version when they become available.

Between missions, the Character may swap between types of Armor, such as swapping from Mjolnir to SPI.

Gen II and Gen III Mjolnir gives the Spartan IV a +5 Strength, Toughness, and Agility.

ARMOR	USAGE
SPI Mark I	2531-2537
SPI Mark II	2537+
SPI Headhunter	2537+
Black Body Suit	2500-2525
Mjolnir Mark IV	2525-2551
Mjolnir Mark V	2551-2552
Mjolnir Mark VI	2552-2553
GEN II Mjolnir	2553-2559
GEN III Mjolnir	2559+

BECOMING A SPARTAN IV
All Human and ORION Soldier Types can become Spartan Ivs. The process can be found at the end of the Human Character Creation.

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



UNSC SMART AI

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	40	25	50	50	35	35	35
TIER: 4					EXPERIENCE COST: 5,050				
UPBRINGING: Any					TRAINING: All				
SOLDIER TYPE TRAITS									
The UNSC Smart AI must have GM Approval before being used. A Smart AI is a powerful asset, and an incredibly expensive one at that.									
An AI needs a Station to be operable, such as a computer system or even advanced armors like Mjolnir.									
The AI Soldier Type does not choose from the Specialization Packs. Instead, the Smart AI gains four Skills to begin with at +10, which becomes their Specialization.									
The Smart AI begins with 3 Educations at +10 and have no limits to how many Educations can be learned.									
Many Skills and Abilities will not work for the Smart AI, as they have limitations for something without a body. Always be aware what Ability or Skill you are purchasing to make sure the Smart AI can benefit from it.									
Smart AI still begin with Wounds at Character Creation. For Smart AI, Wounds are their stability. Attacks are shown as power AI can use against other AI, operating systems, and programs, which use the Character's Strength and various Warfare Characteristics.									
Smart AI begin with all Human and Misc. Languages learned. If after 2530, the Smart AI learns all Covenant Languages. If after 2553, the Smart AI learns all Forerunner Languages.									
The standard lifespan for a Smart AI is 7 years. Once the AI reaches the 7 th year active, the AI begins to destabilize. Every month still Active, the AI must roll a Toughness Test. If failed, the Smart AI permanently loses 5 Wounds and 5 Toughness Characteristic.									
Smart AI can connect to, and sync with, Human technology without any rolls needed. Connecting with Covenant Technology is at a -10 Penalty, and connecting with Forerunner Technology is at a -25 Penalty. This does not include any attacks or infiltration Penalties that could be given.									
MEMORY RECONSTRUCTION: If an AI is reaching the end of their Lifespan, and the year is 2558 or greater, an AI can go through Memory Reconstruction. Memory Reconstruction allows the Smart AI to regain their Wounds and Toughness that was lost, but the AI will be out of service for 2 months to undergo the procedure and tests needed to make sure the AI is stable and ready for service once again.									

MJOLNIR ARMOR INTERFACE ABILITIES

AI have special Abilities they can perform when coupled with a Spartan in Mjolnir Armor. These Abilities each take a Full Action to perform, unless specified otherwise by the rules or GM.

Shield Bolster: The AI is able to take a Full Action to double the Spartan's Shield Integrity by reducing the Vehicle's Top Speed and Acceleration by 25%. The AI may also increase the Vehicle's Top Speed and Acceleration by 25% by reducing the Spartan's Shield Integrity by half. This may be taken as an Extended Action.

Reflex Assistance: The AI is able to take a Full Action to increase the Mjolnir User's Reaction Actions by giving a +20 Bonus to any Reflect Action taken. This includes Evasion, Parry, and Quickdraw Actions. This may be taken as an Extended Action.

Targeting: The AI is able to take a Full Action to increase the Mjolnir User's Perceptive Range by adding on the AI's Perceptive Range. The AI may make no other Actions during this, and this may be taken as an Extended Action.

Spotting: The AI is able to assist the Mjolnir User's Perception for any Characteristic or Skill Test. The AI must focus, performing no other Action. For each Half Action the AI is able to Focus for, the User gains a stacking +5 Bonus, to a maximum of +20.



UNITED EARTH GOVERNMENT POLICE FORCE

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

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 2					EXPERIENCE COST: 1,050				
UPBRINGING: Any					TRAINING: Basic and Infantry				
CHARACTERISTIC ADVANCEMENTS									
WFR			--			--		LDR	
+5 Simple			--			--		+5 Simple	
PHYSICAL ATTRIBUTES									
HEIGHT			130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)						
WEIGHT			45 kilograms (100 lb.) – 117 kilograms (260 lb.)						
SIZE			Normal						
SOLDIER TYPE TRAITS									
The Policeman begins with one Skill of their choosing at +10 at Character Creation.									
The Policeman begins with the Human Law Education at Character Creation.									
Police cannot Purchase anything from the Covenant and Forerunner Armories. Anything purchased from the UNSC Armory is at double the Price, unless the weapon specifies otherwise.									
PROTECT AND SERVE: When around Civilians in distress or in danger, Policemen gain a +20 Bonus in Courage.									
CRISIS: In times of Crisis, the Policeman gains access to the time period's UNSC Standard BDU Armor. During this, the Character also has the option to replace their two Flashbang Grenades with two M9 Dual-Purpose Grenades.									
The is not permanent, and only lasts during major events, such as Covenant invasions, Insurrectionist Attacks, and other GM-specified events.									
SQUAD UP: When with others from the United Earth Government Police Force; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hard Case
M6B or M6K Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

CLOSE-RANGE EQUIPMENT	
M7 Caseless Submachine Gun	Hard Case
M6B or M6K Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

CQC EQUIPMENT	
DTM Shotgun	Hard Case
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

MARKSMAN EQUIPMENT	
M392 DMR	Hard Case
M6C Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad



HUMAN CIVILIAN

"I'm not sitting by and watching my world, and everything in it, go to hell."

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 0					EXPERIENCE COST: 0				
UPBRINGING: Any					TRAINING: None				
PHYSICAL ATTRIBUTES									
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Purchasing anything from Covenant or Forerunner Armories are impossible. UNSC Weapons are at triple the price, while weapons with the Insurrectionist Tag [I] are at double the price.									
The Civilian may begin with up to 2 Educations at half their Experience Cost.									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage.									
SPECIALIZATION LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									



JOINING A HUMAN MILITARY BRANCH

Civilian Characters can join any Branch of the UNSC Military, or even the Insurrectionists. When a Character decides to join a Military Branch, the most the Character will need to give up is time. Characters must spend time learning and training.

JOINING THE UNSC DEFENSE FORCE

When joining the UNSCDF, Characters have 5 branches to choose from, each with their own training times and an Experience Cost tied to it. To join the Branch, the time needed, and Experience must both be spent. This should be done between any Missions unless the Character is to not join the Party until their training is finished.

Once the Character begins this process, they are not able to be used in any Missions or events the GM may have until the Character has fully progressed into the Branch they're attempting to join.

CHOOSING A BRANCH AND RECEIVING BENEFITS

The following section shows the Experience Cost, Time Needed, and benefits gained for each Branch of the Military. When upgrading to a Branch from a Civilian, you're essentially replacing your Soldier Type with an improved version.

If the Branch you're joining offers a Skill at Trained or +10, you cannot choose a Skill already Trained to Train again. You may use one of your free +10 Skills to increase an already-Trained Skill.

SQUAD UP

When joining any Branch of the Military, all Characters gain the Squad Up perk. This Perk is given to and shared by all common Human Soldier Types, allowing each other to stay calm and perform better when combining tasks and working together.

SQUAD UP
When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

EQUIPMENT

When a Character has finished their Training, and have spent the Experience needed, the Character is now officially in the Military. This gives them access to Military-grade equipment. They are no longer a Civilian.

The Character is now able to choose one of the Equipment Packs from the Soldier Type they chose to become.

SPECIALIZATION PACKS

Now that the Character is no longer a Civilian, they are now able to choose from the Specialization Packs. This gives them a set of Abilities and Skills that they can choose to increase their Character's usefulness in combat.

WHEN CHANGING SOLDIER TYPES

Now that the Character is no longer a Civilian, they must abide to the rules of each Soldier Type. This means having access to the various Armories and having Equipment Packs. The Civilian also no longer has the limitations of Civilian.

JOINING THE MILITIA			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
1,400	3 Months		1
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	WFR	--
+5 Simple	+5 Simple	+5 Simple	--
SOLDIER TYPE TRAITS			
The Civilian gains two free Skills of their choosing at +10.			

JOINING THE ARMY			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
2,000	5 Months		2
CHARACTERISTIC ADVANCEMENTS			
STR	WFR	PER	CRG
+5 Simple	+5 Simple	+5 Simple	+10 Rookie
SOLDIER TYPE TRAITS			
The Civilian gains two free Skills of their choosing at +10.			

JOINING THE MARINES			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
2,000	5 Months		2
CHARACTERISTIC ADVANCEMENTS			
STR	AGI	WFR	PER
+5 Simple	+5 Simple	+10 Rookie	+5 Simple
SOLDIER TYPE TRAITS			
The Civilian gains three free Skills of their choosing at +10.			

JOINING THE AIR FORCE			
EXPERIENCE COST		TIME NEEDED	EXPERIENCE TIER
2,000		5 Months	2
CHARACTERISTIC ADVANCEMENTS			
AGI	WFR	PER	--
+10 Rookie	+5 Simple	+10 Rookie	--
SOLDIER TYPE TRAITS			
The Civilian gains three free Skills of their choosing at +10.			
The Civilian, if allowed by the GM, may begin with a Falcon, Hornet, or Kestrel for 500 cR. This cR does not need to be paid right away and can be deducted from Mission payouts.			
This vehicle is to be considered the Party's vehicle, and not only the Air Force Soldier's If the GM does not want an aerial vehicle, the Experience Cost of this Soldier Type is reduced by 400.			

JOINING THE NAVY			
EXPERIENCE COST	TIME NEEDED		EXPERIENCE TIER
1,550	5 Months		2
CHARACTERISTIC ADVANCEMENTS			
WFR	PER	INT	--
--	+10 Rookie	+10 Rookie	--
SOLDIER TYPE TRAITS			
The Civilian gains three free Skills of their choosing at +10.			
The Civilian gains two Educations for Free.			

BECOMING A SPARTAN IV

All Human Characters and ORION Soldiers can opt into the Spartan IV Program if they meet various requirements. Other species, Spartan IIs, and Spartan IIIs cannot opt into this Program, as their bodies do not fit the requirements to make the augmentations possible.

Characters who have committed war crimes, has been Dishonorably Discharged, or have had multiple instances of being on Trial are prohibited from the Spartan IV Program.

BEING ACCEPTED INTO THE SPARTAN IV PROGRAM

Human and ORION Characters, during and after the year 2553, can enlist or be requested to join the Spartan IV Augmentation Program. Only with GM approval can a Character continue this path. When a Character does get accepted to do the operation, they undergo extreme biological augmentations that convert their current Soldier Type to the Spartan IV Soldier Type.

For a Character to be accepted, the GM makes the decision whether the UNSC would see them fit to join the Spartan Ranks. This can be through Skill, showing exemplary ability or prowess on the battlefield, or through special ONI fastback programs. The following section reveals the possible prerequisites that would allow the Character to advance through the program.

PREREQUISITES TO THE SPARTAN IV PROGRAM

THE FAST TRACK PROCESS

New Characters are not allowed to become Spartan IIs unless they have entered an ONI Fastback Program. These are special occurrences which happen to less than 0.1% of all applicants.

To enter through the Fastback Program, you must be able to offer an Education or series of Skills not related to combat that can be used to assist other Spartans. This can be seen as a Support Role.

THE VETERAN PROCESS

Characters that have a large amount of time in missions are eligible for the Spartan IV Program. This involves those who have had multiple types of missions spanning over 5 months' worth of active missions. The Character must also have a minimum of 6,000 earned Experience Points. This does not count Experience Points given at Character Creation.

Veterans of war have the highest chance of being put into the Spartan IV Program and are generally pushed ahead of others due to their worth on the battlefield.

THE UTILITY PROCESS

Characters who offer the UNSC impressive Abilities, Skills, and Education are eligible for the Spartan IV Program. These Characters hold multiple highly trained Skills, large sets of Abilities, or advanced Educations.

Characters who have spent 5,500 Experience on Skills, Abilities, and Educations are eligible for the Spartan IV Program. Those who meet this requirement are wanted for their expertise in various fields that can prove useful to the UNSC.

THE SPARTAN IV AUGMENTATIONS

TIME AND PROCEDURE

Once eligible for the Spartan IV Program, Characters enter a waiting period. Veterans are given a 2-week waiting period, those within the Utility Process are given a 4-week waiting period, and those in the Fast-Track Process are given a 6-week waiting period.

Once the Character is through their waiting period, they go in for the augmentation operation. These operations take only 5

hours to complete, but the Character needs time to heal and recover from the stress put on their body.

After the time spend healing, the Character undergoes a week of physical therapy and a month of training their new enhanced attributes.

YOUR NEW CHARACTERISTICS AND ATTRIBUTES

Once a Character is done with the many procedures, therapies, and training, they're ready to be placed on the battlefield. There are two sets of Characteristic Upgrades that are given based on if the Character is a Human or an ORION Soldier.

These Advancements do not take up a Character's Characteristic Advancement, but instead adds to their Characteristics.

For example, if you have a Human Character, your base Strength Characteristic is 25. This means that the Character adds a +20 Upgrade to their Strength Characteristic. This does not take up their Characteristic Advancements, nor does it replace them. The Character keeps their advancements for all Characteristics.

The character also gains all SOLDIER TYPE TRAITS that the Spartan IV begins with. This includes the Carrying Weight advancements, Physical Attributes, and the choice of a new Spartan IV Equipment Package.

HUMAN CHARACTERISTIC UPGRADES									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
+20	+20	+15	+15	+10	--	+10	+10	--	+10

ORION CHARACTERISTIC UPGRADES									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
+10	+5	+5	+15	+10	--	+10	+10	--	+10

MYTHIC CHARACTERISTICS

Human and ORION Characters gain the Spartan IV's Mythic Characteristics. For ORIONs, this does not add to their current Mythic Characteristics, but replaces them. Any Mythic Characteristics gained from Outliers are still kept.

SPARTAN IV EQUIPMENT

Once becoming a Spartan IV, the Character may choose whether or not they keep their current Equipment Kit, or if they decide to choose one from the sets offered by the Spartan IV Character Creation.

Any Character becoming a Spartan IV begin with the standard variant of Mjolnir GEN II Mark I Armor.

THE COVENANT EMPIRE

The Covenant Empire was a powerful and tremendous theocratic hegemony. It was a religious militaristic empire created by the conglomeration of the San'Shyuum and Sangheili. The Covenant Empire was formed from a multitude of alien races, spanning a substantial portion of the Orion Arm of the Milky Way Galaxy. The size of the Covenant Empire dwarfed the known space that Humanity had explored.

Throughout the Covenant Empire, the most known and controlling belief was a religion built on Forerunner relics based on mistranslation and misguidance. The San'Shyuum were the leaders, known as Prophets to the other species. They controlled with an iron fist and a strict hand, with the aid of their Sangheili brethren.

The Covenant were eventually tricked into war against Humanity from the carelessness and recklessness of the Prophets attempting to hide information that tied Humanity to the Forerunners.

THE FALL OF THE COVENANT EMPIRE

Throughout the war, Humanity was on challenging times, nearing the brink of absolute genocide by the hands of the Covenant and the now-awakened Flood.

Due to the power-hungry and determined Prophets, a civil war broke out. The Prophets had cast aside their brethren, the Sangheili, for what they believed to be a much stronger and more protective ally, the Jiralhanae. This began The Great Schism. A massive civil war that gave Humanity and the Flood easy means of stronger counter attacks, as the Covenant no longer had a strong semblance of structure of command. In the year 2552, the Covenant Empire was at their breaking point.

Eventually, the Covenant Empire fell, and the rise of Covenant splinter factions began. This became a great grab for power, as the UNSC and Humanity used this time to begin rebuilding.

SWORDS OF SANGHEILIOS

During the Great Schism and the fall of the Covenant, Thel 'Vadam created a break-away faction of the Covenant composed mainly of Sangheili. This movement was founded as a rebellion against the San'Shyuum, rapidly growing as the Covenant Empire finished its collapse.

Eventually, the Swords of Sangheili would begin restoration of their home worlds, their societies, and their people. Thel, after working with Humanity on shaky terms and an uncertain alliance, began forming a stronger alliance with the UNSC.

JUL 'MDAMA'S COVENANT

At the death of the Covenant Empire were born desperate splinter factions. Jul 'Mdama approached Kaidon Panom, two Sangheili that were once expelled from the Covenant Empire during the Great Schism, to create their own Covenant. In 2553, directly after the events of the Great Schism, Jul 'Mdama's Covenant was born.

Jul 'Mdama was still incredibly hostile towards Humanity and attempting to rebuild where the Covenant had left off. Jul traveled to Sangheili colonies who were unaware of the Great Schism to recruit for his faction. Jul amassed Forerunner and Covenant technology to eradicate humanity, and no longer viewed the Forerunner as Gods. With this, Jul turned his sights on the Swords of Sangheili and began an all-out-assault.

ATRIOX AND THE BANISHED

Long before the Schism, Atriox was a warrior in a Jiralhanae clan. The Covenant Empire would use Atriox's clan as suicide fodder for destroying and assaulting the front lines of battle, allowing Sangheili and others to easily flank and take down human enforcements with little casualty.

Atriox would emerge the only survivor of his clan's final mission. Already a nonbeliever of the Great Journey or the holiness of Forerunner artifacts, Atriox saw no reason to be at war with Humanity. Due to this, his assassination was ordered by San'Shyuum Prophets.

Atriox, managing to survive the assassination, rebelled against the Covenant Empire, forming The Banished in 2549. Over time, The Banished faction grew and might, becoming a mercenary organization that waged war on the Covenant, forcing the mighty Empire to fight two enemies at once.

COVENANT CHARACTER CREATION

Unlike the Human section of Character Creation, the Covenant Species have a Civilian and a Combat Trained variant of most species. Characters must begin as the untrained Civilian before moving on to become combat Trained.

At Character Creation, a Character may skip being a Civilian by paying both the Civilian Experience Cost and the Combat Training Experience Cost. This would be the equivalent of choosing a UNSC Marine over beginning as a Human Civilian and joining the Military.

COVENANT CIVILIANS

Similar to Human Civilians, Covenant Civilians are untrained Characters who have no current military training or expertise. These Characters must purchase the ability to become Combat Trained with the set amount of Experience listed under the Combat Trained section, generally located under the Civilian.

Once Purchased, the Civilian must train for a set amount of time, which will give them access to Equipment Packs, a Specialization pack, and any other listed Special Rules, Skills, and Abilities.

COMBAT TRAINED

Characters who have become Combat Trained start at the first Rank of their Race or Soldier Type, unless specified otherwise. Once Trained, the Character is no longer held back by disadvantages gained through being a Civilian and are held by the laws and structure of the Covenant Military and Ministries.

WEAPON TRAINING

All Covenant species come knowing their Faction Training at Character Creation.

BANISHED CHARACTER CREATION

The Banished are a splinter of the Covenant, hellbent on the destruction of the Covenant and eventual rise to power over the galaxy. Players may select from any choices within the UNSC and Covenant Soldier Types.

BANISHED WEAPONS, EQUIPMENT, AND ARMOR

Banished Characters have access to the Covenant Armory and Banished Armories at no extra cost. Banished Characters also only gain a 25% upcharge on UNSC Equipment, and a 2x price upcharge on Forerunner weapons.

The Banished may also use their Equipment Modification options on UNSC, Covenant, and Banished weapons and armor.

COVENANT SOLDIER TYPES

COVENANT UNGGOY

“We’re gonna go down in history!”

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
30	30	15	25	25	20	25	20	25	25
TIER: 0					EXPERIENCE COST: 0				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT	138 centimeters (4’7 ft) – 167 centimeters (5’6 ft)								
WEIGHT	113 kilograms (248 lb.) – 118 kilograms (260 lb.)								
SIZE	Normal								
SOLDIER TYPE TRAITS									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
The Unggoy is able to learn all Languages at half the Experience Cost.									
The Unggoy must pay double the Experience to learn Educations but also double their Intellect Modifier when figuring how many Educations and languages they may learn.									
The Unggoy has the Natural Weapon Trait at Character Creation.									
The Civilian may spend 800 Experience to become a Combat Trained Unggoy.									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Unggoy becomes Combat Trained.									
METHANE TANK: All Unggoy gain a Methane Tank at Character Creation.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 2		EXPERIENCE COST: 800	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	WFM	WFR
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Unggoy is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Unggoy can select a Specialization pack and an Equipment Pack.			
SQUAD UP: When with others Unggoy, the Unggoy gains +5 Courage, Warfare Melee, and Warfare Range. This is lost if the Commanding Unit dies or becomes incapacitated.			

DEACON

BECOMING A DEACON

EXPERIENCE COST: 1,000

DEACON SPECIAL RULES

The Unggoy can become a Deacon once it has spent a minimum of 500 Experience on Educations.

Deacon is a religious Rank of the Covenant that allows Unggoy to have influence over the actions of the Covenant Ministries. Becoming a Deacon is done through Intellect and Education.

Deacons do not have to report to a higher ranking Jiralhanae or Sangheili. Deacons are also able to spend a Support Point to contact a San’Shyuum Prophet for support or information.

Deacons no longer must pay double the Experience to learn Educations.

Deacons can lead their own groups of Grunts and Jackals and can purchase a Goblin or Gorgon vehicle at half price.

ANTI-INFANTRY EQUIPMENT

Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Unggoy Combat Harness

GUIDED MUNITIONS EQUIPMENT

Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness

HEAVY WEAPONS EQUIPMENT

Plasma Launcher	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness

ORDINANCE EQUIPMENT

Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness



COVENANT SANGHEILI

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

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	45	45	35	35	25	25	35	25	30
+5	+2	+4	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 6,950				
UPBRINGING: Any					TRAINING: Basic, Infantry, Melee				
PHYSICAL ATTRIBUTES									
HEIGHT		223 centimeters (7'4 ft) – 259 centimeters (8'6 ft)							
WEIGHT		139 kilograms (310 lb.) – 178 kilograms (390 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
Sangheili are given a -20 Penalty to Climbing and Swimming Tests.									
When figuring their Leaping Distance, the Sangheili adds +2 to their Agility Modifier.									
ANCESTRAL HONOR: Ancestral Honor allows a Sangheili to increase their Mythic Characteristics. This works the same way one would purchase Characteristic Advancements, as the previous Tier must be purchased before the next tier may be.									
The Strength, Toughness, and Agility Mythic Characteristics may all be increased twice. The first for each Mythic Characteristic costs 400 Experience, while the second costs 800.									
BLOODLINE: Paying 1,000 Experience will allow the Character to have an honored and powerful family bloodline. This lets the Character begin with an Energy Dagger.									
Once the Character has completed 4 Missions, the Sangheili earns the right to use the Energy Sword, which replaces the Energy Dagger.									
The GM may decide if larger-scale missions count as more than one Mission completion.									
Bloodline gives the Sangheili a +10 Bonus to all Social Skill Tests with other Sangheili and San'Shyuum Characters.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 4		EXPERIENCE COST: 1,800	
CHARACTERISTIC ADVANCEMENTS			
WFM	WFR	PER	--
+10 Rookie	+10 Rookie	+5 Simple	--
SOLDIER TYPE TRAITS			
The Combat Trained Sangheili is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Trained Sangheili gains two Skills of their choosing at +10.			
When becoming Combat Trained, the Sangheili gains access to an Equipment Pack and a Specialization pack.			
SPEC-OPS: Paying 1,000 Experience will allow the Character to become a Spec-Ops Soldier. This allows the Sangheili to take the equivalent Rank of the Covenant Fleet Security.			
Becoming a Spec-Ops Soldier gains the Spec Ops Harness, alongside the Active Camo Cloaking System Equipment. This replaces the Sangheili Combat harness.			

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

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

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

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	

CARRYING WEIGHT	
The Sangheili doubles their Strength and Toughness when figuring Carrying Weight	



COVENANT JIRALHANAЕ

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

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
40	45	35	20	35	20	35	30	15	25
+8	+4	+5	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 6,550				
UPBRINGING: Any					TRAINING: Basic, Infantry, Melee				
PHYSICAL ATTRIBUTES									
HEIGHT		223 centimeters (7'4 ft) – 280 centimeters (9'2 ft)							
WEIGHT		500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
The Jiralhanae begins with the Berserker Ability and a +10 to Smell-Based Perception Tests.									
The Jiralhanae doubles their Toughness Modifier when figuring Wounds, before adding their Mythic Toughness.									
JOURNEY OF THE HUNTER: This allows a Jiralhanae to increase their Mythic Characteristics. This works the same way one would purchase Characteristic Advancements, as the previous Tier must be purchased before the next tier may be.									
The Strength, Toughness, and Agility Mythic Characteristics may all be increased twice. The first for each Mythic Characteristic costs 400 Experience, while the second costs 800.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 4		EXPERIENCE COST: 1,800	
CHARACTERISTIC ADVANCEMENTS			
AGI	INT	PER	LDR
+10 Rookie	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Jiralhanae is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Trained Jiralhanae gains two Skills of their choosing at +10.			
When becoming Combat Trained, the Jiralhanae gains access to an Equipment Pack and a Specialization pack.			
PACK LEADER: Paying 1,000 Experience will allow the Character to become a Chieftain. The Chieftain trades all their starting weapons from their Equipment Pack for a Gravity Hammer.			
The Jiralhanae also gains the rank of Pack Leader. To become a Chieftain, the Jiralhanae must have a minimum Leadership of 50.			
The Combat Trained Jiralhanae may also become a Chieftain by killing and taking the position from another, which is not limited to those with Pack Leader. This can only be done if both Jiralhanae are from the same pack, else it would be considered an act of war between the two Packs.			
STALKER: Paying 1,000 Experience will allow the Character to become a Stalker. This allows the Jiralhanae to take the equivalent Rank of the Covenant Fleet Security.			
Becoming a Spec-Ops Soldier gains the Stalker Harness. This replaces the Jiralhanae Combat harness.			

SPIKER EQUIPMENT

Spiker	Two Equipment Pouches
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenades	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

PLASMA EQUIPMENT

Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Deployable Cover
Two Plasma or Flame Grenades	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

GUIDED MUNITIONS EQUIPMENT

Needler	Two Equipment Pouches
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenades	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

SUPPRESSOR EQUIPMENT

Concussion Rifle	Equipment Pouch
Jiralhanae Combat Knife	Power Drainer
Spike or Flame Grenade	Jiralhanae Combat Harness

EXPLOSIVE EQUIPMENT

Brute Shot	Equipment Pouch
Jiralhanae Combat Knife	Deployable Cover
Spike or Flame Grenade	Jiralhanae Combat Harness

CARRYING WEIGHT

The Jiralhanae doubles their Strength and Toughness when figuring Carrying Weight



COVENANT KIG-YAR RUUTIAN

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

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
20	15	30	40	20	25	40	25	15	25
--	--	+1	MYTHIC CHARACTERISTICS						
TIER: 2					EXPERIENCE COST: 800				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		176 centimeters (5'9 ft) – 200 centimeters (6'7 ft)							
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories at only 2x the cost from each. They are unable to purchase from the Forerunner Armories.									
Kig-Yar doubles their Characteristic Modifier when figuring Jump and Leap Actions.									
Kig-Yar gain the Natural Weapon Trait.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 1,600	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	AGI	WFR
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Kig-Yar is not limited from what Armory they can purchase from and any purchases from other Armories is only 2x the listed price. However, Forerunner Armories are at 4x the price and only if the GM allows it.			
The Trained Kig-Yar gains two Skills of their choosing at +10.			
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.			
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.			
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.			
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT

Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT

Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT

Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT

Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT

Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT

Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT

Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT KIG-YAR T'VAOAN

“Saw one of those chickens nearly catch up to my Mongoose.”

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
20	20	45	25	25	25	25	25	10	25
--	--	+6	MYTHIC CHARACTERISTICS						
TIER: 2					EXPERIENCE COST: 1,250				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		176 centimeters (5'9 ft) – 200 centimeters (6'7 ft)							
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories at only 2x the cost from each. They are unable to purchase from the Forerunner Armories.									
The Kig-Yar T'vaoan multiplies their Characteristic Modifier by 3 when figuring Jump and Leap Actions.									
Kig-Yar gain the Natural Weapon Trait.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 1,600	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	AGI	WFM
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Kig-Yar is not limited from what Armory they can purchase from and any purchases from other Armories is only 2x the listed price. However, Forerunner Armories are at 4x the price and only if the GM allows it.			
The Trained Kig-Yar gains two Skills of their choosing at +10.			
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.			
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.			
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.			
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT

Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT

Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT

Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT

Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT

Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT

Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT

Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT KIG-YAR IBIE'SHAN

“Betcha he’ll stop attacking you for some ham.”

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	35	25	25	25	25	35	25	15	25
--	+1	--	MYTHIC CHARACTERISTICS						
TIER: 2					EXPERIENCE COST: 1,050				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		176 centimeters (5'9 ft) – 200 centimeters (6'7 ft)							
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Kig-Yar Civilians are allowed to purchase from the Covenant and Human Armories at only 2x the cost from each. They are unable to purchase from the Forerunner Armories.									
Kig-Yar doubles their Characteristic Modifier when figuring Jump and Leap Actions.									
Kig-Yar gain the Natural Weapon Trait.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 1,600	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	WFM	WFR
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Kig-Yar is not limited from what Armory they can purchase from and any purchases from other Armories is only 2x the listed price. However, Forerunner Armories are at 4x the price and only if the GM allows it.			
The Trained Kig-Yar gains two Skills of their choosing at +10.			
The Kig-Yar is able to select a Specialization pack and an Equipment Pack.			
Kig-Yar are not constrained to Covenant law allowing them to use Human weapons.			
The Kig-Yar is able to choose from two types of Shield. A set of Wrist Point Defense Gauntlets, or the standard Point Defense Gauntlet. These can be interchanged between Missions.			
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT

Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT

Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT

Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT

Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT

Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT

Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT

Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT SAN'SHYUUM

“Will they not see us as Gods? Will our power not push us towards our Great Journey?”

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
25	25	25	25	25	25	25	25	25	25
TIER: 1					EXPERIENCE COST: 600				
UPBRINGING: Nobility, Aristocracy, Fugitive					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
Covenant Weapons and Equipment are at half the price for the San'Shyuum.									
San'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.									
San'Shyuum are from a Planet with 0.5x Earth Gravity, meaning they will always gain an automatic -10 Penalty to Agility when under the effects of standard 1.0x Gravity, or greater. San'Shyuum come with a Gravity Belt that eliminates this Penalty when active.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 3		EXPERIENCE COST: 2,300	
CHARACTERISTIC ADVANCEMENTS			
INT	CHA	LDR	--
+5 Simple	+10 Rookie	+10 Rookie	--
SOLDIER TYPE TRAITS			
The Combat Trained San'Shyuum is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Trained San'Shyuum gains two Skills of their choosing at +10.			
When the San'Shyuum becomes Combat Trained, they gain 5 Support Points.			
The San'Shyuum is able to select a Specialization pack and an Equipment Pack.			
The Combat Trained San'Shyuum can eventually purchase Cleric and Prophetic advancements.			

CLERIC

BECOMING A CLERIC	
EXPERIENCE COST: 800	
CLERIC SPECIAL RULES	
Once a San'Shyuum has had Combat Training, they are able to spend 800 Experience to become a Ministry Cleric. Clerics get an extra 0.5 to figuring their pay.	
The Cleric role for a San'Shyuum is that of a Medic. Clerics gain a second Equipment Kit of Medical tools and medication.	
The Cleric also gains the Medication Skill at +20.	
MEDICAL EQUIPMENT	
5 Magnetic Splints	10 sets of Sealant Mesh
6 Thermal Blankets	Syringe Set
30 cR worth of UNSC Medical Equipment. used as a 'Covenant variant.'	

PROPHETIC

BECOMING PROPHETIC										
EXPERIENCE COST: 1,000										
PROPHETIC SPECIAL RULES										
Once a San'Shyuum has become a Prophet, they are able to purchase from the Forerunner Armory at 2 times the cost listed.										
The San'Shyuum is able to replace their Equipment Pack with a Prophetic Equipment Pack.										

ANTI-INFANTRY EQUIPMENT										
Plasma Rifle					Equipment Pouch					
Plasma Pistol					Flashlight					
Two Plasma Grenades					Curveblade					
San'Shyuum Combat Harness					Spy Probe					

GUIDED MUNITIONS EQUIPMENT										
Needler					Equipment Pouch					
Plasma Pistol					Flashlight					
Two Plasma Grenades					Curveblade					
San'Shyuum Combat Harness					Spy Probe					

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT										
Suppressor					Equipment Pouch					
Boltshot					Flashlight					
Two Pulse Grenades					Curveblade					
San'Shyuum Combat Harness					Spy Probe					

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT										
Light Rifle					Equipment Pouch					
Boltshot					Flashlight					
Two Splinter Grenades					Curveblade					
San'Shyuum Combat Harness					Spy Probe					



COVENANT SAN'SHYUUM PRELATE

"There were not many San'Shyuum who could match your skills or your devotion - and now perhaps there are none."

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	25	45	35	45	25	35	25	25	25
+3	+2	+5	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 9,700				
UPBRINGING: Nobility, Aristocracy, Fugitive					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)							
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)							
SIZE		Large							
CHARACTERISTIC ADVANCEMENTS									
INT		CHA			LDR			--	
+5 Simple		+10 Rookie			+10 Rookie			--	
SOLDIER TYPE TRAITS									
Covenant Weapons and Equipment are at half the price for the San'Shyuum.									
San'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.									
The Prelate gains two Skills of their choosing at +10.									
The Prelate begins with 5 Support Points.									
The Prelate can purchase the Cleric and Prophetic advancements found in the San'Shyuum Soldier Type.									

CARRYING WEIGHT
The Prelate doubles their Strength when figuring Carrying Weight

PRELATE POWERED ARMOR			
The Prelate Powered Armor is a strong and lightweight armor that offers unique abilities to boosting the user’s capabilities at any given notice. The armor also gives a boost to the User’s Characteristics or Mythic Characteristics.			
Has a built-in visor system that acts as VISR.			
PRELATE ARMOR VALUES			
HEAD	ARMS	CHEST	LEGS
23	25	26	25
ARMOR ENERGY SHIELDS			
Shield Integrity	Delay	Recharge Rate	
150	4	50	
MYTHIC CHARACTERISTICS			
STR	TOU	AGI	
+3	+2	+2	
CHEMICAL BOOSTERS			
The Chemical Boosters built into the Prelate Armor gives the Character a +2 to each Mythic Characteristic for 5 Rounds. The Character may keep activating the Booster when it runs out, but each consecutive use will add +1 Fatigue. To avoid gaining the Fatigue, the Character must wait 1 minute (10 Rounds) before use.			
The Character may opt out of boosting all three Mythic Characteristic stats, and instead give one Characteristic a +10 for the same amount of time. The following Characteristics can be boosted (only once at a time). STR, TOU, AGL, PER, CRG.			
HARDLIGHT GAUNTLET SHIELDING			
On one chosen arm of the Armor to hold a Hardlight Shield. This Shield protects the arm from damage as an Energy Shield. These take a Half Action to activate and a Free Action to deactivate.			
Shield Integrity	Delay	Recharge Rate	
400	5	25	

STANDARD EQUIPMENT	
Plasma Rifle	Two Equipment Pouches
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenades	Jiralhanae Combat Knife

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenades	Jiralhanae Combat Knife

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Power Drainer
Two Spike or Flame Grenades	Jiralhanae Combat Knife

PRELATE EQUIPMENT
Non-Prelate, non-Hierarch Characters seen handling Prelate Powered Armor or the Hardlight Gauntlet Shielding may be sentenced to death, as these are very rare, well-kept secret technology.



COVENANT MGALEKGOLO

“They’re big and scary, and they like to smash things.”

MGALEKGOLO

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	25	15	15	25	25	25	40	20	10
+15	--	+1	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 9,075				
UPBRINGING: Military					TRAINING: Heavy, Explosive, Melee				
PHYSICAL ATTRIBUTES									
HEIGHT		369 centimeters (12'1 ft) – 373 centimeters (12'3 ft)							
WEIGHT		4,800 kilograms (10,500 lb.)							
SIZE		Hulking							
SOLDIER TYPE TRAITS									
The Mgalekgolo gains the Built Tough Trait at Character Creation.									
The Mgalekgolo takes no Penalties from Dual Wielding with their Equipment Weapons and Heavy Shields.									
Mgalekgolo add +3 to their Agility Modifier when discovering Charge and Run Movement Distances.									
Mgalekgolo double their Toughness Modifier when figuring Wounds, before adding their Mythic Toughness.									
SQUAD UP: When with their Bond Brother; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

EXTREMOPHILE ANATOMY

GESTALT ANATOMY: Each Mgalekgolo is formed of roughly 300 sentient Eels. Mgalekgolo are immune to the Headshot Special Rule and Special Damage. Mgalekgolo do not suffer from Hunger or Thirst for 3 Months without eating or drinking. Mgalekgolo do not require Oxygen and can survive in a vacuum.

They’re able to collapse and reform, taking a Full Action to collapse and 2 Full Actions to rebuild.

TECHNOLOGICAL HUNTER: Mgalekgolo have the ability to see active technology through disturbances in the air, including magnetic fields, radio waves, and electromagnetic pulses.

Mgalekgolo can see up to half their Perceptive Range in Meters to see active technology within their normal eyesight. The Mgalekgolo may also sense technology through walls, debris, etc. up to their Perception Modifier in Meters. This works similar to thermal vision but take a Full Action of concentration to do.

A Hunter cannot discern what the Technology is from this Ability and cannot find technology that is turned off or smaller than a common cell phone.

CLAWS: The Mgalekgolo have large claws on each arm. Due to this, they lack the dexterity needed for precision movement and delicate actions. When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult, are given a -20 Penalty.

BOND BROTHER: Mgalekgolo are commonly found in pairs. This gives two players the ability to become Bond Brother Mgalekgolo.

At any point, a Bond Brother is incapacitated or killed, the other may temporarily gain the Berserker Trait for 6 hours.

VEHICLE USE: Mgalekgolo are able to pilot and Hijack in their Collapsed Form as two Full Actions. To Hijack a vehicle, the Vehicle must be going slow enough to allow the majority of the Eels to board. The Eels are able to slip into small sections to bypass the Hijacking rules. They must fight for control against the active pilot, where an Opposed Agility Test gains control for the Round.

HUNTER EQUIPMENT RULES

Hunter Assault Cannon Beam	Hunter Assault Cannon Blast
Hunter Heavy Metal Shield	Type-57 Assault Cannon
The Mgalekgolo may choose two of the Weapons listed above. This will become their Equipment Pack and may not be traded between missions.	
HUNTER ARMOR	
Hunter Armor	

LEKGOLO PHENOME CULTURE CHOICE

The Mgalekgolo are the standard of the Covenant Hunter Soldier Types. The Player may choose the following Phenome Types with various physical differences and ability.

DIPHOLEKGOLO

STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	25	15	15	25	25	40	40	20	10
+10	--	+1	MYTHIC CHARACTERISTICS						
The Dipholekgolo are able to use their full Perceptive Range to see active technology.									

RHULEKGOLO

STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	25	15	15	25	25	25	40	20	10
+11	--	+5	MYTHIC CHARACTERISTICS						

SBAOLEKGOLO

STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
55	25	5	15	25	25	25	40	20	10
+16	--	--	MYTHIC CHARACTERISTICS						
Sbaolekgolo are Size category Giant.									

THANOLEKGOLO

STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
50	30	10	15	30	15	20	40	10	10
+20	+1	--	MYTHIC CHARACTERISTICS						

CARRYING WEIGHT

All Mgalekgolo have a Carry Weight of 5,000 Kilograms, unaffected by Armor weight.



COVENANT YANME'E

"They're like giant cockroaches, except angrier."

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
20	25	15	20	20	35	25	25	10	20
+1	+1	+4	MYTHIC CHARACTERISTICS						
TIER: 1					EXPERIENCE COST: 1,450				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)							
WEIGHT		77 kilograms (170 lb.) – 109 kilograms (240 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Covenant Civilians are not allowed to purchase weapons from UNSC and Forerunner armories. Purchasing from the Covenant Armory costs 3 times extra.									
The Yanme’e begin with the following Traits: Crawler, Natural Weapon, Flight, and Four Arms.									
The Yanme’e doubles their Intellect Modifier when figuring how many Educations they may learn.									
The Yanme’e has a Natural Armor of 10.									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Yanme’e becomes Combat Trained.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 2		EXPERIENCE COST: 1,600	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	WFM	WFR
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Yanme'e is no longer limited to what Armory they can purchase from and are no longer forced to pay triple the amount for the Covenant Armory.			
The Trained Yanme'e gains two Skills of their choosing at +10.			
The Yanme'e is able to select a Specialization pack and an Equipment Pack.			
SQUAD UP: When with others Yanme'e, the Characters gain +5 Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

ANTI-INFANTRY EQUIPMENT

Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Yanme'e Combat Harness

GUIDED MUNITIONS EQUIPMENT

Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Yanme'e Combat Harness

HEAVY WEAPONS EQUIPMENT

Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Yanme'e Combat Harness

MARKSMAN EQUIPMENT

Covenant Carbine	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Yanme'e Combat Harness



COVENANT HURAGOK

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

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
5	50	10	5	5	60	50	20	10	10
+10	--	--	MYTHIC CHARACTERISTIC						
TIER: 4					EXPERIENCE COST: 4,775				
UPBRINGING: Laborer, Fugitive					TRAINING: None				
PHYSICAL ATTRIBUTES									
HEIGHT		270 centimeters (9 ft) with extended neck							
WEIGHT		57 kilograms (130 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
At Character Creation, the Huragok has two choices, to be an Engineer or a Lifeworker. This cannot be changed.									
The Huragok is able to learn all Languages at half price.									
The Huragok has no limit on how many Educations they may learn.									
Huragok are able to sense any form of technology when it is within their Perceptive Range. They are not able to tell what the technology is.									
The Huragok gains the Only Flight and Four Arms Traits at Character Creation.									
Huragok are passive by nature. When wanting to make an Attack during their Round, the Huragok must first pass a Courage Test. If failed, the Huragok is unable to go through with any Attack for that Round.									
If with the Covenant factions, a Huragok must take the Huragok Explosive Armor. Else, the Huragok may take the Huragok Armor, instead.									

ENGINEER

Engineers gain the Techno-Organic Trait at Character Creation. This gives the Huragok the Ability to interface with all electronics and equipment as if they had the tools to do so.

The Engineer also acts as if it were a computer when interfacing with electronics and take no Penalties for Difficulty. All technology-based Tests with Equipment are at a +10.

LIFEWORKER

Lifeworkers gain the Bio-Organic Trait at Character Creation. This gives the Huragok the Ability to connect with organic material, such as bodies, plant life, and so on.

The Lifeworker counts as having any Medical Tools needed, except for Medication. Performing surgeries or any medical Tests are also at a +10 Bonus, and the Lifeworker takes no Penalties for alien biology.

For every Degree of Success on a Medical Test made when attempting to Heal, the Lifeworker is able to heal 1 extra Wound and remove 1 Fatigue.

OVERSHIELD PROJECTION

Huragok are able to project an Energy Shield onto several allies, equal to their Perception Modifier, and up to 8 Meters away. They also are always counted as being protected by their own Shield. Two or more Huragok Shields cannot stack. When depleted, these Shields must recharge normally per Character under effect.

Huragok may also project their Shields onto one single vehicle and its pilot, instead of other Characters. Switching what is protected by the Overshield takes one Half Action and the Shield Integrity begins at 0 and must Recharge, without the Delay.

SHIELD INTEGRITY	DELAY	RECHARGE RATE
50	3	10

EQUIPMENT

Huragok Explosive Armor

CARRYING WEIGHT

All Huragok have a Carry Weight of 1,000 Kilograms.

LEG AND ARM BODY LOCATIONS

When a Huragok is struck in the Leg Body Location, the Attack should be considered striking the Huragok’s Gas Bladders that keep them afloat.

When a Huragok is struck in the Arm Body Location, the Attack should be considered striking the Huragok’s tentacles.

INFUSION HURAGOK

Experience Cost: 1,000

The Banished Huragok have the option to be Infused with Infusion Gel. They are no longer passive by nature and can attack as needed. This is not limited to Character Creation and can be selected between missions. Infusion Huragok glow red.

Intellect is reduced by 10, but Toughness is increased by 10.

The Huragok cannot project Overshields anymore but are able to replace the Overshield with a radius that hurts any Character inside it, not including Infusion Huragok. This takes a Half Action to use and deals damage with Blast (8). This ability has a Recharge of 10 Half Actions. Deals 2D10 + Intellect Modifier in Damage.



ENDLESS SKIMMER

“They’re the smelliest bastards I have ever seen.”

CIVILIAN

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
20	30	20	25	15	25	25	25	25	25
--	--	+5	MYTHIC CHARACTERISTICS						
TIER: 1					EXPERIENCE COST: 650				
UPBRINGING: Any					TRAINING: Basic and Infantry				
PHYSICAL ATTRIBUTES									
HEIGHT		178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)							
WEIGHT		77 kilograms (170 lb.) – 109 kilograms (240 lb.)							
SIZE		Normal							
SOLDIER TYPE TRAITS									
Skimmer Civilians are not allowed to purchase weapons from any armories without a 3x price increase.									
The Skimmer begin with the following Traits: Crawler, Flight (When wearing Skimmer Armor).									
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage. This is lost if the Skimmer becomes Combat Trained.									
LIMITATIONS									
The Civilian does not select from any Specializations unless using the Civilian Character Creation Splatbook.									

COMBAT TRAINING

COMBAT TRAINED			
TIER: 2		EXPERIENCE COST: 1,600	
CHARACTERISTIC ADVANCEMENTS			
STR	TOU	WFM	WFR
+5 Simple	+5 Simple	+5 Simple	+5 Simple
SOLDIER TYPE TRAITS			
The Combat Trained Skimmer is no longer limited to what Armory they can purchase from and are no longer forced to pay triple for Armory purchases.			
The Trained Skimmer gains two Skills of their choosing at +10.			
The Skimmer is able to select a Specialization pack and an Equipment Pack.			
SQUAD UP: When with other Skimmers, the Characters gain +5 Courage. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.			

SKIMMER ARMOR FLIGHT MODIFICATION

Skimmers build their armor from the Banished Armory, but they're given a special modification that gives them their Flight Trait. The Flight can be activated and deactivated as a Half Action and is free to the Skimmer.

RANGED EQUIPMENT

Shock Rifle	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

DUAL-WIELD EQUIPMENT

Two Disruptors	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

SEMI-AUTOMATIC EQUIPMENT

VK78 Commando	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

CLOSE-QUARTERS EQUIPMENT

CQS48 Bulldog Shotgun	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor



PROMETHEAN SOLDIER TYPES

PROMETHEAN SOLDIER

“Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
35	35	35	30	30	25	35	35	25	25
+1	+1	--	MYTHIC CHARACTERISTICS						
TIER: 4					EXPERIENCE COST: 5,000				
UPBRINGING: Any					TRAINING: All				
PHYSICAL ATTRIBUTES									
HEIGHT		190 centimeters (6'2 ft) – 230 centimeters (7'6 ft)							
WEIGHT		110 kilograms (241 lb.) – 124 kilograms (273 lb.)							
SIZE		Large							
SOLDIER TYPE TRAITS									
PROMETHEAN VISION: The Soldier can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.									
Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.									
Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.									
TRANSLOCATION: Prometheans can teleport towards a chosen location. The Soldier is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.									
The Soldier may choose to Teleport up to 400KG with them, including other Characters and multiple pieces of Equipment.									
The Soldier may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.									
AUTO-TRANSLATION: Soldiers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.									
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.									
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.									
SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.									

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor
WEAPON TRAINING	
All Weapon Training	



PROMETHEAN KNIGHT

“Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string.”

CHARACTERISTICS										
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
35	35	25	30	30	25	35	35	25	25	
+5	+3	--	MYTHIC CHARACTERISTICS							
TIER: 5					EXPERIENCE COST: 7,500					
UPBRINGING: Any					TRAINING: All					
PHYSICAL ATTRIBUTES										
HEIGHT			302 centimeters (9'11 ft) – 329 centimeters (10 '9 ft)							
WEIGHT			407 kilograms (898 lb.) – 423 kilograms (934 lb.)							
SIZE			Huge							
SOLDIER TYPE TRAITS										
The Promethean Knight doubles their Strength and Toughness when figuring Carrying Weight. Knights do not take Penalties for Dual-Wielding weapons and cannot drop them.										
PROMETHEAN VISION: The Promethean can see through 15 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.										
Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.										
Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.										
TRANSLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.										
The Promethean may choose to Teleport up to 800KG with them, including other Characters and multiple pieces of Equipment.										
The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to their Run Movement Speed. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.										
AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.										
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.										
CLAWS: The Promethean Knights have large claws on each arm that independently float two centimeters from the base of each arm. Due to this, knights lack the dexterity needed to perform precision movement and delicate actions.										
When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult, gain a -20 Penalty.										
MICRO-ARMS: Promethean Knights have an extra set of small limbs, the size of a human child's arms. These arms can be used to bypass the Claws Trait Penalty, but only if whatever the Knight is attempting to accomplish is in reach of these small arms.										
These Micro-Arms cannot use or throw weapons and are not considered to have the Knight's Mythic Strength or increase to Mythic Toughness and Strength when figuring Carrying Weights.										
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.										
SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

SHORTHAND EQUIPMENT	
Scattershot	Hardlight Sword
Splinter Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

COMMANDO EQUIPMENT	
Light Rifle	Hardlight Sword
Pulse Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

DEVASTATOR EQUIPMENT	
Hardlight Sword	Hardlight Sword
Splinter Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

RANGER EQUIPMENT	
Binary Rifle	Hardlight Sword
Pulse Grenade	Knight Armor
WEAPON TRAINING	
All Weapon Training	

WATCHER SPAWNING
Knights are able to summon a single Bestiary Rank Heroic Promethean Watcher with a Full Action. These Watchers, if destroyed, take 20 in-game minutes to rebuild and redeploy. The Knight does not control the Watcher, the Watcher will act on its own. It will attempt to stick alongside the Knight and stay 5 Meters above if possible. Watcher priorities are projecting shields, catching grenades, and redeploying the Knight if killed.



PROMETHEAN CAVALIER

“Life is a fleeting vessel too fragile and small to hold a true mind.”

CHARACTERISTICS									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
55	45	55	35	35	30	25	25	25	45
+8	+10	+2	MYTHIC CHARACTERISTICS						
TIER: 5					EXPERIENCE COST: 12,900				
UPBRINGING: Any					TRAINING: All				
PHYSICAL ATTRIBUTES									
HEIGHT		430 centimeters (14 ft. 1 inches)							
WEIGHT		1,452 kilograms (3,205 lb.)							
SIZE		Giant							
SOLDIER TYPE TRAITS									
The Cavalier doubles their Toughness Modifier when figuring Wounds, before adding their Mythic Toughness.									
CONSTRAINT FIELD: The Constraint Field allows the Cavalier to levitate and constrain Characters and objects. The Constraint Field can carry up to 600 KG of Weight and reach out 6 Meters.									
Characters caught in the Constraint Field are considered as Helpless and can only take speech actions. The Cavalier can only make Half Move and Speech Actions while the Constraint Field is active, it takes 10 Full Actions to use again.									
PROMETHEAN VISION: The Promethean can see through 50 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.									
Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.									
Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.									
TRANSLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.									
The Promethean may choose to Teleport up to 800KG with them, including other Characters and multiple pieces of Equipment.									
The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to their Run Movement Speed. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.									
AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.									
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.									
ETERNAL: The Cavalier, when commanding other Promethean Troops, automatically count as a Success with 0 Degrees of Success if the Test is failed. Any Promethean within 100 Meters can hear the Cavalier’s commands.									
This means the GM doesn’t have to always roll any Social Tests with the Prometheans unless they are actively fighting against the Cavalier.									
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.									
DEATH SLIPSPACE FIELD: When the Cavalier is killed on or within 1,500 Meters a Forerunner structure, a Slipspace Field with a 3 Meter Radius opens. This Field teleports the damaged Cavalier back to a repair facility but will take any other Promethean material with. This includes the Prefect Mjolnir Armor and its wearer, alongside any Character that has Promethean or Forerunner-based Armor Abilities and Permutations. The Cavalier may return with a new body in 5 Rounds at full Wounds, but 1 point of Luck must be Burnt.									
GRAVITY BOMB: The Cavalier has access to Gravity Bombs, which are a Slipspace spheres of energy with EMP properties. These Gravity Bombs move at 15 Meters Per Turn and track a single chosen Opponent.									
If the Bomb hits any non-Character or Vehicle surface, it dissipates. If it strikes a Character or Vehicle, it detonates in a Blast (5) Radius, with EMP (20) Special Rule. The Gravity Bomb deals 1D10 +10 Damage, with 60 Pierce.									
The Gravity Bomb will not attempt to make major course corrections around cover but will not stop following a Character until it makes a collision of any kind.									
Gravity Bomb has a cooldown of 4 Full Actions that only begins counting down after the active Gravity Bomb is done attacking.									

SHORTHAND EQUIPMENT	
Scattershot	Hardlight Sword
Splinter Grenade	Cavalier Armor
WEAPON TRAINING	
All Weapon Training	
COMMANDO EQUIPMENT	
Light Rifle	Hardlight Sword
Pulse Grenade	Cavalier Armor
WEAPON TRAINING	
All Weapon Training	
DEVASTATOR EQUIPMENT	
Hardlight Sword	Hardlight Sword
Splinter Grenade	Cavalier Armor
WEAPON TRAINING	
All Weapon Training	
RANGER EQUIPMENT	
Binary Rifle	Hardlight Sword
Pulse Grenade	Cavalier Armor
WEAPON TRAINING	
All Weapon Training	



TRAITS AND AUGMENTATIONS

TRAITS	DESCRIPTION
Adrenaline Rush	Adrenaline Rush activates when a Character is 0 Wounds or under, or when a Character has not taken their Smoother Drugs in a day. While under the effects of Adrenaline Rush, Characters ignore hindering effects such as Fatigue and Pinning while also staying conscious until death, even when in negative Wounds. The Character will not lose Wounds from Bleedout. The Character will automatically pass any Shock and Fear tests. Characters under the effects of Adrenaline Rush gain a -20 Penalty to all Evasion and Reaction Tests and Doubles Toughness Modifier when reducing oncoming Damage. Characters under Adrenaline Rush have difficulty telling friend from foe and must make a +20 Intellect Test to not see an ally as an enemy. The Character cannot be calmed down when in Adrenaline Rush and can only be sedated with medication or made unconscious by tranquilizers. If the Character is given the Smoother Drug, they will no longer be under Adrenaline Rush at the beginning of their next Turn.
Berserker	Berserker activates when the Character's Wounds are at 25% or less, or if the Character took an attack that dealt 25% of their wounds in one Round. Berserking Characters are in a bloodlust rage where they rush through the battlefield as fast as possible to reach their enemy. Characters Berserking are given a +20 Bonus to Toughness Tests and double their Strength Modifier when making Melee Attacks. The Character takes a -20 Penalty to all Evasion and Reaction Tests and a -30 Penalty to any Warfare Range Tests. The Character will also automatically pass any Shock, Fear, and Pinning Tests. The Character may attempt to calm down by making a -30 Charisma Test at the beginning of their Turn. If successful, the Character is no longer under the effects of Berserker. Other Characters may assist in calming them down by making a -30 Charisma Test or a -20 Leadership Test. Other Characters may also use medication such as tranquilizers to force the Character to calm down, or to knock them unconscious. When a Berserking Character becomes Unconscious, they are no longer under the effects of Berserker.
Built Tough	The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.
Crawler	The Character has insect-like limbs or equipment that allows the Character to attach itself to walls and surroundings. The Character takes no Penalties when moving over difficult terrain and gains a +40 Bonus to Climbing Actions.
Flight	The Character has the ability of flight through the means of wings or anti-gravitational technology. The Character's flight speed is their Movement Speed multiplied by 2. Exceeding 50% of the Character's Carry Weight removes the x2 multiplier for Movement Speeds. Exceeding 75% of the Character's Carry Weight will cause the Character to be unable to fly.
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra Penalty.
Natural Armor	Natural Armor is Armor that a Character always has when not wearing Armor. When worn with Armor, Natural Armor is halved. Headshots halve the effects of base Natural Armor of a Character.
Natural Weapon	The Character has dangerous talons, teeth, or any other natural weapon that assists the Character in combat. This gives the Character +4 to Damage and +2 to Pierce when using their Natural Weapon.
Night Vision	The Character has improved vision in darkness and low-light environments. The Character takes no Penalties in Low-Light and Darkness but gain double the Penalties from effects based off bright lights if in darkness.
Only Flight	The Character only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

SPARTAN II, III, AND IV AUGMENTATIONS THAT GIVE NON-CHARACTERISTIC BONUSES

AUGMENTATIONS	DESCRIPTION
Carbide Ceramic Ossification	The Character cannot break any bones unless an absurd amount of force is used, such as a Scarab stepping onto a Spartan's leg. All Spartan IIs, IIIs, and IVs are given this Augmentation.
Occipital Capillary Reversal	This Augmentation gives the Spartan a heightened Perception and halves all Penalties to Darkness and Brightness sight-based Penalties. All Spartan IIs, IIIs, and IVs are given this Augmentation.
Superconducting Fibrillation of Neural Dendrites	This heightens the reflexes of a Spartan by upwards of 300% and gives the Spartan their Mythic Agility. Spartans have been known to have increased memory and creativity as a side-effect of this Augmentation. This Augmentation allows the Spartan's first Evasion taken in a Round to not give a Penalty to the next Evasion taken. All Spartan IIs, IIIs, and IVs are given this Augmentation.

SPECIALIZATION PACKS

BATTLEFIELD MEDIC	
ABILITY	SKILL
Cynical	Investigation
Stabilization	Medication
Under Control	Technology

HEAVY WEAPONS	
ABILITY	SKILL
Always Ready	Athletics
Gather Senses	Intimidation
Heavy Preparation	Survival

RECON/INFILTRATION	
ABILITY	SKILL
Always Ready	Athletics
Eagle Eye	Camouflage
Exceptional Hearing	Investigation

CLOSE QUARTERS	
ABILITY	SKILL
Disarm	Athletics
Evasive Maneuvers	Investigation
Hand-To-Hand Basics	Survival

LOGISTICS	
ABILITY	SKILL
Chosen Education +5	Cryptography
Exceptional Hearing	Security
One Enemy Language	Technology

RESOURCE/SUPPORT	
ABILITY	SKILL
+2 Support Points	Investigation
Chosen Education +5	Security
Quick Draw	Technology

DEMOLITIONS	
ABILITY	SKILL
Eagle Eye	Athletics
Gather Senses	Demolitions
Under Control	Investigation

MARKSMAN	
ABILITY	SKILL
Clear Target	Athletics
Eagle Eye	Camouflage
Marksmanship	Navigation

TECHNICIAN/COMMS	
ABILITY	SKILL
Alien Tech	Command
Battle Mind	Investigation
One Enemy Language	Technology

DUELIST	
ABILITY	SKILL
Battle Mind	Evasion
Akimbo	Stunting
Denial	Survival

POINT MAN	
ABILITY	SKILL
Fast Foot	Athletics
Gather Senses	Investigation
Resilient	Survival

VEHICLE EXPERT	
ABILITY	SKILL
Eagle Eye	Navigation
Gather Senses	Pilot (Air or Ground)
Mobile Fire	Technology

LIMITED PACKS

COMMANDER		MILITARY SPECIAL
ABILITY	SKILL	<p>The Command Package is based on leading the party, and usually coming with a higher rank than the rest of the Party. When in a Human Military, E- 6 should be the commonly given Rank to be above the rest of the Party. If in a Covenant Military, the common rank given should be a Major. The Command Specialization Package is limited to one per Party.</p> <p>If the rest of the Party are already higher rank, or near the rank of what the base Commander Rank is, the GM may promote the Commander. A general rule of thumb for Humans would be to allow the Character to take an increased rank of O-5, but this is not completely common. For Covenant, a simple Rank increase to the level above the rest would suffice.</p>
Order of Things	Appeal	
Reliable Reputation	Command	
Under Control	Investigation	

MEDICAL PHYSICIAN		MILITARY SPECIAL
ABILITY	SKILL	<p>Those in the Human military structure who specialize in Medical practices are joined into the Medical Corps of their respective Military. Those currently enlisted and either in training or are still early within the ranks begin as an O-1 rank of Ensign in the Navy. After completing 17 Months as the Medical Specialization Pack, the Character is ranked up to O-3 Lieutenant.</p> <p>These special ranks are not for commanding, but for paygrade Bonuses. This gives no Command Bonuses or power over those of lesser ranks. A Medical Physician should be limited to one per Fireteam, Squad, or Player group. If the Character is outside of the Military, they are exempt from this rule. Civilians who are working under a Military as a Medical Physician gain the rank of O-1 Ensign until discharge or moving on.</p>
Cynical	Investigation	
Stabilization	Medication	
Under Control	Technology	

UPBRINGING ENVIRONMENT LIFESTYLE TABLES

UPBRINGING	SPECIAL	ENVIRONMENT AVAILABLE
Aristocracy	+5 Intellect or Charisma; -5 Leadership or Agility	Any
Commoner	--	Any
Farmer	+3 Strength or Agility; -3 Charisma or Courage	Town, Country
Fugitive	+3 Strength and +3 Toughness; -3 Leadership and -3 Charisma	Any
Laborer	+2 Strength and +1 Toughness or +1 Strength and +2 Toughness; -3 Courage or Leadership	Any
Military	+3 Leadership or Courage; -3 Charisma or Intellect	Any
Nobility	+5 Charisma, +5 Leadership; -5 Perception, -5 Toughness	Any
Street Urchin	Gain +2 Wounds; -1 Intellect or Strength	Town, City
War Orphan	+5 Courage or Strength; -5 Leadership or Charisma	Any
Wastelander	+5 Toughness or Perception; -5 Leadership or Intellect	Forest/Jungle, Wasteland

ENVIRONMENT	OUTCOME
City	+5 Agility, Courage, or Perception; -5 Strength, Toughness, or Perception.
Country	+5 Perception, Agility, or Strength; -5 Charisma, Intellect, or Perception.
Forest/Jungle	+5 Perception, Strength, or Toughness; -5 Leadership, Intellect, or Charisma
Town	+5 Charisma, Leadership, or Perception; -5 Courage, Intellect, or Agility.
Wasteland	+5 Courage, Toughness, or Agility; -5 Charisma, Leadership, or Strength

LIFESTYLE	OUTCOME EXAMPLES
Body Builder	1-5: You worked out more than anything. +3 Strength and Toughness, -3 Intellect and Perception. 6-10: You worked out alone a lot. -3 Charisma and Leadership. +3 Toughness and Strength.
Fast Talker	1-5: You have learned the ways of getting what you want. +2 Charisma +2 Leadership, -2 Strength, -2 Toughness. 6-9: You've learned to talk your way out of situations. You gain +3 Charisma, -3 Strength. 10: You're better at talking than you are at listening. +5 Charisma, -5 Perception.
Gamer or Gambler	1-5: You've gamed for a hobby. +3 Perception, -3 Strength. 6-10: You play games with others for a living. +3 Charisma, -3 Strength.
Hunter	1-5: You've hunted for a living. -3 Intellect, +3 to chosen Warfare Characteristic. 6-10: You've hunted for sport. -3 courage, +3 to chosen Warfare Characteristic.
Loner	1-5: You isolate yourself, learning you can only depend on your own actions. -3 Charisma, +3 Intellect. 6-10: You've become distrustful of others; you look out for yourself. -3 Charisma, +3 Perception.
Mercenary	1-3: You ran a Mercenary Team that took jobs for cash. +3 Leadership, -3 Charisma. 4-10: You were a member of a Mercenary Team, which took jobs for cash. -3 Leadership, +3 Courage.
Merchant	1-4: You sold goods, using quick wit to talk people into sales. +3 Charisma, -3 Leadership. 5-10: You ran a standard business of buying and selling. +3 Leadership, -3 Charisma.
Patient	1-6: You expect things to come to you, sometimes they do. +2 Perception, -2 Charisma. 7-10: Patience has taught you a lot. +3 Intellect, -2 Strength, -1 Toughness. 10: You've learnt to deal with people through Patience. +3 Charisma, -4 Wounds.
Spiritual	1-5: You've grown with religion as a major impactor of your life. -3 Strength, +3 Courage. 6-10: You've taken religion as a way of helping others. +3 Leadership, -3 Toughness.
Street Fighter	1-4: You win most of your fights. +2 Strength, -2 Toughness. 5-8: You lose most of your fights. -2 Strength, +2 Toughness. 9-10: Balanced fighter. +1 Strength, +1 Toughness, -2 Leadership.
Wanderer	1-5: You've spent a lot of time running. +3 Agility, -3 Courage. 6-10: You've faced your fears. -3 Agility, +3 Courage.
Weapon Training	1-5: You've learned to use weapons over anything else. +5 to select Warfare Characteristic, -5 to the other-. 6-10: You care more about weapons than anything. +5 to Selected Warfare Characteristic, -5 Charisma.
Wild	1-5: Took too many risks, taken many falls. -4 Strength, +4 Toughness. 6-9: Taken beatings, toughened up. +2 Wounds, -3 Toughness. 10: Rushed through life and tough situations. +2 Agility, -2 Perception.
Wise Guy	1-4: You've taken to reading and use it to show up others. +3 Intellect, -3 Leadership. 5-9: Instead of talking your way through situations, you attempt to use your knowledge. +2 Intellect, -2 Charisma. 10: You prefer more interesting ways of combat. +5 Intellect, -5 to chosen Warfare Characteristic.

SKILLS

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.

USING 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 an advanced 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.

WHETHER TO USE A SKILL OR CHARACTERISTIC TEST

There are many instances in which using a Skill is not warranted, and instead, the Character would take the test only using the Characteristic. This generally can happen in Opposed Tests.

An example of this would be a Camouflage Test being opposed. If a Character is Camouflaged, they actively attempt to conceal themselves, thus giving them the Skill Bonus added to their Characteristic Test. Now, say the Opponent doesn’t know to look for the Camouflaged Character. They will not be able to use the Investigation Skill to Oppose this test.

If the Character is actively searching for the Opponent, then they are able to use their Investigation Skill for the Opposed Test.

SKILL TEST DIFFICULTY

Difficulty Modifiers set the stage for characters being under pressure and having to deal with difficult situations. In many cases, difficulty is predetermined by rules, else the GM decides.

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

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 with a modifier based on the Skill Bonuses given, such as Trained (+0), +10, and +20. Abilities, Equipment, and Armors can all modify Tests, as well. These stack with Skill Test Difficulty and any other modifiers the GM may give.

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.

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.

LIST OF SKILLS

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

INTERACTIONS WITH OTHERS

Not everything in 100DOS 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. It's good to give small Experience Bonuses to Players who roleplay.

USING SOCIAL SKILLS

When the GM has two Characters interacting socially in an attempt to get their way in any given situation, the GM should first have a roleplaying session between the two Characters. The Characters should discuss their sides of the story or plans and then the GM should appoint Bonuses or Penalties depending on how it went.

Characters should always use the appropriate Social Skill and not just what has the best chance of succeeding on a Test.

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.

The amount of Characters affected by the Opposed Test begins at 10% for a successful Test at 0 Degrees of Success. For each Degree of Success, this is increased by 10%.

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 Dispositions table is an optional rule to help GMs get a decent grasp on using Modifiers for character behavior and attitude towards the ones making the Opposed Test.

DISPOSITIONS

DIFFICULTY	MODIFIER	APPEAL	COMMAND	DECEPTION	GAMBLING
Trivial	+30	Infatuated	Fanatical	Gullible	Oblivious
Elementary	+20	Affectionate	Devoted	Trusting	Distracted
Simple	+10	Favorable	Loyal	Accepting	Inattentive
Ordinary	+0	Indifferent	Indifferent	Indifferent	Indifferent
Challenging	-10	Disdainful	Resentful	Suspicious	Attentive
Hard	-20	Scorned	Disloyal	Skeptical	Mindful
Very Hard	-30	Disgusted	Mutinous	Disbelieving	Alert

DIFFICULTY	MODIFIER	INTERROGATE	INTIMIDATE	INVESTIGATION	NEGOTIATION
Trivial	+30	Horried	Terrified	Affable	Convinced
Elementary	+20	Panicky	Frightened	Open	Trusting
Simple	+10	Worried	Startled	Willing	Accepting
Ordinary	+0	Indifferent	Indifferent	Indifferent	Indifferent
Challenging	-10	Plucky	Brave	Anxious	Unsure
Hard	-20	Daring	Courageous	Cautious	Suspicious
Very Hard	-30	Reckless	Foolhardy	Vigilant	Distrustful

Appeal – Basic (Charisma) [Social]

MODIFIER	TRAINED	+10	+20
COST	200	400	600

Appeal is a 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) or Deception.

MOD	EXAMPLE
+10	The Target is a part of the same squad or commanding unit.
-10	The Target does not want to be bothered
-20	The Target is suspicious in nature.

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 around in a dignified and controlled manner.

MOVE SILENTLY

Another use for Athletics Agility is to move silently. If a character is attempting to move silently, they roll Athletics Agility against the Opposing hearing-based Investigation Test.

Camouflage – Basic (Intellect/Perception) [Fieldcraft]

MODIFIER	TRAINED	+10	+20
COST	200	400	600

The Camouflage Skill is used to hide in your surroundings or to conceal your equipment. Using Camouflage requires an appropriate environment to mask whatever is in question. Camouflage is opposed by an Investigation Skill, and if the character does not have Investigation, use the Perception Characteristic at Penalty.

CAMOUFLAGE HIDING

When the Character is attempting to hide or sneak by using their Environment, they must make a Camouflage Test. A Character attempting to hide with a [TH] or [HW] Weapon will be unable to hide their weapon unless they use a Ghillie Cover. For every Size Category above Normal, the Character will gain a -5 Penalty.

VEHICLE CAMOUFLAGE

Hiding a Vehicle works the same and Vehicles may also gain Camouflage masking, painting, and covers. For every Size Point of a Vehicle, it gains a -5 Penalty to be Camouflaged.

WEAPON CONCEALING

Concealing Weapons is a Camouflage Test that allows the Character to hide a weapon on their person. [DW] weapons gain a +20 to Concealing, [OH] weapons gain a +10 to Concealing, [TH] weapons

gain a -20 to concealing, and [HW] weapons are impossible to conceal without modification.

Concealed weapons cannot be used with Quick Draw and will add one Half Action to retrieve them.

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) [Fieldcraft]

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. Use this Skill alongside the Cyber Warfare section of the Handbook.

Deception – Basic (Charisma/Leadership) [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 away 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, or to outright lie about the situation.

Deception skill is opposed by an opponent's Investigation.

Demolition – Advanced (intellect) [Fieldcraft]

MODIFIER	TRAINED	+10	+20
COST	300	500	700

Demolition allows the Character to use various Demolition Skills when using Explosive weapons, not including Explosive Ammo modifications.

ARMING EXPLOSIVES

Armed Explosives are Explosives that have been armed and triggered to explode based on various options, such as a Timer, a Switch, a Deadman's Switch, or tethering it to a nearby computer device. Armed Explosives need a Demolition Skill Test. If Failed, the Armed Explosive does not work and will need to be redone. This is an Extended 10 Full Action Test.

DISARMING EXPLOSIVES

The only way to stop an Armed Explosive from detonating is by using a Demolition Test. The Demolition Test must Succeed with more Degrees of Success than the test made to Arm the Explosive. A Disarmed explosive may be kept by the Disarming Character and re-armed when needed. The Character who Armed the Explosive gains a +30 Bonus to Disarming it.

STRUCTURAL WEAKNESS

The Character is able to take a Full Action or Extended 2 Full Actions to study the layout and design of a Structure or a Vehicle. When complete, the Character then makes a Demolition Test, and depending on the amount of Actions taken, will gain Bonus amounts of Pierce to the Attack.

Structural Weakness can be used before making a Ranged Attack and will only work with the first Attack made after the Study. The Character will still need to roll for Warfare Range, or Warfare Melee if using a Grenade. Structural Weakness must be rolled for each time it's used.

FULL ACTION STUDY

If the Character studies the structure for a 1 Full Action, each Degree of Success gains +10% to the weapon's Pierce. This begins at 0 Degrees of Success and maxes out at +40%.

EXTENDED ACTION STUDY

If the Character studies the structure for an extended 2 Full Actions, each Degree of Success gains +25% to the weapon's Pierce. This begins at 0 Degrees of Success and maxes out at +100%.

GRENADE COOKING

Demolitions at Trained will give +5 to Cooking Grenades, Demolitions at +10 will give +10, and Demolitions +20 will give +20.

Evasion – Basic (Agility/Warfare Melee) [Movement]

MODIFIER	TRAINED	+10	+20
COST	200	400	600

Evade is a Reaction performed by attempting to dodge any source of Damage that struck the Character. If the Evasion is Successful, the Attack deals no Damage or effects. Evade Actions are made using an Opposed Agility Tests with the Evasion Skill against the Opponent's Attack made.

To perform an Evasion, the Character rolls an Opposed Test against the Opponent's To Hit that was made. If the Character gains more Degrees of Success against the Opponent's Test, the Attack misses. Each Evasion Test after the first takes a stacking -10 Penalty, meaning the 2nd Test is at -10, the 3rd at -20, the 4th at -30, and so on. These Penalties reset at the beginning of the Character's next Turn.

EVADE INTO COVER

The Character may also use their Evasion Skill to Evade Into Cover. Evade Into Cover allows the Character to move 2 Meters with each Degree of Success on the Evasion Test as long as they did not make a Full Move, Charge, Run or Sprint Action during the current Round.

If the Character made no Movement Actions during the Round, they're able to move up to their Full Move in Meters. If the Character only made a Half Action Move, they're able to move up to their Half Move in Meters.

Using Evade Into Cover removes the Character's ability to use Movement Actions and Reactions until the beginning of their next Turn, regardless of if the Character was successful.

If the Character is attempting to Evade Into Cover to escape Melee Combat, the Opponent is able to initiate a Grapple as a reaction. If the Opponent is Successful, the Character is unable to

Evade until the beginning of their next Turn and cannot leave the Melee Combat. If the Character successfully initiated a Grapple, they may decide to drop it as a Free Action before the Turn ends.

EVASION IN MELEE COMBAT

When in Melee Combat, the Character may still attempt to Evade into cover or out of Melee Reach. To do so, before making the Evasion Test to escape, they must first make an Opposed Warfare Melee Test. If Successful, the Character then may take the normal Evasion Test to try and escape. If they fail, the Character loses all Evasions for the rest of the Opponent's Round.

EVADE PARRY

Parrying is a sub-type of the Evasion Action, allowing the character to use Warfare Melee instead of Agility to dodge Melee Combat. Parrying is a special Combat technique that allows a Character to block or move the attack away from the Character. If a Parry is successful, there are no Penalties gained to the next Parry, but if the Parry fails, the next Parry will be at a -10 Penalty.

RANGE WEAPON PARRY

The Parry can also be used against Ranged weapons when within Melee Combat. The Character may use a Half Action to make an Opposed Test of either Strength, Agility, or Warfare Melee. If the Character is successful, they give the range weapon using Opponent a -20 Penalty To Hit during their next Turn.

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 or betting. Characters who have the Gambling Skill will have more understanding of how to improve their odds at winning, thus do not take Penalties. Gambling may be used to gamble cR, equipment, or just for fun. Gambling is best used when dealing with card games, games of chance, and so on.

Each participant will make an Opposed Gambling Skill Test and the Character with the most Degrees of Success will win.

CHEATING

If a Character is attempting to cheat, they must make an Opposed Gambling Test against any Opponent's Investigation Skill Test. If Successful, the cheating Character gains a +5 on the Opposed Gambling Test for determining the winner of the game. If Failed, they are caught in the act.

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 training 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 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. 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/charisma) [Social/Fieldcraft]

MODIFIER	TRAINED	+10	+20
COST	200	400	600

Investigation has two uses, Social and Fieldcraft. The Social use of Investigation covers gaining information, while the Fieldcraft use covers the Character's awareness of their surroundings.

SOCIAL

Social Investigation has a couple important uses: Information and Insight. For gathering information, the Character asks questions, starts conversations, and eavesdrops. This involves the Character focusing on gathering information from groups of people and piecing together context and clues. Depending on how the GM wants to handle this, they may give the Player or Character a Bonus on their Investigation Test for smart roleplaying and discussing how they would perform these actions. The more Degrees of Success gained, the more information the GM can give the Player.

Alternatively, Social Investigation also allows for Insight, which has the Character attempting to read another Character or situation. Social Investigation allows for reading a single Character's intentions, which is Opposed by the Opposing Character's Deception. This shouldn't be used as a catch-all lie detector, and the GM must work with the Player to decide the outcome based on Degrees of Success or Failure.

FIELDRAFT

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

Medication – Advanced (Intellect) [Fieldcraft] HUMAN

MODIFIER	TRAINED	+10	+20
COST	300	500	700

COVENANT

MODIFIER	TRAINED	+10	+20
COST	300	500	700

XENOBIOLGY (Mgalekgolo and Huragok)

MODIFIER	TRAINED	+10	+20
COST	300	500	700

Medication is the Skill of having and using knowledge of biological and medical science. An effective time to allow Characters to learn the Medication Skill is between Missions with downtime.

A Character with the Medication Skill can Diagnose, give First Aid, Extended Medical Tests, and repair Special Damage.

This Skill relies heavily on Medical Tools. 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.

ALIEN BIOLOGY

Alien Biology means a different biological makeup that the Character may not be used to. For example, a Human medical expert will not understand the biology of a Covenant species without study. Xenobiology Creatures, such as Mgalekgolo and Huragok, are also incredibly different from the norm.

Due to this, the Medication Skill is separated into 3 options of Human, Covenant, and Xenobiology. The GM may decide if what other creatures can be considered as Xenobiology.

FIRST AID

First Aid is the Character's Ability to improve the Wound and Fatigue recovery of a Target when using Medical Equipment such as Biofoam and Sealant Mesh. First Aid is a Full Action to perform.

First Aid is a Full Action Medication Test. For every Degree of Success, First Aid will increase the amount of Wound and Fatigue recovery by 1.

First Aid is also used to Stabilize unconscious Characters suffering from Bleedout.

EXTENDED MEDICAL TEST

Extended Medical Tests are used to better assist a Character in both natural healing and recovering from Medical Equipment use. Extended Medical Tests will allow the Target to start receiving benefits from Medical Equipment that no longer offer benefits due to overuse, allows the Target to improve their Natural Healing, and diagnose Special Damage effects the Target received.

The Character must first roll a Medication Test. This is a 4 hour Extended Action. For every Degree of Success the Target recovers 2 Wounds and their Natural Healing is increased by 1 until they are either at Full Wounds or take more than 5 Wounds in a Turn.

The benefits of an Extended Medical Test may only be given once a Day when on the Field. If the Character is on a ship or at a location with a properly stocked medical facility, they will receive triple the Wound recovery and Natural Healing received.

If the Character does not get rest, they cannot receive the benefits of the increased Natural Healing.

REMOVING SPECIAL DAMAGE

The Character may further extend their Extended Medical Test to remove the Target's Special Damage when using the Medical Kit. Each hour extended; the Character can remove 1 Special Damage effect the Character has and reduce its buildup to 0. If the Location is destroyed, the Character will need a robotic replacement or a flash clone ready.

MEDICAL ASSISTANCE

A Character may be assisted during Extended Medical Tests. Each Character assisting will make a Medication Test. If Successful, the Extended Medical Test takes 1 less hour, to a minimum of 1.

DIAGNOSIS

With a successful Medication Test, the Character can diagnose diseases and medical issues, such as Radiation Poisoning. When diagnosing a well-known disease or medical issue, the Test is at a +20 Bonus.

Each time a Character makes a proper Diagnosis, the next time they come across the same medical issue, they gain a stacking

+10 Bonus. Once the Character would reach +40 to their Diagnosis Test, they are considered to pass the test automatically.

Navigation – Basic (Intellect/Perception) [Fieldcraft]

GROUND AND AIR

MODIFIER	TRAINED	+10	+20
COST	200	400	600

SPACE

MODIFIER	TRAINED	+10	+20
COST	300	500	700

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

Pairing Space Navigation alongside the Slipspace Travel Education will allow the Character to use their Intellect to travel through Slipspace.

Negotiation – Basic (Intellect/Charisma) [Social]

MODIFIER	TRAINED	+10	+20
COST	200	400	600

Pilot – Basic (Agility/Intellect) [Movement]

GROUND

MODIFIER	TRAINED	+10	+20
COST	200	400	600

AIR

MODIFIER	TRAINED	+10	+20
COST	300	500	700

SPACE – Advanced [Fieldcraft]

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

The Pilot Skill is the ability to drive and pilot vehicles, such land, air, and space vehicles. The following Table shows a list of various examples of Penalties and Bonuses that can apply to a Vehicle, not including the Rough and Dangerous Terrain in the Movement section of the Handbook.

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 driven before.
-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) [Fieldcraft]

MODIFIER	TRAINED	+10	+20
COST	300	500	700

The Security Skill is how a Character creates, bypasses, and can spot locks, traps, and security systems. Security is the action of creating and disabling physical objects, like disabling a trip wire, lock-picking doors, or even something like spacing security cameras to properly cover a location. Most any mechanical and primitive trap will also count towards a Security Skill Test.

If a Character sets up a Security system and another attempts to disable it, this will result in an Opposed Security Test.

The more advanced the trap is, the more difficult it may be to disable it. The GM must come up with proper modifiers for the Test.

MOD	EXAMPLE
+60	Placing a basic lock strategically.
+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 things that involve 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) [Fieldcraft]

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) [Fieldcraft]

HUMAN

MODIFIER	TRAINED	+10	+20
COST	200	400	600

COVENANT

MODIFIER	TRAINED	+10	+20
COST	200	400	600

FORERUNNER

MODIFIER	TRAINED	+10	+20
COST	300	500	700

The Technology Skill permits the character to use and repair equipment and vehicles. Using a basic piece of equipment should not require a Technology Skill Test. Using unusual equipment or advanced technology should 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 modern technology for the first time.
-40	Repairing advanced technology without all of the proper tools or knowledge.

REPAIRS

Characters repairing should be handled in Narrative Structure as they can take time to perform. Even some of the quickest repairs still take time to repair. Using the following table will assist the Players and GM to figure out how long it will take a repair to be made. Everything is listed in minutes, but if it needs to be done in Structured Time, it's best to remember that 1 Minute is 10 Rounds.

Characters may assist each other to reduce the time taken. Depending on the size of the repair, the GM should restrict the number of Characters who can assist the repair. For example, the GM could allow three Characters to change a tire. The GM shouldn't allow 3 characters to try to fix a radio. For every Character assisting in a repair, the time should be divided by that much. Two characters can change a tire in half the time.

MINUTES	EXAMPLE
20	Changing a tire on a vehicle.
120	Repairing or replacing a tank tread.
10	The Character can repair 10+Intellect Modifier in Breakpoints for every 10 Minutes spent on Equipment.
60	The Character can repair 20+Intellect Modifier in Breakpoints for every hour spent on a Vehicle.
20	Replacing a part on a firearm or piece of equipment.

CHARACTER ABILITIES

ABILITIES

Abilities are a character's aptitude gained naturally with experience over time. Abilities unlock innovative ways to play the game and new Bonuses. What an Ability does is based on its Benefit, so make sure to read up on what all of your Abilities do.

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 Experience Points, just as with Skills.

Abilities have Prerequisites that must be fulfilled when purchasing the Ability. This Prerequisite is not needed to use the Ability, it is only needed to acquire it.

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
Action Figure Hands	800	Strength: 50	Reduces the chance to drop weapons by up to 15.
Adept Marksman	800	Warfare Range: 40 Perception: 45	Roll Perception for the next shot to ignore half armor against Infantry, and not vehicles.
Aggressive Advance	300	Warfare Range: 40 Warfare Melee: 35	Able to fire one shot when making a Charge attack without Penalty.
Air Time	250	Perception: 35	Air Time gives a +10 Bonus to any Stunting Test involving ramping and landing in a vehicle.
Akimbo	750	Warfare Range: 40 Warfare Melee: 40	Lowers the Penalties taken by Dual Wielding by half.
Alien Tech	250	Intellect: 45	Halves Penalties when using alien and foreign technology.
Always Ready	500	Perception: 35	Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.
Ask Nicely	500	Charisma: 40	A chance to reduce Support Point costs by 1.
Aviator	500	Pilot (Air): +10	All Pilot Air Skill Tests gain a +10 for Maneuver and Evasion Tests.
Battle mind	250	Intellect: 40	Roll initiative and adds the character's Intellect Modifier instead of the Agility Modifier.
Blind Fight	250	Exceptional Hearing	Reduces certain eyesight-based Penalties during combat.
Blur	750	Toughness: 45 Agility: 45	Character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8.
Bound Back	400	Agility: 45	Instantly jump back up after being knocked to the ground as Reaction.
Break Shot	400	Warfare Range: 40	Ranged Attacks gain +1D10 dealing Special Damage from Damage rolls of 10.
Calculated Pilot	500	Perception: 40 Agility: 40	Takes half Penalties when maneuvering in air vehicles.
Clear Target	350	Warfare Range: 55	Reduces the Penalty for Called Shots by Half.
Cynical	250	Courage: 40	Cynical allows the Character to ignore half of the Penalties given to Fear Tests.
Decapitating Strike	750	Guillotine Strike	A great cleaving swipe that hits all enemies in range.
Denial	500	Agility: 45	Stops an Opponent from leaving Melee Combat with a Warfare Melee Opposed Test.
Disarm	250	Warfare Melee: 40	Disarm the Opponent within Melee Reach.
Disarm (Improved)	500	Disarm, Agility: 40	Disarming Action only counts as a Half Action if successful.
Eagle Eye	250	Perception: 40	The character with Eagle Eye gains a +10 Bonus to all Visual Investigation and Perception Tests.
Emotionally Broken	500	Cynical	Gain a +20 to all Fear Tests Also gains a -30 Bonus when rolling on the Shock Chart
Evasive Maneuvers	500	Agility: 45	When used, applies +20 to Evasion but gives -20 Penalty to Ranged Attacks and -10 to Melee Attacks.
Even Out	250	Pilot: (TYPE) +10	Weaponry takes 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.
Far-Sight	250	Perception: 30	The Character can attempt to extend their Perceptive Range for one Turn.
Fast Foot	250	Agility or Intellect: 40	Roll twice on the initiative roll and take the highest.
Faster Than Reloading	250	Warfare Melee: 35	The Character takes no longer takes the -30 Penalty to throwing a Firearm, and increase Damage dealt.
Field Medic	600	Intellect: 55	Allows Character to make Medical Tests without Tools, halves Penalties for bad conditions.
Flame Spray	250	Intellect: 25	Opponents targeted by fire-based attacks take a -10 Penalty to avoiding the fire
Focused Warrior	400	Perception: 45	Focused Warrior allows the Character to move while taking Aim Actions.
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.
Guarded	450	Agility: 40	The Character gains a +10 to all Actions with a physical Shield.
Grand Entrance	600	Leadership: 50	Allows all allies to use Character's Leadership Modifier for figuring Initiative.
Guillotine Strike	500	Strength: 45	Downward strike that deals extra damage.
Gunboat Diplomacy	600	Courage: 45 or Leadership: 45	The Character is able to supplement their Intimidation or Negotiation with their Warfare Melee or Warfare Range.
Handler	300	Charisma: 30 or Leadership: 30	Commands given to trained animals gives that animal a +10 to their commanded Test.
Hand-To-Hand Basic	250	Warfare Melee: 35	Gives an extra +5 To Hit with Melee Attacks and +5 to Parry with Melee Weapons.
Heavy Preparation	600	Strength: 40	Characters no longer have a chance of dropping Heavy Weapons when not braced. Penalties taken reduced by 10.
Heroic Sacrifice	1,000	Luck: 0-1 Courage: 45	As a Character dies, even if they were unconscious, they are able to perform one final Action of their choice. This Action acts as a Critical Success with added benefits.
Improvised Mastery	250	Hand-To-Hand Basic	The Character is able to make twice as many attacks with Improvised Melee Weaponry.

ABILITIES	COST	PREREQUISITE	BENEFIT
Inspired	250	Charisma: 50 or Leadership: 50	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 gain the Stun (2) Special Rule with a successful Strength Test.
Lucky Shot	750	Luck: 1+	To Hit Tests that roll 10 or under will give the Attack +1D10 Damage Dice.
Manslaughter	250	Pilot (TYPE): +20	Enemies attempting to evade the character's vehicle are at a -10 Penalty.
Marksman	400	Perception: 55	Character takes half Penalties from long and extreme ranged attacks.
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	Intellect: 40	The character takes no base Penalties and gains a +10 when cooking Explosives.
Mobile Fire	500	Warfare Range: 50	When moving and shooting, Characters reduce the To Hit Penalties by 10.
Modern Army Combatant	800	Hand-To-Hand Basic	Opens availability to Advanced Melee Combat for characters and gives Full Warfare Melee Modifier to figuring attacks per Action. Gives a +10 To Hit with melee weapons.
Not Enough	750	Courage: 55	If the Character were to go unconscious, allow for one more Half Action beforehand.
One Eye Open	250	Perception: 40	The character does not count as Helpless when sleeping.
Order of Things	250	Leadership: 40	When making Command Tests against those of lesser rank, the character gains a +10 Bonus to the test.
Outstanding Olfactory	250	Perception: 40	The character gains +10 to all smell-based Perception and Investigation Tests.
Peer	250	Charisma: 40	The character gains +20 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.
Precision Strike	350	Warfare Melee: 55	Reduces the Penalty for Melee Called Shots by Half.
Predictable	750	Warfare Melee: 60	The Character attempts to counter a Charge or Grapple.
Protector	250	Agility: 35	Able to switch places with other character or move in front of them.
Quick Toss	300	Warfare Melee: 55	Able to use a Reaction to throw one-handed weaponry at a -10 Penalty.
Quickdraw	250	Agility: 40	Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action.
Quickscope	750	Perception: 45	Halves Penalties for Long Barrel weapons at close range and reduces Opponent Evasion Bonus.
Rapid Reload	500	Agility: 45	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	Roll Toughness Test to stop Special Damage from breaking or destroying a Body Location.
Resourceful	500	Leadership: 45	Gain an extra Support Point after every successful mission.
Revulsion	250	Charisma: 35	The character gains a +10 Bonus to Social Tests that would negatively affect a chosen Group.
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	500	Warfare Range: 30	Opponents attempting to Evade the character's shotgun attacks gain a -10 Penalty.
Smooth Talker	500	Charisma: 45	Roll Charisma to change Disposition of a Character.
Snapshot	750	Perception: 45	The character is able to take a Half Action Aim as a Reaction if using a scope under 6x Magnification.
Soldier of Fortune	1500	Luck: 2+	The character may reroll a failed Luck Roll.
Stabilization	750	Medication: +10	Medics with the Stabilization Ability are able to automatically heal one Wound.
Steady Aim	500	Perception: 40	When the character makes an Aim Action, the character gains Bonuses To Hit.
Sticky Fingers:	450	Athletics: +10	The character gains +10 to all Climb Tests.
Strafing Run	500	Agility: 40	When advancing, opponents take Penalties To Hit the character.
Strong Back	400	Strength: 40	Doubles the Character's Toughness Characteristic when figuring Push and Lift.
Sure Strike	400	Warfare Melee: 40	Melee Attacks gain +1D10 Damage when dealing Special Damage from Damage rolls of 10.
Swift Shot	500	Quickdraw	When making a Quickdraw, the character is allowed to fire with a Penalty of -20.
Take The Bait	350	Courage: 40	The Character attempts to have an Opponent go after them instead of their current target.
Trample	500	Hand-To-Hand Basic	When making a Charge Action, the Character can turn themselves into a powerful weapon of force.
Triangulation	250	Intellect: 35	Easily remember previously traveled to locations with map-like accuracy.
True Inspiration	500	Leadership: 35	The Character spends a Luck Point for another Player Character to get a free Critical Success.
Unarmed Combatant	250	Warfare Melee: 35	Gains half of Warfare Melee Modifier (Rounding Down) to Piercing with melee attacks.
Unbreakable Bond	300	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	750	Agility: 45	The character avoids Point Blank Bonuses against them and can spot lasers easier.
Valorous	800	Leadership: 50, True Inspiration	Burn a Luck point and give a speech. This gives all allied players a free Crit for their Turns.
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.

Action Figure Hands**Prerequisite:** Strength: 50**Cost: 800**

Reduces the Penalty To Drop while Dual Wielding and One-Handed Wielding by up to 15. If the Character were to drop a weapon from Special Damage Effects, roll Strength Test to keep ahold of the weapon.

Adept Marksman**Prerequisite:** Warfare Range: 40 Perception: 45**Cost: 800**

When a character makes any Aiming actions, that character may roll a Perception Test to allow the next single Attack to ignore half armor against an Opponent. If the Perception Test is failed, the attack is fired normally. This does not stack with any other Ability or Action that would already ignore Armor in any way.

Aggressive Advance**Prerequisite:** Warfare Range: 40, Warfare Melee: 35**Cost: 300**

The character is able to fire one shot from any weapon that does not have the Heavy Weapon trait 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: 35**Cost: 250**

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

Akimbo**Prerequisite:** Warfare Melee: 40, Warfare Range: 40**Cost: 750**

Reduces the To Hit Penalties from Dual Wielding weapons by half. Heavy Weapons must first be Braced to gain these benefits.

Alien Tech**Prerequisite:** Intellect: 45**Cost: 250**

Alien Tech halves any Penalties given by the GM when a Character is attempting to use foreign Technology. This includes unknown Technology that shares the Character's Faction Training and technology that is alien in origin.

Always Ready**Prerequisite:** Perception: 35**Cost: 500**

Always Ready allows a Character to ignore any Unaware conditions, even if they would not have normally been allowed to, like when asleep. During Opposed Tests for being caught Unaware, such as Opposing a sneaking Opponent, the Character gains a +10 Bonus.

Ask Nicely**Prerequisite:** Perception: 40**Cost: 500**

If spending 2 or more Support Points on a single call-in, the Character may make a -10 Charisma Test. If Successful, the Support Point cost is reduced by 1.

Aviator**Prerequisite:** Pilot (Air): +10**Cost: 500**

All Pilot Air Skill Tests gain a +10 for Maneuver and Evasion Tests.

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 and 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 a Character is blinded during Melee or Point Blank Combat, the Character halves the Penalty To Hit. When dealing with any Eyesight-based Penalties, the Character takes half the Penalties To Hit with any Melee or Ranged Combat at any Range, not including Blindness.

Blur**Prerequisite:** Toughness: 45, Agility: 45**Cost: 750**

The Character gains the Sprint Movement Action, giving them Agility Modifier *8 in Meters. The Character must make a +40 Toughness Test after each use or gain 1 level of Fatigue.

If Blur is used more than 10 times in 30 minutes, the Character gains a stacking -10 Penalty for each use until the Character rests for a minimum of 2 hours. If this Toughness Test is failed, the Character takes 8D10 Special Damage for each shin Sublocation.

Bound Back**Prerequisite:** Agility: 45**Cost: 400**

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 Reaction. This does not remove the Reaction. Instead, anything that shares this Reaction with takes a -10 to the Test.

Break Shot**Prerequisite:** Warfare Range: 40**Cost: 400**

When making Ranged Attacks, natural Damage Rolls of 10 will give the Attack an extra +1D10 Special Damage, each.

Calculated Pilot**Prerequisite:** Perception: 40 Agility: 40**Cost: 500**

Calculated Pilot halves Penalties for any Air Vehicle-based Stunting and Maneuvering Tests.

Clear Target**Prerequisite:** Warfare Range: 55**Cost: 350**

Reduces the Penalty for Called Shots in Ranged Combat by Half.

Cynical**Prerequisite:** Courage: 40**Cost: 250**

Reduces the Penalty given to Fear Tests by half.

Decapitating Strike

Prerequisite: Guillotine Strike

Cost: 750

Decapitating Strike is a powerful horizontal Melee Attack that strikes all Characters within 180 degree arc in front of the Character, as long as the Targets are within the Character's Melee Reach. One Warfare Melee Attack is made, which takes up half of the Character's available Melee Attacks, as a Half Action. This Strike is Opposed using Parry or Evasion by every Character struck. Parrying this Strike is at a -30 Penalty, but if Successful, the Strike is stopped. Those that Fail the Opposed Test are hit by the Attack. Each Character struck takes an extra set of Strength Modifier to Damage.

Denial

Prerequisite: Agility: 45

Cost: 500

Denial allows the Character to stop an Opponent from leaving Melee Combat by initiating a Warfare Melee Opposed Test. If successful, the Opponent is unable to move out of Melee Combat and must stay within the Character's Melee Reach until the beginning of the Opponent's next Turn. Can be used outside of the Character's Turn and includes moving with Evasion.

Disarm

Prerequisite: Warfare Melee: 40

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.

Eagle Eye

Prerequisite: Perception: 40

Cost: 250

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

Emotionally Broken

Prerequisite: Cynical

Cost: 500

Characters, while in the heat of battle, feel little-to-no emotion and gain an additional +20 to all Fear Tests. The character also gains a -30 Bonus when rolling on the Shock Chart, the character will gain less of a shock when dealing with horrors and fears of the Battlefield.

Evasive Maneuvers

Prerequisite: Agility: 45

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.

Far-Sight

Prerequisite: Perception: 30

Cost: 250

At the beginning of the Character's Turn, the Character's Perceptive Range multiplier is increased by 1 until the beginning of their next Turn. The Character must then wait a minimum of 5 Turns before using Far-Sight again.

Fast Foot

Prerequisite: Agility or Intellect: 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.

Faster Than Reloading

Prerequisite: Warfare Melee: 35

Cost: 250

The character no longer takes the -30 Penalty when throwing a Firearm and deals the amount of Damage they would have dealt if using it as a Melee Weapon, instead of the reduced Damage.

Field Medic

Prerequisite: Intellect: 55

Cost: 600

Allows the Character to make Medical Tests when lacking the proper tools. The Character must first make or find makeshift tools, which takes 5D10 - Intellect Modifier in minutes, to a minimum of 5. The Character also halves any Penalties given by poor environments for Medical Tests.

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.

Focused Warrior

Prerequisite: Perception: 45

Cost: 400

Focused Warrior allows the Character to make a Half Move and Full Move while taking Aim Actions.

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 one Failed Pinning Test and Fear Test, each, per Round.

Guarded

Prerequisite: Agility: 40

Cost: 400

The Character gains a +10 Bonus when moving a Physical Shield to block incoming Attacks. The Character also gains a +10 To Hit when Attacking with a Physical Shield.

Grand Entrance

Prerequisite: Leadership: 50

Cost: 600

The Character is able to give orders before a battle begins, which will allow allies and the User to use the Character's Leadership Modifier when figuring Initiative. The Character must first give orders before the battle and will only work if the battle was initiated within 2 hours of the given orders.

Guillotine Strike

Prerequisite: Strength: 45

Cost: 500

Guillotine Strike is a downward strike Attack that boosts Damage and Pierce. Guillotine Strike takes half of the Character's Melee Attacks to perform and takes a Half Action. This Attack adds another set of the Character's Strength Modifier to the Attack's Damage and Pierce. Parrying the Guillotine Strike is at a -20 Penalty and a -10 Penalty to Evasion.

Gunboat Diplomacy

Prerequisite: Courage: 45 or Leadership: 45

Cost: 600

The Character attempts to change the course of a discussion by using a weapon. Depending on the weapon used, the Character makes a Warfare Melee or Warfare Range Test that opposes the Opponent's Courage. If Successful, the Character can either gain a +10 Bonus to a Negotiation, Intimidation, or Interrogation Test, or be used to reroll the test once if the Test Fails.

Hand-To-Hand Basic

Prerequisite: Warfare Melee: 35

Cost: 250

This Ability shows the character is proficient with the standard Hand-to-Hand Martial Arts, giving the Character a +5 To Hit with all Melee Attacks and a +5 to Parry with Melee Weapons.

Handler

Prerequisite: Charisma: 30 or Leadership: 30

Cost: 300

When the Character gives a command to a trained Animal, such as a War Dog, the Animal gains a +10 to those Actions. GM discretion may be applied to what Actions can gain these benefits.

Heavy Preparation

Prerequisite: Strength: 40

Cost: 600

The Character no longer has a chance of dropping Heavy Weapons when not braced. The Penalties taken for firing a Heavy Weapon while not braced are also reduced by 10, to a minimum of 1.

Heroic Sacrifice

Prerequisite: Luck: 0-1; Courage: 45

Cost: 1,000

This Ability may only be used in dire situations. When the Character dies, they are able to perform one more Action, even if the Character was Unconscious or in a Coma. The Character makes one final Action that gains an automatic Critical Success and cannot be countered by Luck or other Actions taken. If this Action is an Attack, it deals its maximum damage, ignoring Half Armor.

This Action is to be viewed as the turning point of a battle, in favor of the Players. If the dying player wishes to Burn Luck to survive after this Ability, they can do so, but their Coma time will be doubled.

Improvised Mastery

Prerequisite: Hand-To-Hand Basic

Cost: 250

Characters with Improvised Mastery are able to make double the number of Attacks with Improvised Melee weapons.

Inspired

Prerequisite: Charisma: 50 or Leadership: 50

Cost: 250

Using either Charisma or Leadership, the Character inspires another to improve their Action. The active Character designates an Action for another Character to complete, and that Character will gain a +10 Bonus to the designated Test. The chosen Character is the only one who gains the Bonus, and only for the chosen Test, else, the Bonus is lost. Inspired must come with a small speech or something inspirational to be used. If Inspiration was purchased, but the Character does not have enough Charisma, then this Ability cannot be used through the Charisma Characteristic. The same goes for Leadership.

Iron Fist

Prerequisite: Strength: 55

Cost: 500

The Character makes a Strength Test. If Successful, the first Attack made of the Turn gains the Stun (2) Special Rule.

Lucky Shot

Prerequisite: Luck: 1

Cost: 750

To Hit Tests that roll 10 or under will give the Attack +1D10 Damage Dice.

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: 400

The Marksman Ability allows characters to only take half Penalties for long and extreme ranged attacks with Sniper Optics.

Medical Insight

Prerequisite: Medication Skill: +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 heals +6 wounds per day.

Medical Prowess

Prerequisite: Intellect: 50

Cost: 400

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

Mind Timer

Prerequisite: Intellect: 40

Cost: 450

When cooking Grenades, the character gains a +10 Bonus.

Mobile Fire

Prerequisite: Warfare Range: 50

Cost: 500

When the character is moving and firing a weapon, the Penalty To Hit is reduced by 10, to a minimum of 1.

Modern Army Combative

Prerequisite: Hand-To-Hand Basic

Cost: 800

The Character is trained under special hand-to-hand combat, giving the Character access to one extra Melee Attack with a Full Action Melee Attack, the Advanced Melee Combat section, and a +5 Bonus To Hit with any Melee Attack. This becomes +10 alongside Hand-To-Hand Basic. This also allows the Character to surpass the usual preset amount of Melee Attacks that can be made per Round by 1 but gives them a -20 Penalty to Reactions until the beginning of their next Turn.

Not Enough

Prerequisite: Courage: 55

Cost: 750

If the Character is Conscious, and receives an Attack that would render them Unconscious, the Character may take their next Half Action before falling Unconscious.

One Eye Open

Prerequisite: Perception: 40

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.

Order of Things

Prerequisite: Leadership: 40

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. These only account for Social Opposed Tests.

Outstanding Olfactory

Prerequisite: Perception: 40

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 selected group, giving the character a +20 to any social Skill Test.

Peer works with subgroups such as 'The Army' or 'Medical Teams.' A large Peer, such as an entire Country, cannot be chosen.

Practiced Fighter

Prerequisite: Warfare Melee: 45

Cost: 500

When dealing with attacking in close-combat melee, the character counts 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.

Precision Strike

Prerequisite: Warfare Melee: 55

Cost: 350

Reduces the Penalty for Called Shots for Melee Combat by Half.

Predictable

Prerequisite: Warfare Melee: 60

Cost: 750

If the Character uses a Delay Action or have not taken their Action yet, they're able to take a Half Action to counter an Opponent's Charge Attack or Grapple. A Countered Opponent cannot make any further Melee Attacks that Round. The Counter takes an Opposed Warfare Melee Test against the Attack being made. If Successful, the Attack is countered. Countered Grapples deal a Melee Punch Attack with an additional Strength Modifier in Damage that leaves the Opponent Prone on the ground.

The countered Charge Attack deals a Melee Punch Attack or the Melee Attack of the weapon being held and deals additional Pierce equal to the amount of Meters the Opponent Charged.

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 Reaction. 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: 40**Cost: 250**

Quickdraw allows a Character to holster or ready a weapon or equipment as a Free Action. This also allows the Character to ready two pieces of equipment with both hands. Quickdraw only works with equipment in holsters, rigs, or Permutations that store specified items, like grenades and shotgun shells. Quickdraw can only be used once per Round.

Quickscope**Prerequisite:** Perception: 45**Cost: 750**

Quickscope allows the Character to halve To Hit Penalties gained by the Long Barrel Special Rule, as well as reducing the Evasion Bonus the Targeted Opponent gains to +10.

Quick Toss**Prerequisite:** Warfare Melee: 55**Cost: 300**

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

Rapid Reload**Prerequisite:** Agility: 45**Cost: 500**

Any character using Rapid Reload halves the Reload Time of any weapons reload after applying the Character's Agility and Warfare Range Modifiers, to a minimum of 1. Rapid Reload increases Pump Action and Single Load Weapon reload counts by 1 per Half 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 would have a bone Broken or a body location Lost, the Character will make a -10 Toughness Test. If Successful, the Body Location is not Broken or Lost. All other effects will be taken from the attack.

Resourceful**Prerequisite:** Leadership: 45**Cost: 500**

After completing a mission, the character gains an extra Support Point that does not refresh between missions or after it is used.

Revulsion**Prerequisite:** Charisma: 35**Cost: 250**

A character may select a group that they despise. When dealing against this group, the Character gains a +10 to Intimidation, Interrogation, and other Social Actions that would negatively affect that Group.

Rush**Prerequisite:** Agility: 40**Cost: 500**

Rush allows the Character to increase the Agility Modifier multiplier for figuring their Charge Movement distance by 1.

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: 500**

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

Smooth Talker**Prerequisite:** Charisma: 45**Cost: 500**

The Character may attempt to change another Character's Disposition towards them or another Character. In doing so, the Character must smooth-talk them and roll a Charisma Test. If Successful, the Target's Disposition will move up or down by one. Smooth Talker can only be used once on a Character per day.

Snapshot**Prerequisite:** Perception: 45**Cost: 750**

If using a Scope or Sight under 6x Magnification, Snapshot allows for a Half Aim Action to be taken as a Reaction. This gives a -10 Penalty to all following Reactions during the Round.

Soldier of Fortune**Prerequisite:** Luck: 1**Cost: 1,500**

The Soldier of Fortune Ability allows for a Character to gain a second reroll on failed Tests if Luck was Spent or Burnt. For example, if a Character missed an Attack and then Spent a Luck to Reroll that Test, and then failed the Reroll, they get one last chance. This can only be used once per encounter.

Stabilization**Prerequisite:** Medication: +10**Cost: 750**

Medics with the Stabilization Ability are able to automatically recover one Wound with a First Aid Medical Test, even if the Test failed. The Character also stabilizes Characters who are suffering from Bleedout. A Character can only receive this once before they need to receive an Extended Medical Test.

Steady Aim

Prerequisite: Perception: 40

Cost: 500

The Character gains a +10 To Hit when using Aim Actions that are not taken as a Reaction.

Sticky Fingers

Prerequisite: Athletics +10

Cost: 450

The character gains +10 to all Climb Tests.

Strafing Run

Prerequisite: Agility: 40

Cost: 500

When moving, the Character is able to Strafe to dodge incoming fire. Any Attacks made by or Against the Character are at a Penalty based on the Movement type being used. Half Move is a -10 Penalty, Full Move is a -10 Penalty, Charge is a -15 Penalty, Run is a -20 Penalty, and Sprint is a -25 Penalty.

Strong Back

Prerequisite: Strength: 40

Cost: 400

The Character doubles their Toughness Characteristic for figuring Lift and Push weights. Does not apply to figuring Carry Weights.

Sure Strike

Prerequisite: Warfare Melee: 40

Cost: 400

When making Melee Attacks, natural Damage Rolls of 10 will give the Attack an extra +1D10 Special Damage.

Swift Shot

Prerequisite: Warfare Range: 35. Quickdraw

Cost: 500

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

Take The Bait

Prerequisite: Courage: 40

Cost: 350

The Character will taunt an Opponent by making a +20 Courage Test that Opposes the Opponent's Intellect. If Successful, the Opponent will stop attacking their current Target and begin to go after the Character for 1 Round for each Degree of Success over the Opponent. This will be further increased by 1 Round for each Degree of Failure the Opponent may have.

Trample

Prerequisite: Hand-To-Hand Basic

Cost: 500

The Character's Charge Attack gains a new option, Trample. Trample is like Tackle, but the User is not knocked Prone alongside the Target. Trample also gains +2 Damage for each Size Category larger than the Target.

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.

True Inspiration

Prerequisite: Leadership: 35

Cost: 500

The Character is able to give a small speech and spend a Luck Point. Spending this Luck Point gives another Character a free Critical Success (Counts as rolling a 1 on the Test) on their next Test. The User may choose what Test gains the Critical Success, and if not used, the User does not spend that Luck Point.

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 Unarmed Melee Attacks.

Unbreakable Bonds

Prerequisite: Courage: 45

Cost: 300

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 within 100 Meters of each other or have line of sight of the others.

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: 45

Cost: 750

The Character, if aware of an Opponent who is in Point Blank Range, causes that Opponent to lose their Point-Blank Range Bonuses against the Character. Unrestrained Reflexes also gives the Character a +10 to spotting Lasers from Opponent weaponry.

Valorous

Prerequisite: Leadership: 50 and True Inspiration.

Cost: 850

In a dire situation, the Character makes a valorous Speech and Burns a Luck Point. This Character inspires all allied Players. These Players all gain a chosen free Critical Success (counted as rolling a 1) usable for the next two Rounds.

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.

EDUCATIONS

Educations are beneficial supplemental utilities Characters may learn to enhance various Tests and create more narrative options for Characters in-game. Not every Education is listed on the following page, so the GM and Players may work together to create more using the existing ones as guidelines.

The GM should make sure to allow players to use their Educations when it would be beneficial and should introduce pieces of the story that could allow for Characters to show them off.

GAINING EDUCATIONS

Players must spend the cost of the +5 Education to gain the ability to use it. The Character may increase the benefits of the Education they already have by learning the +10 version. A +10 version of an Education does not add to the limits of how many Educations a Character can learn.

YOU CAN'T KNOW EVERYTHING

Characters are only allowed to learn up to double their Intellect Modifier in Educations. Learning the +10 version of an Education does not add to this limitation.

LACKING EDUCATION

A Character lacking an Education should show that they do not have the proper knowledge to handle the task at hand. A Character without the Musical Instrument (Chosen Instrument) Education would not be able to properly play the Instrument at hand. A Character without Covenant Law would know nothing of the law of the Covenant. The GM should allow players to know simple information, such as how to play a couple notes of the instrument or know that the Covenant view many things as heretical. But more in-depth knowledge should be based on the Education.

EDUCATION TESTS

Education Tests are used for when a Player or GM is finding out whether a Character may know specific, rare information that is difficult to come by. This can be something obscure or difficult to learn. The GM should not force Characters to roll Education Tests to everything under the knowledge, just the harder to know information.

The GM may also use an Education Test to see if a Character's knowledge can help supplement an Education or Skill Test of another Character.

Education Tests can also be used to perform tasks that would benefit having the knowledge, such as planting crops, playing musical instruments, or planning the construction of a base.

An Education Test, when not used with Skills, can be used to help a Character through knowledge-based Tests. The GM may assign a Characteristic, generally Intellect, for this purpose.

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 used in Opposed Skill Tests. An Education can increase one of its listed Skills with its +5 or +10.

A Character supplementing their Skill Test with an Education must have a reason for it to make sense. Using Armoring to

supplement a Technology Test for fixing a shotgun 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.

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 Character should always have decent knowledge of their own Religion and Culture.

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.

The GM may still allow a Character to learn a Restricted Education when they are not supposed to know about it. To do so, the Character must spend 3 times the listed Experience cost. The GM may also use this as part of the story, as a normal Civilian shouldn't know about something like Flood Biology.

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.

FACTION-BASED EDUCATIONS

Faction-based Educations are listed as Faction before the name of the Education. These are Educations that can be taken for both Covenant and Human. Each will have to be purchased separately if the Character wants both.

STREET SMARTS

Street Smarts are an optional set of Educations that players can take for locations based on civilian cultures and societies. These can cover black market transactions, underworld societies, urban and unique cultures, and more. These are not recommended for Military-only games.

GENERAL EDUCATION TABLE

EDUCATION	DIFFICULTY	SKILL	+5	+10
Aeronautics	Advanced	Stunting, Pilot, Evasion, Technology	100	150
Agriculture	Basic	Technology, Survival	50	100
Architecture	Advanced	Technology, Security	75	125
Armor Smithing	Basic	Technology	100	150
Astronautics	Advanced	Pilot, Technology, Stunting, Evasion	100	150
Astrophysics	Advanced	Pilot, Technology	100	150
Bartering	Basic	Appeal, Investigation, Deception	50	100
Brewing	Basic	Survival	50	100
Carpentry	Basic	Technology	50	100
Computer Security	Advanced	Security, Cryptography	50	100
Construction	Basic	Technology, Demolition	100	150
Culinary	Basic	Survival	50	100
Demolitions Assembly	Basic	Demolition	100	150
Etiquette	Basic	Appeal, Deception	50	100
Faction Culture	Basic	Appeal, Investigation	50	100
Faction History	Basic	Appeal, Command, Investigation	50	100
Faction Law	Advanced	Command, Investigation, Deception, Negotiation	100	150
Faction Linguistics	Basic	Cryptography, Technology	50	100
Faction Literature	Basic	Appeal, Command, Investigation	50	100
Faction Medical Science	Advanced	Medication, Survival, Interrogation	100	150
Faction Military	Advanced	Command, Appeal, Investigation, Deception, Interrogation, Security	100	150
Faction Psychology	Advanced	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	150	200
Faction Religion	Basic	Appeal, Command, Deception, Interrogation, Intimidation, Negotiation	50	100
Faction Vehicle Maintenance	Basic	Technology	100	150
Faction Weaponry	Basic	Technology	100	150
Flood Biology	Advanced	Medication	200	250
Forerunner Artifacts	Advanced	Technology	250	300
Forerunner Linguistics	Advanced	Technology, Cryptography, Investigation	150	200
Forerunner Weaponry	Advanced	Technology	200	250
Ground Vehicle Dynamics	Basic	Pilot, Technology, Stunting, Evasion	100	150
Hunting and Fishing	Basic	Investigation, Deception, Athletics, Technology, Security, Survival	50	100
Locksmith	Basic	Technology, Security	50	100
Martial Arts	Basic	Evasion, Athletics	100	150
Mathematics	Basic	Security, Cryptography, Gambling	100	150
Merchant	Basic	Appeal, Negotiation, Deception	50	100
Military Command	Advanced	Command, Appeal, Interrogation, Negotiation, Deception	100	150
Mount Training	Basic	Appeal, Command, Deception, Intimidation, Investigation, Stunting	50	100
Musical Training (Chosen Instrument)	Basic	Appeal	25	50
Planetary Science	Advanced	Survival, Camouflage	100	150
Slipspace Travel	Advanced	Pilot (Space), Navigation, Technology, Stunting	250	300
Tailor	Basic	Survival, Technology	50	100
Tanning (Leather)	Basic	Technology	50	100
Weapon Smithing	Advanced	Technology	75	125

STREET SMARTS

EDUCATION	DIFFICULTY	DESCRIPTION	SKILL	+5	+10
Black Market	Advanced	Knowledge of underground markets.	Investigation, Appeal, Negotiation	100	150
Crime Organizations	Advanced	Knowledge of gangs, mafia families, and other crime orgs.	All Social Skills	100	150
Streetwise	Basic	Knowledge of general urban layouts and locations.	Investigation	25	50
Subculture	Basic	Knowledge of how cultural differences based on location.	All Social Skills	50	100

ARMORY RULES

WEAPON TYPES

Weapon Types show the type of Weapon something is as well as give extra information on how the weapon can be used.

CREDITS (cR)

cR works as both the money of the system and a Soldier's ability to requisition equipment before being cut off. All Characters begin with an amount of cR based on their Experience Tier, which is chosen by the GM. Everything in the Armory has a cR Price in order to receive it.

PURCHASING FROM OTHER ARMORIES

Characters purchasing from other Factions must first gain GM approval. Next, any purchase made is 3x the listed price. Purchasing from Forerunner Armories, however, isn't allowed unless the GM species otherwise or if a Soldier Type Trait lists it as an option.

SELLING AND REFUNDING EQUIPMENT

Equipment purchased by the Character may be returned for half the cost. Equipment picked up off the battlefield may be sold to their Military at 1/4th the cost. Damaged equipment may only be sold at 1/10th the cost. Finally, destroyed equipment may not be sold.

EQUIPMENT PACKS

All content in the Character's chosen Equipment Pack cannot be returned, traded in, or sold. Damaged, destroyed, or lost Equipment Pack content are replaced between missions, not including any Permutations or Modifications purchased for them.

STARTING AMMUNITION

All Weapons gained from Equipment Packs will begin with 4 Magazines or Clips. Belt-Fed weapons gain only one Belt of Ammo. All depleted Starting Ammunition is restored between missions, not including Special Ammo.

WHAT COMES WITH A NEWLY PURCHASED WEAPON

Purchasing a new weapon does not come with Ammunition but will come with 1 empty Magazine or Magazine equivalent.

AMMUNITION BELTS

Belt-Fed weapons use ammo on a belt for constant fire. A Weapon's MAG Characteristic will list the amount of ammo for that weapon's belt size. A Player may decide to purchase larger belts for their weapon by paying 2 cR per 25 rounds the belt can hold. This does not replace any belts currently owned or that come with the weapon.

UNAVAILABILITY

The GM may decide when content in the Armory are not currently available to players. This may be for story purposes or for exotic items. Players should always run their purchases by the GM first.

RELOADING

Weapons have base Reload Times based on the Weapon Type and are the Half Actions needed to reload the weapon. A Weapon's base Reload Time is reduced by 1 for every 2 Modifiers in both the Agility and Warfare Range Characteristics separately.

SINGLE LOADING RELOADING

When reloading weaponry that lists Single Loading, shells are loaded one by one. To a maximum of 3 per Half Action, for every 2 modifiers in both Agility and Warfare Range Characteristic, the character is able to reload an extra shell.

RELOADING VEHICLES AND AUTOLOADERS

All vehicles have an Autoloader that will reload the weapon at half the listed value shown in Reload Time, rounded down. If a character is reloading a Vehicle Weapon without the Autoloader, they will reload at the full Reload Time. Autoloaders will begin reloading when the magazine is empty, or when triggered by the character manning the weapon.

Autoloader Breakpoints use the Weapon Breakpoints of a Vehicle. If the vehicle does not have Weapon Breakpoints, it defaults to 90.

RELOADING UNKNOWN WEAPONRY

When reloading a weapon that the Character doesn't have the Faction Training for, the Character must make a Technology Skill Test as a Full Action. The Technology Skill Test must be based off the faction of the weapon (Covenant, Forerunner, UNSC). If Successful, the Character is able to reload the weapon at double the listed Reload Time. If Failed, the Character is unable to figure out how to reload the weapon and will need to try again with a +5 Bonus to the next Test.

All Forerunner weapons are at a +10 Bonus to the Technology Test for Human Characters.

REFILLING MAGAZINES AND BELTS IN COMBAT

Players can refill Magazines in Structured Time. The Character is able to load one round into their Magazine per Half Action, which is increased by 1 for every 2 Modifiers in both the Agility and Warfare Range Characteristics.

For Belt-Fed weapons, the Belt may be refilled by 1 extra Character for every 25 Rounds the Belt holds, allowing for more characters to quickly refill the Belt.

BELT-FED WEAPON RELOADING ASSISTANCE

Belt-Fed weapons take time to reload and can be assisted by a second Character to speed up the process. This halves the main reloading Character's Reload Time.

PURCHASING AN EMPTY MAGAZINE OR CLIP

When purchasing empty Magazines, Clips, Belts, etc., a Character must spend 1/4th the amount of rounds/charge in the magazine in cR.

PURCHASING FORERUNNER MAGAZINES

Fully loaded Forerunner Magazines can be purchased by spending 1/4th of the weapon's price, to a minimum of 5 cR.

RECHARGING COVENANT BATTERY WEAPONS

To recharge a Plasma Battery, the Character must use a Plasma Recharging Station. A weapon's Plasma Battery reloads in (X) minutes, where (X) is the weapon's Reload Time. This cannot be reduced with Characteristics.

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. Heavy Weapons [HW] will take up 2 Hardpoints, while other weapons take only 1.

The Character may purchase more Hardpoints by buying Holsters and Magnetic Holsters. Magnetic Holsters may be positioned as needed.

WALKING ARMORIES

A GM can decide when a Character has brought too many weapons into combat.

BUILDING AND REPAIRING

Many things can be built or repaired, such as a damaged firing mechanism or a broken stock. Repairs cannot be made without a set of tools. Without tools, equipment cannot be properly repaired, unless the GM says otherwise.

There are tools available under Equipment that allows for a Character to make repairs and build equipment.

INSTALLING AND REMOVING MODIFICATIONS

Human weaponry has attachable equipment, such as scopes, silencers, and underslung secondary weapons. During combat, a Character can remove or install these during their Turn. Like reloading a weapon, in some ways, there are several base actions, such as hitting a switch and pulling a silencer off or pushing back a small pin and taking off a scope.

Installing or removing a Scope or a light, or any similar type of equipment is the equivalent of reloading a Sniper Rifle. Installing or removing a silencer or muzzle is a much quicker Action, which makes it the equivalent of reloading a Pistol. Anything like an underslung weapon can be installed or removed at the equivalent of reloading a Light Machine Gun, as it is something that must be properly installed with care.

WEAPON NICKNAMES

Weapons have Nicknames which are shown in quotations on the top-right of each weapon. For Human Weapons, these Nicknames are the names that they're casually called. For Covenant and Banished weapons, these are the names that the UNSC classifies as, though some weapon types do not have a known UNSC classification. Forerunner Weapons are the confidential Forerunner classifications.

BUILT-IN MODIFICATIONS AND ATTACHMENTS

Weapons with built-in modifications cannot have them removed unless another modification replaces it or it is removed using a Technology Test. The weapon's weight also covers the built-in modifications' weight and do not take up space on Rail Mounts.

Bonuses and Penalties given by Built-In Modifications aren't given in the weapon's characteristics or listed information. This is due to the ability to remove these through further modification. If the Modification is removed, the weight of the weapon is reduced.

BREAKPOINTS

Breakpoints serve as a Wound System for modules, equipment, weapons, etc. When a Module hits 0 in Breakpoints, that item is unusable. Breakpoints are optional for Equipment but are mandatory for Physical Shields.

When an Attack has higher Pierce than the Physical Shield has Armor, the left-over Pierce compared to Armor is the reduction to the Shield's Breakpoints.

EQUIPMENT THAT GIVE THE SAME TYPES OF BENEFITS

There are many Equipment, Permutations, Armor, Variants, and Attachments that all give the same types of benefits. These benefits can be stacked and improved on in many ways. When it comes to benefits that enhance things like To Hit or Armor, it is fine to allow these to stack their benefits.

There are some options that will give the same type of benefit, such as the Kevlar Undersuit and Liquid Nanocrystals, which increase the amount of Armor gained if an Attack bypassed Armor. Another example being multiple types of Active Camouflage, which both give static Bonuses to Camouflage. This type of equipment should never stack, and only the highest of the two benefits should be taken.

BREAKPOINTS	OUTCOME
Human: 200 Covenant: 300 Forerunner: 400	The weapon is at full Breakpoints.
Human: 150 Covenant: 200 Forerunner: 300	The weapon is cracked in some areas and may not fire correctly. The user gains a -5 Penalty To Hit. Weapons gain a +2 to Base Reload Time.
Human: 100 Covenant: 150 Forerunner: 200	The weapon is damaged, and takes longer to reload, doubling the Base Reload Time. To Hit and Aim Actions are at a -10 Penalty.
Human: 50 Covenant: 75 Forerunner: 100	Damage to the weapon means any natural To Hit roll of 60 or above will misfire the weapon, skipping the Attack but reducing the Ammo. Any natural To Hit roll of 90 or above will jam, meaning the weapon cannot fire until reloaded. -15 To Hit to all Attacks made.
0	The weapon is completely useless. A nice trophy, perhaps, but useless.

PHYSICAL SHIELD USE

Physical Shields protect a set amount of Body Locations at one time. The Shield will list which Size Category it is meant to be used with. Larger Characters will lose 1 Body Location protected and gain a +5 to Shield Reaction tests per Size Point higher, while smaller Characters will gain +1 Body Location protected and gain a -5 to Shield Reaction tests per Size Point lower.

At the beginning of the Character's Turn, the Character can choose to protect a set of Locations depending on how many Locations the Shield will protect. These Locations must be connected or nearby. For example, the Shield can protect Left Arm, Chest, and Head; but the Shield cannot protect Head, Left Arm, and Right Leg.

Protected Locations struck will gain the Shield's Armor as a Bonus to their Damage Resistance. Locations struck that were not Protected gain no benefits.

Once per Round, the Character may make a Shield Reaction, allowing the Character to Oppose the To Hit of the Attack that struck them. If Successful, the Character is able to move the Shield to protect the Location that was struck, changing the Protected Locations until the beginning of the Character's next Turn.

Any shots from behind the Character will not hit the Shield, as it can only protect from one direction.

PHYSICAL SHIELDS AND EXPLOSIVES

Physical Shields can only protect the user if all Body Locations can be protected at once. Physical Shields that protect 3 or more Body Locations at once will halve the Explosive Knockback received.

HUMAN VISOR POLARIZING

All Human visors can Polarize, making it impossible to see the face, as the visor changes to an opaque color. It is a Reaction to activate and deactivate. Polarizing halves all bright light-based Penalties.

AUTOMATED TURRETS

Automated Turrets are unmanned ranged weapons that always count as using a Killzone. The Automated Turret cannot be removed from its Killzone and the Killzone will always be based on the direction the Automated Turret is facing. Automated Turrets do not go in the Initiative Order and instead will make its Attacks at any point someone enters the Killzone.

Automated Turrets will use their Characteristics to make Attacks and assist in Opposed Tests. The range at which an Automated Turret can fire is its Perception Characteristic multiplied by 20, making them incredibly dangerous.

ARMOR DONNING AND DISROBING

If in Combat and Structured Time, Armor takes time to put on and take off. The following Table shows the amount of Half Actions needed to change into or out of Armor based on Armor Location.

Mjolnir takes the amount of time shown, but instead of Half Actions, it's in Minutes. One minute is 10 Full Actions, meaning 20 Half Actions. The Mjolnir Helmet does not fall under this time frame.

ARMOR LOCATION	HALF ACTIONS
Head, Neck	2
Chest	6
Arms, Shoulder	3
Legs	3
Permutations, MISC.	4

SEMI-POWERED AND POWERED ARMOR

Semi-Powered Armor is Armor that will hold its own weight and power any and all specialized attachments or utilities it comes with. Semi-Powered Armor can also power up to two Equipment and Permutations that list needing a power source.

Powered Armor is Armor that will hold its own weight and will also power any and all Equipment and Permutations that list needed a power source.

WEAPON DAMAGE TYPES: BLUNT, PIERCING, SLASHING

Damage Types are a rule that will be used alongside primitive and archaic armor, which tracks for three types of Damage, each corresponding to a weapon's type of Damage it is performing.

Bludgeoning Damage [BD] is physical damage caused by blunt weapons like Hammers, Fists, and Batons.

Piercing Damage [PD] is physical damage caused by knives, impalement, and spikes.

is physical damage caused by blades, such as machetes and Axes.

Universal Damage [UD] is when a weapon deals damage at the Armor's weakest Armor Ratings. This includes explosives and firearms.

Weapons that show two Damage Types allow the Character to choose one of the two, each based on using the weapon differently. Only one Damage Type may be used at a given time, and changing the Damage Type used during the Round causes a -10 Penalty to all Attacks afterwards.

Modern and Futuristic Armor only has one Armor Type, meaning it will protect against all Damage Types received. Medieval-era Firearms will also deal half their Pierce to Modern and Futuristic Armor, such as Armor from Mythic and The Armory.

DAMAGING CHEMICAL SPRAYER WEAPON TANKS

All chemical tanks have 50 Breakpoints and can be given an Armor upgrade found in the Equipment section. When the tank hits 0 Breakpoints, it is no longer usable. The tank will fill with a chemical to suppress any flame or possible explosion and can only be discarded.

If the Chemical Tank is completely destroyed in a blast, it will add 3D10 Damage to the explosion and gain the Flame, Cryo, etc. Special Rule dependent on the tank with (2D10). For example, a Cryosprayer tank exploding will add 3D10 Damage to the explosion that caused it and add the Cryo (2D10) Special Rule.

BAYONETS

Bayonets are melee weapons that are attached to ranged weapons. Bayonets will list the Melee Weapon they use for finding damage and always count as having the Slow Special Rule when used in Melee.

ENERGY SHIELDS

ENERGY SHIELD RULES

Energy Shields protect the User from incoming Damage. Energy Shields have three Characteristics: Shield Integrity, Shield Recharge, and Recharge Delay.

SHIELD INTEGRITY

Shield Integrity is the Energy Shield's health, similar to Wounds for a Character. Damage Dice and Base Damage reduce an Energy Shield's Shield Integrity. Weapons with specific Special Rules allow the Weapon's Pierce to deal Damage to Energy Shields, as well.

Once Shield Integrity reaches 0, the User begins to take the damage. If Integrity reaches 0 during an Attack, any leftover Damage will hit the User, instead. This does not apply to the Attack's Pierce.

ENERGY SHIELD PIERCE DAMAGE

Attacks that will deal their Pierce Damage to Energy Shields do so through striking with pinpoint accuracy or by spreading out the damaging effect throughout the Shield.

Having at least one of the following Special Rules allows the Weapon to deal their Pierce against Energy Shields.

- Penetration
- Spread
- Cauterize
- Kinetic
- Blast and Kill Radius
- Carpet

EXPLOSIVE DAMAGE TO SHIELDS

When an Explosive Weapon deals Damage to an Energy Shield, the Weapon's Pierce is Tripled. This Pierce does not carry over against the Character, even if the weapon has the Kinetic Special Rule. When an Energy Shield's Integrity is reduced to 0, all Pierce is lost.

SHIELD RECHARGE

Shield Recharge is the rate the Shield Integrity is increased per Round. The Energy Shield cannot recharge higher than its Shield Integrity and can only recharge after the Recharge Delay is reached.

RECHARGE DELAY

Shields take time before they can begin to Recharge. An Energy Shield's Recharge Delay is the amount of Rounds before the Shield Recharge begins, which is marked by (X).

If the Character or Vehicle takes 10 or more Damage in a Round, the Recharge Delay is reset.

COMBINED ACTIONS AND ENERGY SHIELDS

Energy Shields work by dispersing the Damage, which makes them weak to receiving multiple Damage sources at the same time.

Combined Action Attacks against an Energy Shield deal an extra 10 Damage for each Character involved, per Half Action. Only Characters that were able to deal Damage to the Energy Shield will gain the extra Damage from the Combined Action.

SPECIAL RULES

Special Rules are various rules and abilities that Equipment use to show how they work in gameplay. The next section of the Armory explains each Special Rule.

SPECIAL RULE	EXPLANATION
Acid Special Rule	The Acid Special Rule is a degrading series of damage that happens every Round. The first round of Damage is signified by (X), and every Round after, the damage is halved, rounding up. After the Damage hits 1, the Damage ends. For example, if (X) is 10, the first Round is 10 Damage, then 5 Damage, then 3, and finally, 1 Damage. Acid Damage ignores Half Armor and Toughness, but not Mythic Toughness. Taking more Acid Attacks will only overwrite current Acid effects if it will deal more Damage.
Cauterize Special Rule	Weapons with the Cauterize Special Rule add their Pierce when figuring Special Damage.
Cryo Special Rule	<p>Weapons with Cryo (X) cannot deal Special Damage but instead will deal Fatigue to Targets at the end of the Round. Cryo weapons have Cryo Buildup, which is Cryo (X) of a Cryo weapon each time it strikes the Character. Cryo Buildup is reduced by 1 at the beginning of the Character's Turn. At the end of every Round, Characters with Cryo Buildup will take Fatigue based on Cryo Buildup subtracted by the Character's Toughness Modifier and Mythic Toughness, to a minimum of 0.</p> <p>When a Character has been put into a Coma from Fatigue, the Character is considered frozen to death. The Characters Wounds and Fatigue are not reduced or changed. The Character may Burn a point of Luck to survive.</p> <p>Characters and Vehicles under 3 Size Points that are struck by weapons with Cryo will have their Movement Speed halved during their next Round. This includes Evasion distance and Walker Vehicle movement.</p> <p>Characters wearing Armor with Fire-Rescue, or Armor that reduces the effects of the Flame Special Rule, will reduce Fatigue gained by the Cryo Special Rule by 1.</p> <p>Areas frozen by weapons with Cryo will thaw after 2 Minutes (12 Rounds).</p>
Dice Minimum Special Rule	Dice Minimum Special Rule is when a Damage Roll cannot be lower than the number specified by (X). If a Dice Minimum is (4), then any roll under 4 will still count as rolling a 4.
Electrified Special Rule	Characters struck by Attacks with the Electrified Special Rule must make a Toughness Test. If failed, the Character is stunned for (X) - Toughness Modifier in Half Actions. This does not stack with other Electrified Special Rule Attacks.
EMP Special Rule	<p>The EMP Special Rule disables vehicles for 1D5 Half Actions, or by (X) if specified. For every 2 Size Points of a Vehicle being hit, it is disabled for 1 less Half Action, to a minimum of 1. The user of the vehicle can attempt to use a Technology Skill Test to lessen this by one Half Action.</p> <p>EMPs also shut down equipment using the same rules. Equipment being hit by an EMP has a 5% chance on a 1D100 roll to have its memory erased. This does not affect AI or armored computing devices. All Military equipment are immune to EMPs erasing data. EMPs are able to deal 50 damage to Shields for every 1 point in (X). For example, an EMP (3) will deal 150 Damage to Energy Shields.</p> <p>Any Vehicle 5 Size Points and larger are unaffected by Plasma Pistols.</p>
Flame Special Rule	<p>The Flame Special Rule is a stacking Damage type that deals its damage each Round the Character is on fire. When damaged by a weapon with Flame, the Character is considered on fire until they spend a Half Action to put out the flames. At the beginning of Character's Turn, they take (X) Damage, ignoring Armor, where (X) is increased by Flame (X) for each Attack they were hit by. For example, if a weapon deals Flame (1D5) and the Character was hit 4 times, they will take 4D5 Damage at the beginning of their Turn. The Damage rolled will then be taken at the beginning of each Turn until put out.</p> <p>Flames will go out in 4 Rounds after the Attack hits, but any Flame Attacks will reset this timer.</p>
Hard Light Special Rule	When a weapon with the Hard Light Special Rule rolls a 10 on a D10, or a 5 on a D5, the weapon gains +1D10 to the Damage Roll. This also increases the Special Damage dealt. If the extra D10 rolls a 10, you may continue to roll another D10 until you stop rolling 10s. If a Character dies from a weapon with the Hard Light Special Rule, their body and armor disintegrate.
Headshot Special Rule	When taking a shot to the head, the Character doesn't get to add in their Toughness Modifier when figuring Damage Resistance against the attack.
Homing Special Rule	Homing Special Rule allows the weapon to reroll a missed To Hit attack. Cannot reroll more than once per Attack.
Insurrection [I] Weapon	Insurrectionist Characters do not have to pay their Soldier Type Upcharge for Weapons with the [I] Tag.
Kinetic Special Rule	Weapons with Kinetic will damage a Character through Energy Shields. When a weapon with the Kinetic Special Rule hits a Character with Energy Shields, the weapon deals its Damage against the Character, without Pierce. The Energy Shield still takes the damage as normal. If the Character does not have Energy Shields, the Attack adds 1D10 Damage.
Long Barrel Special Rule	Weapons with the Long Barrel Special Rule cannot gain To Hit Bonuses from Close Range or Point Blank. When within 10 Meters of the Target, the weapon gains a -10 Penalty To Hit, and when within the Opponent Melee Combat Range, the Opponent gains a +20 Bonus to Evasion and Parry. This Special Rule is removed when used with the Short Barrel and Sawed-Off Barrel Modifications. Long Barrel is given to any Vehicle Weapon that is being held by a Character. If the Character Braces the weapon, the Long Barrel Special Rule Penalties are removed, including the Bonuses to being evaded.
Needle Special Rule	<p>Needles, known as Blamite, are explosive pink ballistic crystals. Needles explode when they reach a specified amount impaled into a Character that is signified by (X). For example, a weapon with Needle (3) needs 3 impaled Needle shards to detonate with Blast (1). When the Needles detonate, they deal (X)D10 Damage, ignoring Damage Resistance. Needles fired from other weapons will not stack their Needle (X) rule.</p> <p>Needles impale as long as they don't hit Energy Shields. Impaled Needles can be removed to stop detonation. A Character can remove (X) Needles per Half Action, where (X) is every 2 Agility Modifier. Each Needle removed this way causes the Character to take 1 point of Damage, ignoring Damage Resistance. A Medical Test can be made to remove the Needles, bypassing the 1 point of Damage.</p> <p>Needles will dissolve after 3 Rounds of not meeting the required (X) to detonate. When dissolving, the Needle pops, dealing no extra Damage.</p>
Nonlethal	Weapons with the Nonlethal Special Rule cannot damage a Character below 0 Wounds and cannot Penetrate through Characters.

SPECIAL RULE	EXPLANATION
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.
Penetrating Special Rule	Weapons with the Penetrating Special Rule deal their Pierce against Energy Shields 3 times. This Special Rule, when stacked with Blast and/or Kill Special Rules, will only deal Blast's increased Pierce on the first of the three times.
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.
Slow Special Rule	Melee Weapons with the Slow Special Rule mean they are a bit more difficult to use due to their length, shape, or weight. Weapons with this Special Rule halve the Character's Melee Attacks per Round.
Spike Special Rule	<p>Some weapons have the Spike Special Rule. These weapons generally fire a shard, arrow, or general projectile that are made to impale. Weapons that have the Spike Special Rule impale into the Character and must be removed, or the Character will take Damage when moving. Spikes only impale if they've done a minimum of 4 Damage to Wounds.</p> <p>The Character may remove an impaled Spike with a +20 Strength Test. This deals 1 Damage, ignoring Damage Resistance. A Character may remove two Spike Special Rule damage sources per Half Action. A Medical Skill Test may remove two Spikes per Half Action, bypassing the Damage.</p> <p>Once per Round, If the Spike is not removed and the Character is moved or moves more than 4 Meters, the weapon deals its Base Damage, ignoring Armor and any Mythic Toughness.</p> <p>This does not stack with the Impaled Medical Rule, it replaces it.</p>
Spread Special Rule	<p>Spread Special Rule is when a weapon's attack spreads out from the source, like a shotgun's buckshot. Weapons with the Spread Special Rule are given a +10 Bonus To Hit and fire in a cone shape out from the character. This can strike multiple targets at once if close enough.</p> <p>When a Shotgun is being used at Close Range, the weapon gains a +1D10 to the Damage Roll. When in Point Blank Range, the weapon gains +2D10 to the Damage Roll. When in Execution Range, the weapon gains +2D10 to the Damage Roll and also doubles the Damage Roll made with the attack.</p> <p>When a Shotgun is being used beyond the weapon's Optimal Range, it loses 1D10 Damage and 50% of its Pierce, and at Extreme Range, loses 2D10 Damage and all 100% of its Pierce.</p> <p>For every 20 Meters away the Target is from the Character, the weapon can hit Characters +1 Meter to each side of the Target. The further the Distance, the more likely the characters will be struck by the attack.</p>
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, as a Reaction.</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>
Stun Special Rule	When any weapon with the Stun Special Rule hits a Character, that Character must make a +20 Toughness Test at the beginning of their next Turn. If Failed, the Character is Stunned for (X) Half Actions.
Tranquilize Special Rule	<p>When a Character is hit by the Tranquilize Special Rule, they are Stunned for (X) Rounds. When Stunned, a Character hit by more Tranquilize Special Rule Attacks will extend their Stunned state for (X) more Rounds. If (X) surpasses 10, the Character becomes Unconscious.</p> <p>When a Character is hit by the Tranquilize Special Rule, they must make a Toughness Test. Every Degree of Success decrease (X) by 1, to a minimum of 1. If Failed, each Degree of Failure increases (X) by 1, to a maximum of 10.</p> <p>When Stunned and Tranquilize Special Rule (X) becomes 0, they are no longer Stunned and may react as normal. When Unconscious and Tranquilize Special Rule (X) becomes 0, they must spend a Full Action to wake up to be able to react as normal.</p>
Vehicle Lock Special Rule	A weapon with the Vehicle Lock Special Rule homes in on Vehicles with incredible accuracy. A weapon with Vehicle Lock Special Rule ignores all Penalties from Vehicle Speed and has a +20 To Hit when inside the weapon's Range.

EXPLOSIVE AND AREA OF EFFECT RULES

EXPLOSIVE SPECIALS	EXPLANATION		
Concussive Grenades	The effect of a Concussion Grenade is to disorientate anyone caught in its Radius. Concussive Grenades disorientate a Character for 1D5+(X) Half Actions, reduced by the Character’s Toughness Modifier. If a Character is Disorientated, they must make a Toughness Test at -40. The following Table will show which type of information or memories the Character is able to recall while under its effects.		
	Characters who are Disorientated gain a -40 Penalty to Warfare Melee and Warfare Range Tests and cannot make any Intellect or Perception based Skill Tests.		
	DIFFICULTY	EXAMPLE	TOUGHNESS TEST RESULTS
	PERSONAL	Own Name, Occupation	4 or more Degrees of Failure
	SIMPLE	Friend’s Name, Current Location	3 or more Degrees of Failure
	EVERY DAY	Current Day, Reloading Weapon	2 or more Degrees of Failure
	COMMON	Current Objective, Own Address	1 or more Degrees of Failure
	CHALLENGING	Math, Locations, Reading	Succeeded with up to 1 Degree
	PROBLEMATIC	Mechanics, Geometry	2 or more Degrees of Success
Blast Radius	Most Explosives have two Radius distances; Blast and Kill. The Blast Radius is the radius in which all Characters within will receive Damage. Attacks with Blast Radius will always count as striking the lowest Armor Location, not counting Sublocations that have lower or no Armor. Blast Radius is signified as Blast (X).		

EXPLOSIVE SPECIALS	EXPLANATION
Kill Radius	Kill Radius is the more dangerous of the two, signifying the deadly combination of fragmentation and the force of the detonation. Anything within the Kill Radius will receive the total Damage of the Attack made, multiplied by 2. Kill Radius is signified as Kill (X).
Flashbang Special Rule	A Flashbang's detonation blinds and deafens Characters within its Radius for 1D5 Half Actions, reduced by the Character's Toughness Modifier. For every Meter closer to the Flashbang, within its radius, the Character gains +1 to the Half Actions the Character is Blind and Deafened. The total amount of Half Actions are halved if the Character had a Polarized Visor. A Character may attempt to make an Agility Test to shield themselves from the Flashbang, removing the 1D5 roll from their total. Characters effected by Flashbangs do not count as Unaware, or Helpless.
Grenade Timing and Cooking	Grenades will detonate 6 seconds after being armed. Grenades detonate at the beginning of the Character's next Turn. Cooking a Grenade is when the Character arms a grenade and waits to throw it. This stops the Opponent from being able to throw it back and gives Penalties to Evading them. To Cook a Grenade, the Character uses a Full Action to prepare and time the Grenade before throwing. The Character will roll their Warfare Melee Test to throw the Grenade as they normally would, but then must make a +20 Agility, Intellect, or Warfare Melee Test. Starting at the point of impact from where the Grenade landed, each Degree of Failure causes the Grenade to detonate 1 Meter closer to the Character. For every Degree of Success, any Characters within the explosive's Radius gain a -5 Penalty to Evade the explosive.
Smoke Special Rule	A Smoke Grenade covers a radius of (X) Meters in a thick colored smoke. The Smoke gives a -60 Penalty to Vision-based Perception Tests, as well as any Warfare Range Tests. Warfare Melee Tests are at a -30 Penalty. After the specified number of Rounds listed by the weapon, the smoke begins to dissipate. Once the Smoke begins to dissipate, the Smoke's Penalties are reduced by 10. When the Smoke's Penalties have reached 0, the Smoke is gone. The specified number of Rounds may be reduced by 1 for every 5km/h the wind is traveling, if outdoors. If indoors and in a small room or hallway, the rate is doubled.
Tear Gas Special Rule	Tear Gas affects anyone within its Radius unless they are wearing protective equipment, such as Vacuum Suit or enclosed armor, or goggles with a face mask of some kind. Tear Gas will last for 10 Rounds, reduced by 1 for every 5km/h the Wind is traveling if outdoors. If the Tear Gas is indoors and in a small area, such as a small room or hallway, the Tear Gas will last for 20 Rounds, instead. The GM may allow for the Tear Gas radius to move based on the wind. Unprotected Characters within the Tear Gas take a -40 Penalty to Warfare Range and visual Perception Tests, and a -20 Penalty to any Warfare Melee Tests. Each Round a Character is in Tear Gas, they must make a Toughness Test. If Failed, the Character gains a level of Fatigue. For each Round a Character is in Tear Gas, the Toughness Test gains a stacking -10 Penalty, to a maximum of -40. Once out of the Tear Gas, the Character may make a Toughness Test to remove the Penalties gained by Tear Gas. Each Failed Toughness Test gives the next Test a stacking +10 Bonus.
Explosive Knockback	Explosive Knockback is an effect that Explosives are able to deal if they have 3 or more Damage Dice and have a Kill Radius. Characters caught within the Kill Radius are thrown back as many Meters as the Weapon has Kill (X). For every 400kg a Characters weighs, it is thrown back 1 Meter less.
Gravimetric Pulse Special Rule	Gravimetric Pulse reaches out in a radius of (X) Meters shown in Gravimetric (X). Weapons with Gravimetric can be used to target Characters, Vehicles, Equipment, or other objects. Targets cannot be affected through walls or full Cover. There are two modes that Gravimetric Pulse can use, Radius and Targeted. Gravimetric Pulse, for both Radius and Targeted, can be used to push or pull Targets towards the user at 20 Meters per Round. This is reduced by 1 Meter per every 100kg the Target weighs. When using Radius, all Characters and objects are targeted within the radius of (X) Meters. Any Character trapped within this must make a Strength or Agility Test or be pushed or pulled. When using Targeted, only a single Character or object is targeted. The targeted Character must make a Strength or Agility Test at -30 or be pushed or pulled. Targeted also allows to ensnare the Character once they reach within 1 Meter of the weapon. Ensnared Characters must make a -40 Strength Test to break free at the beginning of their Turn. If ensnared, the Character cannot make any Attacks or Movement Actions.
Gravity Special Rule	Weapons with the Gravity Special Rule has an (X) that determines the radius in meters of the Gravity Attack, how much Damage the Character will take from it, and how far the Character will be thrown. The closer the Character is to the center of the radius of the Gravity Attack, the further they will be thrown. Beginning at 0, for every Meter closer to the center the Character is, they are thrown 2 Meters away. A Character at the edge of Gravity (6) will be thrown back 2 Meters, but a Character at the center will be thrown back 12. Characters who are thrown back and hit a surface before stopping will take 1D10 Damage, ignoring Armor. For every meter closer to the center of the Gravity Attack the Character is, they also take 5 Damage, ignoring Damage Resistance. For example, if a Character is at the edge of Gravity (6), they will take 5 Damage, but a Character at the center will take 30 Damage. For every 400kg an object weighs, it moves 1 less meter than it would have from Gravity but does not reduce the Damage taken.

WEAPON TYPES

WEAPON TYPES	EXPLANATION
Sword	<p>Swords are a weapon with a long blade made for slashing or piercing. These weapons are made in many ways to perform different roles.</p> <p>Swords list having [PD] Piercing Damage and/or [SD] Slashing Damage, but also can be used to make [BD] Bludgeoning Damage Attacks known as a Pommel Attack. A Pommel Attack is when the Character makes an attack with the blunt Pommel or handle of the sword. Sword Pommel Attacks deal different amounts of Damage based on its Handling type (One-Hand, Two-Hand, etc.). [DW] and [OH] Pommel Attacks deal 2D10 + Strength Modifier *2 in Damage. [TH] Weapons deal 3D10 + Strength Modifier *2 in Damage. [HW] deal 3D10 + Strength Modifier *3 in Damage. These Attacks have no Pierce unless stated otherwise.</p> <p>Swords may be thrown with major Penalties. [DW] Swords are at a -10 Penalty To Hit, [OH] Swords are at a -20 Penalty To Hit, [TH] Swords are at a -30 Penalty To Hit, and [HW] Swords are at a -40 Penalty To Hit. Thrown Swords have a 25% Chance to be [BD] Bludgeoning Damage that removes the weapon's Pierce from the Attack.</p>
Dagger, Knife, Concealable	<p>Knives are tools and weapons with a cutting edge or blade, Daggers are a fighting knife made for thrusting, stabbing, or slashing, and concealable weapons are hidden weapons that perform similar roles for combat and assassination. Daggers, Knives, and Concealable Weapons have a listed Damage Type, usually [PD] Piercing Damage or [SD] Slashing Damage.</p> <p>For weapons that do not have [BD] Bludgeoning Damage, like most Daggers and Knives, can make a Bludgeoning Attack like the sword's Pommel Attack. These attacks deal the Character's Punch Attack in Damage but add +5 Damage to the Attack.</p> <p>Daggers and Knives can be thrown with minor Penalties. [DW] weapons are at a -5 Penalty To Hit and [OH] Weapons are at a -10 Penalty To Hit. These weapons have a 25% chance to deal [BD] Bludgeoning Damage, removing the Pierce of the Weapon, or dealing [SD] or [PD] of the User's choice.</p>
Axes and Scythes	<p>Axes and Scythes were originally tools for farming and work, but since have evolved into weapons. These weapons generally consist of a pole handle and a broad cutting tool at the end. These weapons do [SD] Slashing Damage but are able to use unique [PD] Piercing Damage and [BD] Bludgeoning Damage Attacks.</p> <p>Axes and Scythes may use [PD] Piercing Damage Attacks by attacking with the pointed end of the weapon, though at a Penalty of half of the Weapon's Base Damage. The weapon may also be used to do [BD] Bludgeoning Damage by swinging with the back-end of the weapon towards the Target. This [BD] Attack deals no Pierce.</p> <p>Axes and Scythes may be thrown with major Penalties. [DW] Weapons are at a -10 Penalty To Hit, [OH] Weapons are at a -20 Penalty To Hit, [TH] Weapons are at a -30 Penalty To Hit, and [HW] Weapons are at a -40 Penalty To Hit. Thrown Weapons have a 50% Chance to be [BD] Bludgeoning Damage that removes the weapon's Pierce from the Attack.</p>
Fist Weapons	<p>Fist Weapons are weapons worn on the fist or held in the hand making the Attack. These Attacks modify the Character's Punch Attack and cannot give their benefits to any other type of Melee Attack. Fist Weapons have no Penalties for Dual Wielding or being used One-Handed. Throwing these weapons are at a -10 Penalty To Hit and deal 2D5 Damage with a Base Damage of Strength Modifier +6.</p>
Maces, Staffs, Hammers, and Clubs	<p>Maces, Staffs, Hammers, and Clubs are a very wide and general classification of weapons that deal [BD] Bludgeoning Damage. These weapons are some of the oldest and most-used weapons mankind has.</p> <p>These weapons may still make Pommel Attacks. The Pommel Attack uses the weapon's full Damage Dice, half Base Damage, and have no Pierce unless stated otherwise.</p> <p>These weapons may be thrown with major Penalties. [DW] Weapons are at a -10 Penalty To Hit, [OH] Weapons are at a -20 Penalty To Hit, [TH] Weapons are at a -30 Penalty To Hit, and [HW] Weapons are at a -40 Penalty To Hit. Thrown Weapons have a 25% Chance to be [BD] Bludgeoning Damage that removes the weapon's Pierce from the Attack. If the weapon does not have Pierce, half of the Base Damage is removed, instead.</p>
Pole Weapons	<p>Pole Weapons consist of Polearms and Spears, which are weapons attached to long poles. These weapons vary greatly in size, performance, and use.</p> <p>Longer Polearms suffer more at close range but can avoid those Penalties by attacking with the pole or handle, dealing [BD] Bludgeoning Damage unless specified otherwise. Attacks made with the pole or handle are based on the size of the Pole Weapon's Reach. The Pole deals 1D10 + half the weapon's Base Damage, plus an extra 1D10 Damage for every 2 Meters of Reach the Weapon has. A Pole Weapon with +4 Reach will deal 3D10 Damage.</p> <p>Throwing pole weapons come with Penalties, but each listed Penalty is halved if the Weapon is listed as a Spear. [DW] Weapons are at a -10 Penalty To Hit, [OH] Weapons are at a -20 Penalty To Hit, [TH] Weapons are at a -30 Penalty To Hit, and [HW] Weapons are at a -40 Penalty To Hit. Thrown Weapons have a 10% Chance to be [BD] Bludgeoning Damage that removes the weapon's Pierce from the Attack. If the weapon does not have Pierce, half of the Base Damage is removed, instead. Spear Type Weapons double the listed Range in the Weapon Throwing Range table.</p>
Firearms	<p>Firearms involve any sort of rifle, pistol, shotgun, plasma or energy weapon, beam weapons, and so on.</p> <p>Using a Firearm as a Melee Weapon involves hitting the Target with the stock of the weapon or pistol-whipping with a [OH] or [DW] weapon. This is known as a Buttstroke. [DW] and [OH] Buttstroke Attacks deal 2D10 + Strength Modifier *2 in Damage. [TH] Buttstroke Attacks deal 3D10 + Strength Modifier *2 in Damage. [HW] deal 3D10 + Strength Modifier *3 in Damage. These Attacks have no Pierce unless stated otherwise and are considered having the Slow Special Rule unless they're [OH] or [DW].</p> <p>Throwing a Firearm is both unorthodox and would not deal as much damage due to their weight and size. Throwing Firearms are at a -30 Penalty To Hit and deal half of the Damage they would if being used as a Melee Weapon.</p>

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
Covenant Weapons	All Covenant weapons are Smartlink compatible with a built-in 2x Smart Scope unless a different scope is specified.
Indirect Fire	<p>Indirect Fire is when a Character makes a Ranged Attack without relying on a direct line of sight between the weapon and the Opponent. Aiming is performed by calculation and combining information of those assisting the Indirect Fire. Indirect Fire must have a Spotter, and the Spotter must be able to see the Target by either direct line of sight, camera, or targeting info.</p> <p>To start off, the Character making the Indirect Fire Action begins with a -70 Penalty for the Attack. If the Character has HUD and those assisting have Smartlink or armor-based cameras, the Indirect Fire Penalty begins at only -50.</p> <p>The Spotting Character assisting in the Indirect Fire must make one Warfare Range Test and an Intellect Test as a Full Action. Each Degree of Success gotten on both Tests reduces the Indirect Fire Penalty by 10, to a minimum of 0. The Indirect Fire cannot gain any Bonuses after reaching no Penalty To Hit. After the Spotting Character is finished with their Test, the Attacking Character may take their Attack Actions with the final Indirect Fire Penalty.</p> <p>If the Target moves more than 10 Meters, the Bonuses to the Indirect Fire are lost.</p>
Lasers	Lasers will give a +5 Bonus To Hit a target, but only under two conditions. The target must not be further than half of the Character's Perceptive Range, and the Character must not be taking an Aim Action. Aim Actions and Lasers do not stack.
Perceptive Range	<p>Perceptive Range is the Range that a Character is able to make Aim Actions and reliably fire a weapon. Perceptive Range is figured by multiplying the Character's Perception Characteristic by 5. A Character with a Perception of 40 will have a Perceptive Range of 200 Meters.</p> <p>Scopes will multiply a Character's Perceptive Range, so a 2x Scope would increase the example Character's Perceptive Range to 400 Meters.</p> <p>When a Character fires beyond their Perceptive Range, they begin taking Penalties. For every 50 Meters beyond their Perceptive Range, they gain a -10 Penalty To Hit.</p>
Scopes and Sights	The Aim Action Bonus with a Scope or Sight can only be made when the Character is further away than the Sight Minimum Range. An Aim Action being taken with a weapon that only has Iron Sights or a 1x scope will gain the Bonuses To Hit, but not multiply the range at which those Bonuses may be obtained.
Sight Minimum Range Penalty	<p>Scopes and Sights give the Character the ability to use Aim Actions with their weapon. Scopes multiply the Character's Perspective Range when finding how far they're able to make Ranged Attacks.</p> <p>Sights have range limitations in which a Scope may not be used too close to an Opponent, which can be found below as "Minimum Penalty". When a Scope or Sight is below their Minimum Range, the Character can gain no Aim Action Bonuses and are at a -10 To Hit within the Minimum Range of that Scope or Sight. This can be alleviated with Canted Irons and Smartlink-only scopes.</p>
Spotting for Snipers	<p>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.</p> <p>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 using the power of the scope that the Spotter is using.</p>
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.

SCOPE	2X	3X	4X	5X	6X	7X	8X	9X	10X	11X	12X	13X	14X	15X
MINIMUM RANGE	5m	10m	15m	20m	25m	30m	35m	40m	50m	60m	70m	80m	90m	100m
SCOPE	16x	17x	18x	19x	20x	21x	22x	23x	24x	25x	30x	35x	40x	50x
MINIMUM RANGE	110m	120m	130m	140m	150m	170m	190m	210m	230m	250m	300m	350m	400m	500m

UNSC ARMORY

PDWs, PISTOLS, AND SUBMACHINE WEAPONRY

[OH] [UD] [I]	M4D Personal Defense Weapon System			Semi-Auto (2)		“M40”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	6	20m-100m	12.7x40mm	20	4
Headshot Special Rule. Black Polymer finish. The price of this weapon is halved for Insurrectionists during the year 2540 and later.							WEIGHT (KG):	1.5

[DW] [UD]	SAS-10			Semi-Auto (2) or Auto (6)		“SAS”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+5	5	14	25m-100m	10mm Auto	58	4
Headshot Special Rule. -5 Penalty To Hit. Comes with: Built-in SS/M 49 Sound Suppressor, Built-in SLS/V 5B. Black Polymer finish. Penalty To Hit only when firing in Automatic mode.							WEIGHT (KG):	1.8

[DW] [UD]	MK50 Sidekick			Semi-Auto (3)		“Sidekick”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+6	6	12	50m-210m	10mm Auto	34	4
Headshot Special Rule. Black Polymer finish.							WEIGHT (KG):	1.3

[OH] [UD] [I]	M6A Personal Defense Weapon System			Semi-Auto (2)		“M6 Civ”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	8	20m-100m	12.7x40mm	21	4
Headshot Special Rule. Black and green Polymer finish. No Civilian or Police upcharge.							WEIGHT (KG):	1.6

[OH] [UD] [I]	M6B Personal Defense Weapon System			Semi-Auto (2)		“M6B”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	8	30m-100m	12.7x40mm	34	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Chrome Polymer finish. No Police upcharge.							WEIGHT (KG):	1.6

[OH] [UD] [I]	M6C Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6C”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	30m-100m	12.7x40mm	26	4
Headshot Special Rule. -5 Penalty To Hit. Military model. Black Polymer finish. Penalty To Hit only when firing Automatic.							WEIGHT (KG):	1.8

[OH] [UD] [I]	M6D Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6D”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	30m-120m	12.7x40mm	40	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Military mainstream model. Chrome Polymer finish.							WEIGHT (KG):	1.8

[OH] [UD]	M6E Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6E”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	30m-130m	12.7x40mm	38	4
Headshot Special Rule. Highly Customizable Military Model. Nickle-Plate finish. Rail Mounts are capable of holding two Attachments.							WEIGHT (KG):	2.0

[OH] [UD]	M6F Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6F”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	30m-140m	12.7x40mm	50	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Highly Customizable Model. Nickle-Plate finish. Rail Mounts hold two Attachments.							WEIGHT (KG):	2.0

[OH] [UD]	M6G Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6G”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	8	30m-150m	12.7x40mm	40	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Officer and Vehicle Crew model. Nickel-Plate Finish.							WEIGHT (KG):	1.8

[OH] [UD]	M6H Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6H”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	8	30m-155m	12.7x40mm	40	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Officer and Vehicle Crew model. Nickel-Plate Finish.							WEIGHT (KG):	1.7

[OH] [UD]	M6H2 Personal Defense Weapon System			Semi-Auto (2) or Auto (5)		“M6H”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	30m-160m	12.7x40mm	41	4
Headshot Special Rule. Comes with: Built-in KFA-2 x2 Scope. Nickel-Plate Finish.							WEIGHT (KG):	1.7

[OH] [UD]	M6I Adjustable Personal Defense Weapon System			Semi-Auto (2), Auto (6), or Burst (2)		“M6 Auto”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	12	35m-100m	12.7x40mm	46	6
Headshot Special Rule. -10 Penalty To Hit. Comes With: Collapsible/ Folding Stock. Black Polymer finish. Penalty To Hit only when firing Automatic.							WEIGHT (KG):	2

[OH] [UD]	M6J Adjustable Personal Defense Carbine			Semi-Auto (2), Auto (7), Burst (2)		“M6 CAR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	3D10	+10	4	12	30m-110m	12.7x40mm	45	6
Headshot Special Rule. -10 Penalty To Hit. Comes With: Collapsible/ Folding Stock. Nickel-Plate finish. Penalty To Hit only when firing Automatic.							WEIGHT (KG):	2.2

[OH] [UD] [I]	M6K Personal Defense Weapon System			Semi-Auto (2)		“M6K”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	6	30m-130m	12.7x40mm	24	4
Headshot Special Rule. +5 to Concealing and Camouflage Police model. Black finish. No Police upcharge.							WEIGHT (KG):	1.5

[OH] [UD] [I]	M6/Z Machine Pistol			Auto (7)		“M6M”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	21	15m-80m	12.7x40mm	46	4
-15 Penalty To Hit. Chrome Polymer finish.							WEIGHT (KG):	2.1

[DW] [UD] [I]	Sevine Arms 10mm Machine Pistol			Auto (7)		“SAMP-10”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+5	5	9	10m-85m	10mm Auto	33	4
Silver Polymer Finish							WEIGHT (KG):	1.1

[DW] [UD] [I]	M7 Caseless Submachine Gun			Semi-Auto (3) Auto (10)		“SMG”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Submachine	3D10	+1	11	60	20m-75m	5x23mm	68	5
Comes With: Collapsible/ Folding Stock, Angled Grip. Chrome Polymer finish. No Police cR upcharge.							WEIGHT (KG):	1.3

[DW] [UD] [I]	M20/PDWs Submachine Gun			Semi-Auto (3) Auto (11)		“SMG”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Submachine	3D10	+1	11	60	25m-85m	5x23mm	68	4
Comes With: Collapsible/ Folding Stock, Angled Grip. Chrome Polymer finish. No Police cR upcharge.							WEIGHT (KG):	1.3

[DW] [UD] [I]	M6P Pocket Pistol			Semi-Auto (1)		“Mini M”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	4	10m-45m	12.7x40mm	10	3
Headshot Special Rule. -10 Penalty To Hit, +10 to Concealing and Camouflage. Chrome Polymer finish.							WEIGHT (KG):	0.8

[DW] [UD] [I]	8mm Sevine Arms Defender			Auto (4)		“SAD-8”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+3	7	6	5m-15m	8mm	15	4
Headshot Special Rule. Silver Polymer Finish							WEIGHT (KG):	0.7

[OH] [UD]	12mm Comet			Semi-Auto (2)		“Comet”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+10	4	5	30m-160m	12.7x40mm	20	4
Headshot Special Rule. -10 Penalty To Hit. Silver Polymer finish. Revolver that can fire one extra Shot as a Reaction during the Character’s Turn.							WEIGHT (KG):	2.2

[DW] [UD] [I]	Narq-Dart Pistol			Semi-Auto (1)		“Tranq Pistol”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	2D10	+1	20	12	20m-160m	Narq-Dart	22	3
Tranq (7) Special Rule. A large Pistol for administering medication to tranquilize opponents. Must surpass Armor to administer dose.							WEIGHT (KG):	1.3

RIFLES

[TH] [UD] [I]	Prototype XBR55			Semi-Auto (2) or Burst (3)		“BXR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+9	10	60	40m-850m	9.5x40mm	49	6
Headshot Special Rule. Comes With: KFA-2 x2 Scope, Extended Magazine. Black Polymer finish. -10 To Hit when Prone.							WEIGHT (KG):	4.2

[TH] [UD] [I]	BR55 Service Rifle			Semi-Auto (2) or Burst (3)		“Battle Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+9	10	36	45m-950m	9.5x40mm	54	6
Headshot Special Rule. Comes with: KFA-2 x2 Scope, Built-in Ammo Counter. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	3.8

[TH] [UD] [I]	BR75 Service Rifle			Semi-Auto (2) or Burst (3)		“Battle Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+9	10	36	50m-975m	9.5x40mm	55	6
Headshot Special Rule. Comes with: KFA-2 x2 Scope, Built-in Ammo Counter. Black Polymer finish.							WEIGHT (KG):	3.8

[TH] [UD]	BR85 Service Rifle			Auto (6) or Burst (3)		“Battle Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+9	10	36	50m-1,000m	9.5x40mm	55	6
Headshot Special Rule. Comes with: KFA-2 x2 Scope, Built-in Ammo Counter. Black Polymer finish.							WEIGHT (KG):	3.7

[TH] [UD] [I]	Sevine Arms Maestro Battle Rifle			Semi-Auto (2) or Auto (6)		“Maestro”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	7	12	32	100m-1,150m	8.35x56mm	46	6
Headshot Special Rule. Short-barreled battle rifle. Silver Polymer finish.							WEIGHT (KG):	2.9

[TH] [UD] [I]	M392 Designated Marksman Rifle			Auto (6), Semi-Auto (2), Burst (2)		“DMR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+8	13	15	30m-1,400m	7.62x51mm	60	6
Headshot Special Rule. Comes with: EVOS-D 3x, Built-in Ammo Counter. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	5.6

[TH] [UD] [I]	M395 Designated Marksman Rifle			Auto (6), Semi-Auto (2), Burst (2)		“DMR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+8	13	14	35m-1,550m	7.62x51mm	61	6
Headshot Special Rule. Comes with: EVOS-D 3x, Built-in Ammo Counter. Black Polymer finish.							WEIGHT (KG):	6.1

[TH] [UD] [I]	Prototype Chalybs Plasma Rifle			Auto (5) or Semi-Auto (2)		“Chabby”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+12	20	26	40m-850m	Grindell Battery	84	6
Headshot and Cauterize Special Rule. Comes with: EVOS-D 3x. Gray Polymer finish. An unwieldy weapon, -10 Penalty To Hit when used with Auto.							WEIGHT (KG):	8.2

[TH] [UD] [I]	HMG-38			Auto (10)		“Light-Heavy”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+8	11	30	40m-400m	.390	48	6
-10 Penalty To Hit. Gray Polymer finish.							WEIGHT (KG):	4

[TH] [UD] [I]	Prototype MA1 Individual Combat Weapon System			Auto (8) or Burst (2)		“XAR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+8	11	26	50m-500m	.390	44	6
Comes With: Ammo Counter. Black Polymer finish.							WEIGHT (KG):	3.8

[TH] [UD] [I]	MA2B ICWS/Carbine			Auto (9) or Burst (2)		“MA2”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+8	11	26	45m-225m	.390	47	6
-5 Penalty To Hit. Comes With: Ammo Counter. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	3.6

[TH] [UD] [I]	MA3A Assault Rifle			Auto (8) or Burst (3)		“MA3”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	32	55m-300m	7.62x51mm	53	6
Comes With: Ammo Counter, Flashlight. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	4.2

[TH] [UD] [I]	MA37 Assault Rifle			Auto (8) or Semi-Auto (3)		“MA37”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	32	50m-325m	7.62x51mm	52	6
Comes With: Ammo Counter, Flashlight. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	3.8

[TH] [UD] [I]	MA40 Assault Rifle			Auto (8) or Semi-Auto (3)		“MA40”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	36	60m-380m	7.62x51mm	52	6
Comes With: Ammo Counter, Flashlight. Black Polymer finish.							WEIGHT (KG):	3.8

[TH] [UD] [I]	MA5B Individual Combat Weapon System			Auto (9) or Semi-Auto (3), Burst (3)		“Assault Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	60	60m-375m	7.62x51mm	56	6
-5 Penalty To Hit. Comes With: Ammo Counter, Flashlight, Extended Magazine. Black Polymer finish. Due to the weapon’s height, firing while Prone gives a -10 Penalty To Hit unless a magazine of 30 rounds or smaller is used with the weapon.							WEIGHT (KG):	4.2

[TH] [UD] [I]	MA5C Individual Combat Weapon System			Auto (9), Semi-Auto (3), Burst (3)		“Assault Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	32	65m-380m	7.62x51mm	60	6
Comes With: Ammo Counter, Flashlight. Black Polymer finish.							WEIGHT (KG):	3.8

[TH] [UD] [I]	MA5D Individual Combat Weapon System			Auto (9), Semi-Auto (3), Burst (3)		“Assault Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	12	36	70m-400m	7.62x51mm	61	6
Comes With: Ammo Counter, Flashlight. Green and Tan Polymer finish.							WEIGHT (KG):	3.5

[TH] [UD] [I]	MASK Carbine			Auto (9) or Semi-Auto (3), Burst (3)		“Assault Carbine”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+5	11	30	35m-325m	7.62x51mm	52	6
A heavily cut-down MA5B Carbine variant. Comes with: Ammo Counter, Built-in Flashlight. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	2.9

[TH] [UD] [I]	VK78 Commando Tactical Rifle			Auto (7) or Semi-Auto (3)		“Commando”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+5	14	20	50m-800m	6.5x55mm	62	6
Headshot Special Rule. Comes with: EVOS-D 3x, Built-in Ammo Counter. Green Polymer finish. No Police cR upcharge.							WEIGHT (KG):	4.9

MACHINE GUNS

[HW] [TH] [UD] [I]	M735 Light Machine Gun			Auto (11)		“SAW”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Light Machine Gun	3D10	+8	13	150	30m-800m	7.62x51mm	75	11
Comes with: Built-in Ammo Counter, Extended Belt. Additional -10 Penalty To Hit when not Bracing the weapon.							WEIGHT (KG):	9.3

[HW] [TH] [UD]	M739 Light Machine Gun			Auto (11)		“SAW”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Light Machine Gun	3D10	+8	13	72	30m-900m	7.62x51mm	73	7
Comes with: Built-in Ammo Counter, Drum Magazine.							WEIGHT (KG):	9.6

[HW] [TH] [UD] [I]	CM 300			Auto (15)		“Confetti Maker”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Light Machine Gun	3D10	+8	13	120	10m-400m	.308 Cal	68	11
-20 Penalty To Hit. Notoriously inaccurate, but with a terrifying rate of fire. No Police cR upcharge.							WEIGHT (KG):	7.5

[HW] [TH] [UD]	M328 Light Machine Gun			Auto (9)		"3-28"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Light Machine Gun	3D10	+17	12	300	40m-1,100m	12.7x99mm	78	11
Air-Cooled, Gas-operated, electrically fired.							WEIGHT (KG):	8.9

[HW] [TH] [UD]	M247 General Purpose Machine Gun			Auto (10)		"M247"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+8	13	100	40m-1,100m	7.62x51mm	76	15
Long barrel Comes With: Tripod. Air-Cooled, Gas-operated, electrically fired. Range is halved when a Tripod or Bipod is not used.							WEIGHT (KG):	10.4

[HW] [TH] [UD]	M231 General Purpose Machine Gun			Auto (11)		"2-31"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+17	12	600	40m-1,300m	12.7x99mm	89	15
Long barrel Air-Cooled, Gas-operated, electrically fired.							WEIGHT (KG):	11.1

[HW] [TH] [UD]	M247H Heavy Machine Gun			Auto (10)		"247"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+18	13	200	40m-1,300m	12.7x99mm	95	15
Long barrel Comes With: Tripod. Air-Cooled, Gas-operated, electrically fired. Range is halved when a Tripod or Bipod is not used.							WEIGHT (KG):	19.4

[HW] [TH] [UD]	M343A2 Heavy Machine Gun			Auto (11)		"Vulcan"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+18	13	250	40m-1,400m	12.7x99mm	104	15
Long barrel Comes With: Tripod. Has Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user. Range is halved when a Tripod or Bipod is not used.							WEIGHT (KG):	26

[HW] [TH] [UD] [I]	AIE-486H Heavy Machine Gun			Auto (11)		"AIE"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+9	14	200	40m-1,000m	7.62x51mm	85	15
Long barrel Comes With: Tripod. Has Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user. Range is halved when a Tripod or Bipod is not used.							WEIGHT (KG):	14.1

[HW] [TH] [UD]	M413 Heavy Machine Gun			Auto (10)		"4-13"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+17	12	600	40m-1,000m	12.7x99mm	94	15
Long barrel Air-Cooled, Gas-operated, electrically fired.							WEIGHT (KG):	19.8

LONG AND EXTREME RANGE RIFLES

[HW] [TH] [UD] [I]	Sniper Rifle System 99 Anti-Materiel			Semi-Auto (1)		"SR599"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+21	13	4	50m-1,900m	14.5x114mm	125	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope, Bipod. No Police cR upcharge.							WEIGHT (KG):	16

[HW] [TH] [UD] [I]	Sniper Rifle System 99C-Series 2 Anti-Materiel			Semi-Auto (1)		"SR599C"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+21	13	4	50m-2,300m	14.5x114mm	127	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope, Bipod.							WEIGHT (KG):	19.9

[HW] [TH] [UD] [I]	Sniper Rifle System 99D-Series 2 Anti-Materiel			Semi-Auto (1)		"SR599D"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+21	13	4	50m-2,400m	14.5x114mm	130	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v2, Bipod.							WEIGHT (KG):	19.9

[HW] [TH] [UD] [I]	Sniper Rifle System 99-Series S5 Anti-Materiel			Semi-Auto (1)		"SR599-S5"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+21	13	4	100m-2,300m	14.5x114mm	139	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v3, Bipod.							WEIGHT (KG):	15.6

[HW] [TH] [UD] [I]	Sniper Rifle System 99-Series S7 Anti-Materiel			Semi-Auto (1)		"SR599-S7"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+21	13	4	100m-2,400m	14.5x114mm	140	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v3, Bipod.							WEIGHT (KG):	15.6

[HW] [TH] [UD]	M99 Special Applications Scope Rifle			Semi-Auto (1)		"M99 Stanchion"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+24	40	10	100m-7,500m	5.4mm Gauss Slug	159	8
Recharge (2), Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v3, Bipod. Long Barrel Special Rule gives a -20 To Hit when within 20 Meters of the Target, instead of -10.							WEIGHT (KG):	20.1

[HW] [TH] [UD]	M99A2S3 Special Application Scoped Rifle			Semi-Auto (1)		"A2 Stanchion"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+24	40	7	100m-7,500m	5.4mm Gauss Slug	161	8
Recharge (1), Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v3, Bipod.							WEIGHT (KG):	21.5

[HW] [TH] [UD]	ONI Hard Sound Rifle			Charge (5) with Auto (1)		"Buzzer"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+50	--	--	50m-915m	--	178	8
Long barrel Comes with: Oracle N-Variant Scope, Built-in Bipod. Contains a 5KG battery with 5 feet of wiring that can power 5 Shots. This weapon ignores Shields and wearable Armor and leaves no entry point. All Damage done is converted to Special Damage on the Special Damage Chart.							WEIGHT (KG):	20

[HW] [TH] [UD]	Signature-Suppressed Anti-Materiel Rifle			Semi-Auto (1)		“SAM-R”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+22	14	4	50m-2,400m	14.5x114mm	132	8
Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes With: Oracle N-Variant Scope v3, Bipod. When not in use, the SAM-R is able to fold down into a smaller package for easier carrying as a Full Action. -60 Penalty to hear weapon firing outside of 20 Meters from weapon. Cannot be used with Suppressors. Loses the -60 Penalty to hear if the barrel is modified.							WEIGHT (KG):	20.3

SHOTGUNS

[TH] [UD] [I]	M90 Series Close Assault Weapon System			Pump Action (2)		“M90”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	12	10m-80m	8 Gauge Shell	55	Single Loading
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	6

[TH] [UD]	M90A Series Close Assault Weapon System			Pump Action (2)		“M90-A”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	6	15m-100m	8 Gauge Shell	56	Single Loading
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Black Polymer finish.							WEIGHT (KG):	5.4

[TH] [UD] [I]	DTM/Law Enforcement Series Close Assault Weapon System			Pump Action (2)		“Enforcer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	3D10	+8	5	12	10m-80m	10 Gauge Shell	34	Single Loading
Spread Special Rule. Black Polymer finish. No Police cR upcharge.							WEIGHT (KG):	5

[TH] [UD] [I]	WST DTM/Civilian Market Shotgun			Pump Action (2)		“DTM Civvie”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	2D10	+2	6	12	5m-70m	20 Gauge Shell	24	Single Loading
Spread Special Rule. Chrome Polymer finish. No Police or Civilian cR upcharge.							WEIGHT (KG):	4.1

[TH] [UD] [I]	M45 Tactical Shotgun			Pump Action (2)		“Tactical Shotgun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	6	10m-90m	8 Gauge Shell	55	Single Loading
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Silver Polymer finish.							WEIGHT (KG):	3.6

[TH] [UD]	M45D Tactical Shotgun			Pump Action (2)		“Tactical Shotgun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	6	5m-100m	8 Gauge Shell	54	Single Loading
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Silver Polymer finish.							WEIGHT (KG):	3.6

[TH] [UD]	M45E Tactical Shotgun			Pump Action (2)		“Tactical Shotgun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	12	5m-100m	8 Gauge Shell	55	Single Loading
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Silver Polymer finish.							WEIGHT (KG):	4

[TH] [UD]	MS5-A Automatic Shotgun			Semi-Auto (1) or Auto (4)		“Juggernaut”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	4D10	+10	6	24	5m-70m	8 Gauge Shell	48	7
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Black Polymer finish.							WEIGHT (KG):	4.2

[TH] [UD]	CQS48 Bulldog			Semi-Auto (3)		“Bulldog”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	3D10	+7	5	8	5m-70m	12 Gauge Shell	52	7
Spread Special Rule. Comes with: Built-in Collapsible/ Folding Stock. Black Polymer finish.							WEIGHT (KG):	4.2

[HW] [TH] [UD]	Asymmetric Recoilless Carbine-920			Auto (1) with Charge (1)		“Railgun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	4D10	+15	30	1	20m-1,500m	16x65mm Slug	117	7
Penetrating, Kinetic, Kill (2), Dice minimum (3) Special Rule. Comes with: Built-in KFA-2 x2 Scope. Tan Polymer Finish. The weapon has a Charge of (1) but can be held up to 4 Half Actions before firing automatically.							WEIGHT (KG):	14.9

[HW] [TH] [UD]	M70 Electromagnetic Launcher			Auto (1) with Charge (1)		“Gauss Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	6D10	+17	42	9	20m-1,500m	25x130mm Slug	166	7
Recharge (1), Penetrating, Kinetic, Kill (2) Special Rule. Comes with: Built-in WYRD III 2x, Tripod. -20 Penalty To Hit when used without a Tripod.							WEIGHT (KG):	14.9

[HW] [TH] [UD]	W/AV M6/V Grindell/Galilean Nonlinear Rifle			Sustained (3) with Charge (1)		“Spartan Laser”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	3D10	+12	65	12	20m-6,000m	Grindell battery	183	11
Recharge (1), Kinetic, Kill (1), Dice minimum (5) Special Rule. Comes with: Built-in WYRD III 3x. Must Charge to (1) to Fire and must be fired as a Full Action Attack when charged.								19

[HW] [TH] [UD]	W/AV M6/R Grindell/Galilean Nonlinear Rifle			Sustained (3) with Charge (1)		“Spartan Laser Recon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	3D10	+10	45	18	20m-4,500m	Grindell battery	159	11
Recharge (1), Kinetic, Kill (1), Dice minimum (3) Special Rule. Comes with: Built-in WYRD III 3x. Must Charge to (1) to Fire and must be fired as a Full Action Attack when charged.							WEIGHT (KG):	17.2

[HW] [TH] [UD]	W/AV M6/E Grindell/Galilean Nonlinear Rifle			Sustained (3) with Charge (1)		“Spartan Laser Anti-Material”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	3D10	+15	75	12	20m-5,500m	Grindell battery	189	11
Recharge (1), Kinetic, Kill (1), Dice minimum (6) Special Rule. Comes with: Built-in WYRD III 3x. Must Charge to (1) to Fire and must be fired as a Full Action Attack when charged.							WEIGHT (KG):	19

[HW] [TH] [UD]	W/AV M6/X Grindell/Galilean Nonlinear Rifle			Sustained (3) with Charge (1)		“Spartan Laser Quickdraw”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	3D10	+12	65	12	20m-6,000m	Grindell battery	202	11
Kinetic, Kill (1), Dice minimum (5) Special Rule. Comes with: Built-in WYRD III 3x. Must Charge to (1) to Fire and must be fired as a Full Action Attack when charged.							WEIGHT (KG):	19

[HW] [TH] [UD] [I]	EMP Rifle			Sustained (2)		“EMP Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	--	+1	40	60	20m-50m	Grindell battery	105	9
EMP (6) Special Rule. -10 Penalty To Hit. Fires an EMP wave strong enough to shut down Power Armored Vehicles, as long as they are within the 50m Range. EMP Special Rule stays active as if the attack had Flame (1D5).							WEIGHT (KG):	12.1

FLAMETHROWERS

[TH] [UD] [I]	M7057 Defoliant Projector			Sustained (3)		“Flamethrower”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	3D10	+5	16	54	5m-35m	ChemSpray Tank	44	17
Flame (1D5), Cauterize, Spread Special Rule. Fires a sticky flammable set of chemicals that are then ignited. Releases in a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with this weapon causes the User to hit themselves with the Attack alongside the Target. Tank weighs 5 kg.							WEIGHT (KG):	40

[TH] [UD] [I]	M705 Incendiary Jet Tool			Sustained (4)		“I-Jet”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	2D10	+15	30	48	10m-20m	ChemSpray Tank	61	17
Flame (1D5), Cauterize, Spread Special Rule. Fires a sticky flammable set of chemicals that are then self-ignited. Tank weighs 5 kg.							WEIGHT (KG):	40

[TH] [HW] [UD] [I]	M6634 Defoliant Projector			Sustained (6)		“Hellbringer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	3D10	+8	17	120	5m-45m	Heavy Tank	93	20
Flame (1D5), Cauterize, Spread Special Rule. Fires a sticky flammable set of chemicals that are then ignited. Releases a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with this weapon causes the User to hit themselves with the Attack alongside the Target. Tank weighs 10 kg.							WEIGHT (KG):	65

CRYOSPRAYERS

[TH] [UD] [I]	M7057 Cryosprayer			Sustained (3)		“Coldthrower”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	1D10	15	30	54	5m-35m	Chemspray Tank	57	17
Cryo (3), Spread Special Rule. Fires a dangerous Cryotech application that causes Fatigue. Releases in a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with this weapon causes the User to hit themselves with the Attack alongside the Target. Tank weighs 5 kg.							WEIGHT (KG):	40

[TH] [HW] [UD] [I]	NA4 Heavy Cryosprayer			Sustained (4)		“Cryosprayer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	1D10	15	40	120	10m-45m	Heavy Tank	126	20
Cryo (6), Spread Special Rule. Fires a dangerous Cryotech application that causes Fatigue. When against Vehicles above 3 Size Points, up to 6 Size Points, able to reduce the Vehicle’s Acceleration and Top Speed by 10 MpT per Round, to a minimum of Half of the Vehicle’s movement speeds. Point Blank Attacks with this weapon causes the User to hit themselves with the Attack alongside the Target. Tank weighs 10 kg.							WEIGHT (KG):	65

ROCKET, MISSILE, AND GRENADE LAUNCHERS

[TH] [HW] [UD] [I]	M41 Surface-to-Surface Rocket Launcher			Semi-Auto (1)		“SPNKR”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	4D10	+16	12	2	20m-1,200m	M19 102mm	103	13
Blast (9), Kill (3), Homing, Vehicle lock Special Rule. Comes with: Built-in KFA-2 x2 Scope.							WEIGHT (KG):	10.8

[TH] [HW] [UD] [I]	M57 Pilum Assault Weapon			Semi-Auto (1)		“Pilum”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	4D10	+10	24	2	20m-1,200m	50x137mm HEMP	103	13
Blast (9), Kill (3), Homing, Vehicle lock Special Rule. Comes with: Built-in KFA-2 x2 Scope.							WEIGHT (KG):	7.8

[TH] [HW] [UD] [I]	G4H-DuSH Surface-to-Surface Missile Launcher			Semi-Auto (1)		“Guhdoosh”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	5D10	+8	18	4	20m-1,200m	M18 100mm	96	16
Blast (7), Kill (2), Vehicle lock Special Rule. Comes with: Built-in EVOS-D V2.							WEIGHT (KG):	13.5

[TH] [HW] [UD] [I]	M19-B Surface-to-Air Missile Launcher			Semi-Auto (1)		“SAM”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+24	10	1	20m-5,500m	M19-B 102mm	122	13
Blast (6), Kill (3), Vehicle lock Special Rule. Comes with: Tripod. Able to track a vehicle up to 4.5 kilometers away.							WEIGHT (KG):	10.8

[TH] [HW] [UD]	Hydra Multiple Launch Rocket System			Auto (5)		“Hydra”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	2D10	+5	18	6	50m-500m	9X-G HEAB GYROC	107	Single Loading
Blast (6), Kill (1), Homing, Vehicle lock Special Rule. Comes with: Built-in EVOS-D V2. Vehicle Lock Special Rule and Homing Special Rule within 250 Meters.							WEIGHT (KG):	11

[TH] [HW] [UD]	Hydra 2 Multiple Launch Rocket System			Semi-Auto (2)		“Hydra”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	2D10	+7	20	6	50m-550m	9X-G HEAB GYROC	109	Single Loading
Blast (6), Kill (2), Homing, Vehicle lock Special Rule. Comes with: Built-in EVOS-D V2. Vehicle Lock Special Rule and Homing Special Rule within 300 Meters.							WEIGHT (KG):	11

[OH] [UD]	M363 Remote Projectile Detonator			Semi-Auto (1)		“Sticky Launcher”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	4D10	+12	10	1	10m-30m	M9030 12cm	49	Single Loading
Sticky, Blast (5), Kill (2) Special Rule. Single-Shot Muzzle-loaded Grenade Launcher. The Sticky Launcher has a 120 Meter distance limit before it detonates. The M9030 Grenade that is launched can be set to detonate by enemy proximity, by timed explosive, by setting off the detonation using the weapon. The M363 cannot be reloaded until the current armed grenade has been detonated.							WEIGHT (KG):	6.8

[TH] [UD] [I]	M319 Individual Grenade Launcher			Semi-Auto (1)		“Grenade Launcher”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+9	12	1	20m-100m	40mm Grenade	88	Single Loading
EMP (4), Blast (8), Kill (4) Special Rule. Capable of two detonation types. When the trigger is held after firing, the Grenade will not detonate until released. The Grenade has proximity sensors that track IFF Tags and will display friendlies and enemies within the Blast Radius. When held, the M319 gains the EMP Rule listed. When the trigger is not held, the Grenade will detonate after 6 Seconds of being fired. The Grenade detonates at the beginning of the Character’s next Turn. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							WEIGHT (KG):	3.3

[TH] [HW] [UD]	XM509 UDAW			Semi-Auto (2)		“Cowboy”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	4D10	+10	7	6	30m-300m	20x102 mm	88	11
Blast (3), Kill (1) Special Rule. Comes with: Built-in KFA-2 x2 Scope. Black Polymer finish. Through the use of aggressive gas venting and a pneumatic recoil compensation system this 20mm grenade launcher is capable of using the readily available 20x102mm autocannon round as ammo.							WEIGHT (KG):	8.6

[TH] [UD] [I]	XM510 Multishot Grenade Launcher			Burst (2)		“Heavy Grenade Launcher”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+9	12	6	10m-70m	40mm Grenade	105	Single Loading
Blast (8), Kill (4), Homing, Vehicle lock Special Rule. Comes with: Built-in KFA-2 x2 Scope. Vehicle Lock Special Rule and Homing Special Rule within 75 Meters. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							WEIGHT (KG):	5.3

[TH] [HW] [UD] [I]	Launcher Unit-65D/Self-Guided Missile-151			Auto (4)		“Rocket Pod”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	4D10	+5	30	8	20m-1,500m	ASGM-4 Missile	127	13
Blast (8), Kill (2), Vehicle lock Special Rule. Comes with: Tripod. Able to Lock on to Vehicles up to 750 Meters away. Cannot be detonated within 10 Meters of the weapon.							WEIGHT (KG):	18.8

[TH] [HW] [UD]	M80 Multiple Rocket Launch System			Auto (4)		“M80 MRLS”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+15	18	24	20m-1,500m	65mm Rocket	134	13
Blast (8), Kill (4), Comes with: Tripod.							WEIGHT (KG):	17.3

EXPLOSIVES AND GRENADES

[UD] [I]	M9 High-Explosive Dual-Purpose Grenade			“Frag Grenade”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Grenade	3D10	+9	12	Blast (8), Kill (2)	10			
Green Matte finish. The M9 Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn.							WEIGHT (KG):	0.4

[UD] [I]	NAPALM Grenade			“Flame Grenade”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Grenade	1D10	+9	9	Blast (7), Kill (1)	11			
Flame (1D10). Black matte finish. The NAPALM Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn.							WEIGHT (KG):	0.9

[UD] [I]	Cryo Grenade			“Freeze Grenade”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Grenade	2D10	5	22	Blast (7), Kill (1)	12			
Cryo (2D10). Black matte finish. Cryo (2D10) for those who are caught within Blast (7). The Cryo Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn.							WEIGHT (KG):	0.7

[UD] [I]	SONIC Grenade			“Sound Grenade”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Grenade	3D10	20	15	Blast (7)	12			
White matte finish. The SONIC Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character’s next Turn. After reducing the Damage dealt by this Weapon with Damage Resistance, the SONIC Grenade deals directly to the Special Damage Chart, instead of Wounds. Can be used to Damage Energy Shields normally but cannot deal Special Damage through Energy Shields.							WEIGHT (KG):	0.7

[UD] [I]	Scramble Grenade			“Scrambler”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Grenade	--	--	--	Blast (9)	23			
EMP (20) Special Rule. An AI Suppressor with two Attack types. At first, the Scramble Grenade detonates an EMP (20) shockwave with Blast (9) that knocks out Smart AI, Dumb AI, Sentinels, Forerunner Monitors, Prometheans, and any other type of AI not protected by an Energy Shield. Second, if the grenade is attached to the device housing the AI, it will be unable to take any Actions for 3 hours. If removed, the Scrambler no longer effects the AI.							WEIGHT (KG):	0.7

[UD] [I] Concussion Grenade				"K-O Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	2D10	+15	3	Blast (6), Kill (2)	12
Gray matte finish. Concussion Special Rule for anyone within 8 Meters of the Grenade's detonation. The Concussion Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.				WEIGHT (KG):	0.3

[UD] [I] Thermite-A Grenade				"Thermite"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	2D10	+20	55	Blast (6), Kill (1)	34
Green Matte finish. Powerful, hot burning material used to melt through even the flooring of a Frigate. Charge (1) and lasts for 10 Rounds. Thermite-A will deal half Damage and Pierce to those within 10 Meters of the Thermite-A Grenade. Cauterize Special Rule.				WEIGHT (KG):	0.9

[UD] [I] Thermobaric High-Explosive Grenade				"Baric Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	6D10	+15	15	Blast (5), Kill (3)	25
Red Matte finish. The Thermobaric has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.				WEIGHT (KG):	0.5

[UD] [I] Smoke Screen Grenade				"Smoke Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	--	--	--	Blast (15)	12
Green Matte finish. The Smoke Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn. Comes in white, gray, and black hues. No Police cR upcharge. Smoke (15) Special Rule. Lasts for 7 Rounds before beginning to dissipate.				WEIGHT (KG):	0.5

[UD] [I] Smoke Signal Grenade				"Signal Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	1D5	--	--	Blast (4) Kill (1)	3
Yellow Matte finish. The Smoke Grenade has a 6-second fuse. Once released, the grenade releases smoke instantly. Comes in many color choices. No Police cR upcharge. Smoke (4) Special Rule. The Signal Grenade lasts for 15 Rounds before beginning to dissipate. Raises high into the air, creating an easily visible signal for others.				WEIGHT (KG):	0.5

[UD] [I] Flashbang Grenade				"Flashbang"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	1D5	--	--	Blast (8)	6
Stun, Blast (8) Special Rule. Dark Green Matte finish. The Flashbang Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn. Flashbang Special Rule, no Police cR upcharge.				WEIGHT (KG):	0.3

[UD] [I] Tear Gas Grenade				"Tear Gas"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	1D5	--	--	Blast (9)	7
Stun, Blast (9) Special Rule. Orange Matte finish. The Tear Gas Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn. Tear Gas Special Rule, No Police cR upcharge.				WEIGHT (KG):	0.5

[UD] [I] Light Satchel Door Charge				"Door Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Satchel Charge	5D10	+4	25	Blast (6), Kill (3)	11
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape. Doubles Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	1.6

[UD] [I] Heavy Satchel Door Charge				"Satchel Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Satchel Charge	7D10	+8	25	Blast (8), Kill (5)	18
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape. Doubles Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	9

[UD] [I] M383C Linear Shaped Demolitions Charge				"Death Charge"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Satchel Charge	9D10	+16	35	Blast (15), Kill (5)	68
An Ordnance-based Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down buildings, walls, and anything else in one direction. Blast outward in a 45-degree cone shape. Double Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	19.4

[UD] [I] Thermite-A Carbon Cord				"Thermite"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Demolition	2D10	5+(X)	5+(X)	Blast (1), Kill (1)	21
Thermite Carbon Cord is a 50-Meter-long, one centimeter thick cord that comes with an igniter and a hard-case spool for protection. Used to burn through hulls, doors, and even Covenant metals. For every Meter of cord used, (X) is increased by 1. Can burn underwater. Doubles Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	7

[UD] [I] C-7 Foaming Explosive				"Sticky Bomb"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Demolition	2D10	+2 *(X)	10	Blast (7), Kill (4)	13
An expanding foam explosive that creates a powerful adhesive resin. Electrically detonated with included igniter. A can has 10 uses. Beginning at 1, for every use used at once, (X) is increased by 1. Doubles Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	1.7

[UD] [I] C-12 Shaped Demolitions Charge				"Demo Bomb"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Demolition	(X)D10	+9	(X)*2	Blast (X), Kill (Half of X)	47
Comes with a remote electric detonator. C-12 charges are a set of 15 10x10x10 centimeter cubes that can be molded to any shape the Character wants. Each cube is +1 to (X), to a maximum of 15. Each cube is 0.9 kg. Doubles Base Damage and Pierce against structures and surfaces.				WEIGHT (KG):	13.5

[UD] [I] C195 Cryogenics Tactical Explosive Device				“CTED”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Ordinance	8D10	15	50	Blast (20), Kill (10)	77
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 6. An extremely powerful and large-range explosive that's adjustable for time-based remote detonation. Cryo (X). Cryo (X) begins at 20 at the center of Blast (20), and every Meter away from the center reduces (X) by 1, to a minimum of 1.					WEIGHT (KG): 18.7

[UD] [I] M168 Demolition Charge				“Blow Pack”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Demolition	10D10	+10	25	Blast (20), Kill (20)	74
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 12. An extremely powerful and large-range explosive that can only be detonated by the Character who set it, or anyone with the 12-digit code needed. Detonation can be done via terminals and other electronic devices such as tablets. Creates powerful shockwaves up to 30 Meters. -20 Strength Test if inside Shockwave or take 1D10 Damage that ignores Armor and Toughness and fall Prone. Strong enough to demolish large-scale buildings in groups of 3 or more. Doubles Base Damage and Pierce against structures and surfaces.					WEIGHT (KG): 12.3

[UD] [I] Lotus Anti-Tank Mine				“Lotus Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	6D10	+20	45	Blast (9), Kill (7)	25
A meter-long, flower shaped mine. Able to detonate from proximity, set timers, or remotely with a detonator. Can be detonated via proximity even when buried up to a meter deep.					WEIGHT (KG): 13.9

[UD] [I] TR/9 Anti-personnel Mine				“Trap Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	3D10	+4	15	Blast (12), Kill (1)	14
Shaped charge that's a quarter-meter wide. Adjustable Proximity detonation range of anywhere from 1 Meter to 12 Meters. Can be set to timed detonation.					WEIGHT (KG): 9.8

[UD] [I] Asteroidea Anti-personnel Mine				“Roid Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	4D10	+3	25	Blast (8), Kill (2)	11
Shaped charge with pressure triggers. Detonates when the triggers are activated.					WEIGHT (KG): 1.5

[UD] [I] Antilion Anti-personnel Mine				“Antlion”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	1D10	+15	40	Blast (7), Kill (1)	9
Shaped charge that's a 1/4 th meter wide. Able to detonate from proximity or with a detonator. Weighted for throwing.					WEIGHT (KG): 2.1

[UD] [I] Type 14 Magnetic/Anti-Tank mine				“Mag-Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	4D10	+25	40	Blast (9), Kill (9)	29
When a vehicle travels over the Mine, it activates a powerful magnet to attach to the vehicle. Can be activated from other heavy metallic objects such as trollies and Mjolnir armor. Can also bet set to activate in 1, 2, or 3 Half Actions after activation.					WEIGHT (KG): 14.5

[UD] [I] T-18 Magnetic/Bayonet-Style Claymore				“Rolling Thunder”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	2D10	+9	45	Blast (4), Kill (1)	23
When a metallic object moves within 1 Meter over the Mine or the Mine is forcefully hit against an object, four magnetic prongs impale into the object. Detonates 6 seconds after attaching, or with a detonator. Can only be removed with a -80 Strength Test. The Mine impaling deals 2D10 Damage with 20 Pierce.					WEIGHT (KG): 4.5

[UD] M1011 Moray Space Mine				“Space Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	7D10	+45	15	Blast (16), Kill (8)	36
A mine designed for both ground and space use. When a vehicle travels within the Mine's Kill Radius, the Mine detonates. It can also be detonated using a connected detonator.					WEIGHT (KG): 17.1

[UD] [I] CAT/9 Cryo Mine				“CAT Mine”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Landmine	2D10	5	35	Blast (9), Kill (5)	29
Shaped charge that's a quarter-meter wide. Cryo (10). Able to detonate from proximity and set timers. Can be detonated via proximity even when buried up to a meter deep.					WEIGHT (KG): 11.3

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[DW] [SD] [PD] [I] M1 Combat Knife				“Combat Knife”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Knife	2D10	Strength Modifier +4	Half Strength Modifier +5	--	30
36.5cm long Military Combat knife. Non-reflective, rust resistant. Weighted for throwing. No Civilian or Police cR upcharge.					WEIGHT (KG): 0.4

[OH] [SD] [PD] [I] M11 Combat Knife				“M-11”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Knife	2D10	Strength Modifier +4	Strength Modifier +9	--	54
43cm long extended Military Combat knife. Non-reflective, rust resistant. Weighted for throwing. These Combat Knives are molecularly sharpened for the purpose of stabbing through Mjolnir and Energy Shields. Penetrating Special Rule.					WEIGHT (KG): 1.3

[OH] [SD] [PD] [I] Model 52 Navy Knife				“Navy Knife”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Knife	2D10	Strength Modifier +6	Half Strength Modifier +7	--	34
50.1cm long Military Combat knife. Non-reflective, rust resistant. No Civilian or Police cR upcharge.					WEIGHT (KG): 0.9

[DW] [SD] [PD] [I] MK 88 Ratio Combat Knife					“Eighty-Eight”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Knife	2D10	Strength Modifier	Half Strength Modifier +5	--		38
A small, Concealable Military Combat knife. Non-reflective, rust resistant. No Civilian or Police cR upcharge. Gains a +20 Bonus to Concealing and hiding this Weapon.					WEIGHT (KG):	0.3

[OH] [SD] [PD] [I] Military Combat Kukri					“Kukri”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Dagger	2D10	Half Strength Modifier +5	Half Strength Modifier +5	--		34
Lengthened Military dagger with a 49cm long carbon-steel blade. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.					WEIGHT (KG):	0.8

[OH] [SD] [PD] [I] MP Machete					“Machete”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
One-Handed Sword	2D10	Half Strength Modifier +7	Half Strength Modifier +1	--		34
Military dagger with a 30cm blade and a 12cm weighted handle. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.					WEIGHT (KG):	0.9

[OH] [SD] [PD] [I] Pattern-2 Composite Sword					“Comp Sword”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Dagger	2D10	Strength Modifier +8	Half Strength Modifier +3	+1		34
Military dagger with a 30cm blade and a 12cm weighted handle. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.					WEIGHT (KG):	1.1

[OH] [SD] [I] Multi-Purpose Tomahawk					“Throwing Axe”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Axe	2D10	Strength Modifier +2	Strength Modifier +2	--		34
Military Tomahawk with a 30cm head and a 38cm handle. Non-reflective, carbide coating, rust resistant. No Civilian or Police cR upcharge.					WEIGHT (KG):	0.9

[OH] [BD] [I] Police Baton					“Baton”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Club	2D10	Strength Modifier +5	--	+1		36
Law Enforcement baton, 91cm in length. Collapsible to 12cm with a spring-loaded mechanism for Quick drawing. No Civilian or Police cR upcharge.					WEIGHT (KG):	1

[OH] [BD] [PD] [I] Military Shovel					“Shovel”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Shovel – Bludgeoning Damage	2D10	Strength Modifier +3	--	--		36
Shovel – Pierce Damage	2D10	Strength Modifier	Half Strength Modifier	--		
Sharpened and small collapsible Military Shovel. Doubles as an emergency melee weapon by design.					WEIGHT (KG):	1

[TH] [HW] [BD] [I] Sledge Hammer					“Sledge Hammer”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Hammer	4D10	Strength Modifier + 25	--	+1		37
Slow and Stun Special Rule. A large breaching hammer designed for forceful entry.					WEIGHT (KG):	4

[OH] [BD] [I] Brass Knuckles					“Brass Knuckles”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Fist Weapon	+1D10 to Punch Attacks	--	--	--		10
This weapon augments the Character's Punching-based Melee Attacks by adding additional Damage.					WEIGHT (KG):	0.5

[OH] [BD] [I] Humbler Stun Device					“Shock Stick”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Club	2D10	Strength Modifier +2	--	--		30
Electrified baton 51cm in length. Electrified (6) Special Rule. Glows a purple color, easily seen in dark lighting. No Civilian or Police cR upcharge.					WEIGHT (KG):	1.5

[DW] [I] Pepper Spray					“Pepper Spray”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Spray	--	--	--	1m-10m		30
No Civilian or Police cR upcharge. Holds 20 uses. If Target is struck in the Face, they must make a -50 Toughness Test or gain one level of Fatigue. A Character cannot gain more than 2 Fatigue from Pepper Spray. For each Degree of Failure, the Target is affected by the Pepper Spray for 5 Rounds. Each Half Action the Character uses to wash the Pepper Spray away will reduce the time by 5 Rounds. While affected by Pepper Spray, the Target gains a -30 Penalty for visual and smell based Perception Tests, Warfare Melee, and Warfare Range Tests.					WEIGHT (KG):	0.4

[DW] [I] Taser Gun					“Taser”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Taser	1D5	+1	1	2m-12m		29
Sticky Special Rule and Electrified (2D10) Special Rule. Uses Warfare Melee when Melee Reach and uses Warfare Range when being used as a projectile. No Police or Civilian upcharge.					WEIGHT (KG):	0.5

[TH] [BD] Anti-Ballistics Riot Shield					“Riot Shield”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Shield	2D10	Strength Modifier +7	--	+1		61
An Anti-Ballistics Riot Shield that acts as mobile cover. The Riot shield is titanium-A with a hardened plastic window to see through. The Shield covers 5 Locations for Normal sized Characters. Has 20 Armor and 300 Breakpoints. One Attack per Half Action when making Melee Attacks.					WEIGHT (KG):	7.6

[TH*] [HW] [BD] Spartan Shield					“Spartan Shield”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Shield	5D10	Strength Modifier +19	--	+1		71
A powerful shield that has 30 Armor and 400 Breakpoints. The Shield covers 5 Locations for Large sized Characters. One Attack per Half Action when making Melee Attacks. *Characters with 70+ Strength and 6 or more Mythic Strength may hold their [TH] Spartan Shield as [OH].					WEIGHT (KG):	22.4

UNSC VEHICLE WEAPONRY

CANNONS

M310 120mm Smooth-Bore High-Velocity Cannon				Auto (1)		“Main Funs”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	5D10	57	27	12	100m-8,000m	120mm APBC Shell	151	Autoloader (17)
Blast (12), Kill (3) Special Rule. Primary Armament of the UNSC M850 Grizzly Main Battle Tank. Autoloader stores 24 shells.							WEIGHT (KG):	--

M149 Magellan Recoilless Rifle				Auto (1)		“Magellan”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	5D10	45	22	13	250m-5,500m	105mm APBC Shell	135	Autoloader (17)
Blast (9), Kill (2) Special Rule. Primary Armament of the UNSC Mark 1 Prototype. Autoloader stores 40 shells.							WEIGHT (KG):	--

M512 90mm Smooth-Bore High-Velocity Cannon				Auto (1)		“5-12 Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	4D10	+42	22	15	250m-4,000m	90mm APBC Shell	130	Autoloader (17)
Blast (9), Kill (3) Special Rule. Primary Armament of the UNSC M808 Scorpion Main Battle Tank. Autoloader stores 40 shells.							WEIGHT (KG):	--

M990 150mm Electrothermal-Chemical Smooth-Bore Cannon				Auto (1)		“M 9-90”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	5D10	+57	23	15	250m-7,500m	150mm APBC Shell	183	Autoloader (17)
Blast (13), Kill (4) Special Rule. Primary Armament of the UNSC M820 Scorpion Main Battle Tank. Autoloader stores 20 shells.							WEIGHT (KG):	--

Zeus 320mm Plasma Cannon				Auto(1) with Charge (2)		“Zeus Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	3D10	+40	74	40	500m-12,000m	UNSC Battery Cell	259	Autoloader (17)
Cauterize, Blast (15), Kill (5) Special Rule. Primary Armament of the UNSC M-45D Rhino Mobile Artillery Assault Platform. Holds 40 UNSC Battery Cells. A single shot will reduce one cell to empty.							WEIGHT (KG):	--

M197 Artillery Cannon				Auto (1)		“Foxtrot Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	6D10	+56	18	15	1,000m-25,000m	175x800mm Shell	538	Autoloader (15)
Blast (25), Kill (10) Special Rule. Cannot fire less than 500 Meters. Range is limited to 500m-2,500m without Satellite Telemetry.							WEIGHT (KG):	--

M4131 Rapid-Fire Howitzer				Auto (2)		“Quick Howard”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	6D10	+38	12	15	500m-7,500m	152x400mm Shell	314	Autoloader (15)
Blast (20), Kill (8) Special Rule. Cannot fire less than 250 Meters. Range is limited to 500m-2,500m without Satellite Telemetry.							WEIGHT (KG):	--

AUTOCANNONS

120mm Ventral Gun				Auto (3)		“Hailfire”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	5D10	+55	24	100	500m-3,000m	120x570mm	136	Autoloader (15)
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.							WEIGHT (KG):	--

110mm Rotary Cannon				Auto (3)		“The Rotary”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	5D10	+53	24	100	500m-3,000m	110x550mm	135	Autoloader (15)
Secondary Armament of the UNSC GA-LT1 Longsword Interceptor.							WEIGHT (KG):	--

M370 Autocannon				Auto (5)		“Nose Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+42	25	250	100m-1,200m	70x438mm	79	Autoloader (15)
Primary Armament of the UNSC D77-Troop Carrier Pelican Dropship.							WEIGHT (KG):	--

GAU/53 70mm Multiple Barrel Heavy Rotary Cannon				Semi-Auto (2)		“GAU-53”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+42	25	100	100m-1,200m	70x438mm	62	Autoloader (15)
Primary Armament of the UNSC D79 Heavy-Troop Carrier Pelican Dropship.							WEIGHT (KG):	--

M1909 ASW/AC 50mm Machine-Linked Autocannon				Auto (5)		“MLA”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+38	27	250	100m-4,500m	50x419mm	97	Autoloader (15)
Secondary Armament of the UNSC GA-TL1 Longsword Interceptor.							WEIGHT (KG):	--

40mm Chain Gun				Auto (5)		“Homecoming”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+35	27	400	275m-3,000m	40x365mm	117	Autoloader (15)
Primary Armament of the UNSC D77 Pelican.							WEIGHT (KG):	--

M8545 ASW/AC 40mm Autocannon				Burst (2)		“Last Resort”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+31	25	250	100m-4,500m	40x300mm	80	Autoloader (15)
Primary Armament of UNSC Prowler space ships.							WEIGHT (KG):	--

M410 40mm Heavy Machine Gun				Auto (5)		“Flank Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+43	31	400	150m-4,500m	40x521mm	114	Autoloader (15)
Primary Armament of the UNSC M808B2 Sun Devil Main Battle Tank.							WEIGHT (KG):	--

M1075 ASW/AC 35mm Machine-Linked Autocannon				Auto (6)		“Ten Seventy Five”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+26	23	250	150m-4,500m	35x227mm	104	Autoloader (15)
Primary Armament of the UNSC F-41 Broadsword Multirole Strike Fighter.							WEIGHT (KG):	--

GAU-23/AW/Linkless Feed Autocannon				Auto (7)		“Chain Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+18	21	250	50m-1,850m	20x102mm	70	Autoloader (15)
Primary Armament of the UNSC AV-22 Sparrowhawk Attack VTOL, AV-14 Hornet, and AC-220 Vulture Gunship.							WEIGHT (KG):	--

M955 ASW/AC 30mm Machine-Linked Autocannon				Auto (6)		“Nose Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+24	22	500	500m-3,000m	30x173mm	154	Autoloader (15)
Secondary Armament of the UNSC B-65 Shortsword Long-Range Bomber.							WEIGHT (KG):	--

M1024 ASW/AC 30mm Machine-Linked Autocannon				Auto (6)		“Ten Twenty Four”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+24	22	500	500m-3,200m	30x173mm	155	Autoloader (15)
Secondary Armament of the UNSC B-65 Shortsword Long-Range Bomber.							WEIGHT (KG):	--

M2056 30mm Rotary Cannon				Auto (5)		“Rotary 2056”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+24	22	500	500m-3,600m	30x173mm	149	Autoloader (15)
Primary armament of the S-14 Space Striker Baselard.							WEIGHT (KG):	--

GAU-10/A Heavy Autocannon				Auto (6) or Semi (2)		“Heavy 30”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+23	21	250	15m-800m	30x173mm	56	Autoloader (15)
Primary Armament of the UNSC Kestrel.							WEIGHT (KG):	--

M71 Scythe Anti-Aircraft Gun				Auto (15)		“Scythe”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+20	12	1,000	500m-2,000m	20x102mm	271	Autoloader (15)
Vehicle Lock Special Rule for flying vehicles. Cannot fire lower than a 15-degree angle.							WEIGHT (KG):	--

T261 Arm-Mounted Gatling Gun				Auto (12)		“Lucifer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+18	21	800	50m-1,500m	20x102mm	119	Autoloader (15)
Arm-mounted cannon on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System.							WEIGHT (KG):	--

M655 Heavy Machine Gun/Anti-Materiel				Auto (7)		“Six Fifty-Five”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+18	21	250	25m-600m	20x102mm	59	Autoloader (15)
Primary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System.							WEIGHT (KG):	--

M638 Autocannon				Burst (5)		“Burst Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+17	20	250	50m-1,800m	20x102mm	92	Autoloader (15)
Primary Armament of the UNSC UH-144 Falcon Troop Transport.							WEIGHT (KG):	--

M41 Light Anti-Aircraft Gun				Auto (7)		“Vulcan”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+18	13	250	50m-1,800m	12.7x99mm	59	Autoloader (15)
Primary Armament of the Warthog. Shield on front with an Armor of 11 that protects the arms, head, and chest sub-locations.							WEIGHT (KG):	--

M46 Light Anti-Aircraft Gun				Auto (7)		“Vulcan”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+18	13	250	50m-2,000m	12.7x99mm	60	Autoloader (15)
Primary Armament of the Warthog. Shield on front with an Armor of 11 that protects the arms, head, and chest sub-locations.							WEIGHT (KG):	--

M202XP Machine Gun				Auto (7)		“XP”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+18	13	1,000	25m-1,200m	12.7x99mm	75	Autoloader (15)
The main turret of the M5 Talos.							WEIGHT (KG):	--

M8 Autocannon				Auto (12)		“ADS”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+18	13	1,000	25m-1,200m	12.7x99mm	108	Autoloader (15)
The main turret of the Wolfspider Automated Turret.							WEIGHT (KG):	--

Twin-Linked Rotary Cannon				Auto (5)		“The Standard”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+17	12	1,000	500m-3,000m	12.7x99mm	140	Autoloader (15)
Primary Armament of the UNSC AV-14 Hornet.							WEIGHT (KG):	--

RAILGUNS AND ENERGY WEAPONS

M66 30MM Light Railgun				Auto (1) with Charge (1)		“LRG”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	4D10	+25	25	25	400m-8,000m	30mm ELA Round	189	Autoloader (6)
Penetrating, Kinetic, Blast (4), Kill (2) Special Rule. Secondary Armament of the UNSC SP42 Cobra Main Battle Tank.							WEIGHT (KG):	--

M98 105MM Railgun				Auto (1) with Charge (2)		“LRG”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	7D10	+34	20	25	400m-8,000m	105mm ELA Round	209	Autoloader (6)
Penetrating, Kinetic, Blast (5), Kill (3) Special Rule. Primary Armament of the UNSC SP42 Cobra Main Battle Tank. Has two firing modes; Piercing and Blast. Piercing gains +12 Damage, while Blast gains Blast (7), Kill (5). Will a vehicle back 5 Meters. This distance is doubled for every Size Point under 4.							WEIGHT (KG):	--

M8C Grindell/Galilean Nonlinear Cannon				Sustained (3) with Charge (1)		“Laser Cannon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	6D10	+25	85	20	400m-8,000m	Grindell Battery	269	Autoloader (11)
Kinetic, Blast (4), Kill (2), Dice minimum (6) Special Rule. Primary Armament of the Hannibal Scorpion. Carries 10 Batteries, each able to fire 2 shots. Must Charge to (1) to Fire and must be fired as a Full Action Attack when charged.							WEIGHT (KG):	--

XM-B4 Asynchronous Repeater Induction Motor				Auto (5)		“Hannibal Repeater”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	4D10	+15	27	200	30m-7,000m	25x130mm Slug	167	Autoloader (11)
Recharge (1), Penetrating, Kinetic, Kill (1) Special Rule. Comes With: WYRD III 2x. Secondary armament of the Hannibal Vehicle Variants.							WEIGHT (KG):	--

M68 Asynchronous Linear-Induction Motor				Semi-Auto (1)		“Gas Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	6D10	+17	42	200	30m-7,000m	25x130mm Slug	154	Autoloader (11)
Recharge (1), Penetrating, Kinetic, Kill (2) Special Rule. Comes With: WYRD III 2x. Primary armament of the UNSC Warthog.							WEIGHT (KG):	--

M555 Asynchronous Linear-Induction Motor				Semi-Auto (1)		“Tent Pole”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	6D10	+18	45	200	30m-7,000m	25x130mm Slug	155	Autoloader (11)
Recharge (1), Penetrating, Kinetic, Kill (2) Special Rule. Comes With: WYRD III 2x. Primary armament of the UNSC Warthog.							WEIGHT (KG):	--

M72 Asynchronous Linear-Induction Repeater				Burst (3)		“Rail Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	3D10	+15	27	200	30m-7,000m	10x90mm Slug	127	Autoloader (11)
Recharge (2), Penetrating, Kinetic, Kill (1) Special Rule. Primary armament of the Hannibal Wasp.							WEIGHT (KG):	--

M369 90mm Smooth-Bore high-Velocity Cannon				Auto (1) with Charge (1)		“Big Gun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	5D10	+13	55	30	400m-8,000m	90mm Slug	147	Autoloader (11)
Recharge (1), Kinetic Special Rule. Secondary Armament of the UNSC G79 Pelican Heavy-Troop Carrier/Mobile Armory Gunship.							WEIGHT (KG):	--

M995 Backstop Point Defense Laser				Auto (5)		“Backstop”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	4D10	+12	45	100	250m-2,000m	UNSC Battery Cell	120	Autoloader (11)
Overheat (2) when fired 10 times within 3 Turns. Caulterize and Kinetic Special Rule.							WEIGHT (KG):	--

X23 Non-Nuclear Electromagnetic Pulse Cannon				Auto (1) Charge (3)		“Nemp”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	5D10	+10	35	20	400m-1,500m	UNSC Battery Cell	121	Autoloader (11)
Penetrating, Kinetic, EMP (10) Special Rule. Does no damage against Organic/Biological creatures and Characters.							WEIGHT (KG):	--

MK 2488/15CM Magnetic Acceleration Cannon				Auto (1) with Charge (8)		“Onager”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Coilgun	6D10	+34	70	1	400m-10,000m	15cm HRG	216	Autoloader (17)
Penetrating, Kinetic, Dice minimum (4) Special Rule. Blast (5), Kill (3).							WEIGHT (KG):	--

Mark 2555 20cm Heavy Railgun				Auto (1) with Charge (2)		“Heavy Railgun”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Railgun	6D10	+45	60	1	400m-8,000m	200mm ELA Round	237	Autoloader (6)
Penetrating, Kinetic, Blast (6), Kill (4) Special Rule. Primary Armament of the Colossus.							WEIGHT (KG):	--

Magnetic Accelerator Cannon Mark 2547				Auto (1) with Charge (X)		“Mini-MAC”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Coilgun	(X)D10	10*(X)	1,000	1	400m-20,000m	35cm HRG	1,615	Autoloader (17)
Penetrating, Kinetic, Dice minimum (5) Special Rule. (X) is the Half Actions Charged. (X) cannot go higher than 30. Blast (X*3), Kill (X*2). Recharge (5). Characters struck by the Mini-MAC are instantly killed, no matter the Shields, Armor, or Wounds.							WEIGHT (KG):	--

ROCKET LAUNCHERS

Scimitar 40x178mm Rocket Pod				Burst (2)		“Scimitar”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	5D10	+14	14	4	200m-3,000m	178mm Rocket	215	Autoloader (13)
Blast (20), Kill (4), Homing Special Rule. Primary Armament of the UNSC M808B3 Tarantula Main Battle Tank. Autoloader holds 40 Rockets.							WEIGHT (KG):	--

102mm Shaped Charge-High Explosive Rocket Turret				Burst (3)		“Rocket Turret”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	4D10	+17	8	3	250m-2,200m	102mm Rocket	189	Autoloader (13)
Blast (9), Kill (3), Homing Special Rule. Primary Armament of the UNSC Warthog Light Anti-Armor Vehicle. Autoloader holds 30 Rockets.							WEIGHT (KG):	--

M79 Multiple Launch Rocket System				Burst (3)		“M79”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+15	18	6	150m-3,800m	65mm Rocket	160	Autoloader (13)
Blast (6), Kill (2), Homing Special Rule. Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 42 Rockets.							WEIGHT (KG):	--

M80B Multiple Launch Rocket System				Burst (4)		“Rocket Pod”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+15	18	8	150m-3,800m	65mm Rocket	193	Autoloader (13)
Blast (6), Kill (2), Homing Special Rule. Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 42 Rockets.							WEIGHT (KG):	--

M260 Multiple Launch Rocket System				Burst (3)		“Claws”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+15	18	6	150m-4,800m	Argent V Missile	190	Autoloader (13)
Blast (10), Kill (2), Homing, Vehicle lock Special Rule. Primary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Vehicle Lock Special Rule against Aerial vehicles. Autoloader holds 40 Missiles.							WEIGHT (KG):	--

MISSILE LAUNCHERS

M302 Class-1 Guided Missile Launching System				Auto (3)		“M302”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+15	18	6	250m-3,800m	Argent V Missile	141	Autoloader (13)
Blast (10), Kill (2), Homing Special Rule. Primary Armament of the UNSC Kestrel. Autoloader holds 30 Missiles.							WEIGHT (KG):	--

LAU-1810/Self-Guided Missile-151				Auto (4)		“One Fifty One”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	4D10	+5	30	6	250m-4,800m	ASGM-4 Missile	162	Autoloader (13)
Blast (7), Kill (4), Homing Special Rule. UNSC Surface-to-Air Missile Launcher on the experimental HRUNTING/YGGDRASIL Mark I Prototype Armor Defense System. Autoloader holds 24 Missiles.							WEIGHT (KG):	--

M5920 Surface-to-Surface Missile Launcher				Auto (4)		“Guided 35”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+12	10	8	250m-1,000m	M19 102mm	132	Autoloader (13)
Blast (9), Kill (3), Homing Special Rule. Secondary Armament of the UNSC Mantis HRUNTING/YGGDRASIL Mark IX Armor Defense System. Autoloader holds 36 Missiles.							WEIGHT (KG):	--

Class-2 Guided Munitions Launch System				Auto (1)		“Class-2”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	4D10	+12	7	8	250m-1,300m	ASGM-4 Missile	96	Autoloader (13)
Blast (7), Kill (4), Homing Special Rule. Secondary Armament of the UNSC AV-14 Hornet Attack VTOL. Autoloader holds 36 Missiles.							WEIGHT (KG):	--

M95 Lance				Auto (6)		“Lance”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	4D10	+12	7	8	250m-1,300m	ASGM-4 Missile	168	Autoloader (13)
Blast (10), Kill (2), Homing Special Rule. Primary Armament of the M95 Guided Missile Weapon System. Autoloader holds 30 Missiles.							WEIGHT (KG):	--

Anvil-II Air-To-Surface Missile Pod				Auto (6)		“The Anvil”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+17	14	6	275m-4,000m	ANVIL-II ASM	236	Autoloader (13)
Blast (18), Kill (3), Homing Special Rule. Secondary Armament of the UNSC D77 Pelican. Autoloader holds 40 Missiles.							WEIGHT (KG):	--

A-74 Sylver Vertical Missile Launcher				Auto (1)		“Sylver”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+19	15	1	250m-4,450m	ANVIL-IV ASM	157	Autoloader (13)
Blast (20), Kill (2), Homing Special Rule. Secondary Armament of the UNSC AC-220 Vulture Gunship. Autoloader holds 40 Missiles.							WEIGHT (KG):	--

ST/Medusa Missile Launch System				Auto (4)		“Medusa”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	2D10	+15	14	4	250m-3,500m	90mm Medusa	150	Autoloader (13)
Blast (10), Kill (3), Homing Special Rule. Secondary Armament of the UNSC YSS-1000 Sabre Interceptor. Autoloader holds 50 Missiles. Ineffective against energy shields, dealing only half Damage to Energy Shields.							WEIGHT (KG):	--

M6088 ST/Medusa Missile Platform				Auto (2)		“Medusa”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	2D10	+15	14	6	250m-3,500m	90mm Medusa	123	Autoloader (13)
Blast (10), Kill (3), Homing Special Rule. Secondary Armament of the UNSC F-41 Broadsword. Autoloader holds 50 Missiles. Ineffective against energy shields, dealing only half Damage to Energy Shields.							WEIGHT (KG):	--

Automatic Self-Guided Missile Delivery System				Auto (3)		“Interceptor”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	4D10	+14	10	30	250m-1,300m	ASGM-10 Missile	167	Autoloader (13)
Blast (10), Kill (7), Homing Special Rule. Primary Armament of the UNSC GA-TL1 Longsword Interceptor. Autoloader holds 60 Missiles.							WEIGHT (KG):	--

Lancet Micro-Missile				Auto (1)		“Lancet”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	2D10	+14	11	1	250m-1,000m	Lancet Micro	60	Autoloader (13)
Blast (4), Kill (1), Homing Special Rule. Primary Armament of the UNSC ARGUS Aerial Drone. Autoloader holds 5 Missiles.							WEIGHT (KG):	--

Scorpion Anti-Tank Missile				Auto (1)		“SATEM ”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	7D10	+17	20	1	300m-6,000m	Scorpion Missile	129	Autoloader (13)
Blast (5), Kill (3), Homing Special Rule. Incredibly powerful UNSC Air-to-Ground Anti-Tank Missile. Secondary Armament of the UNSC Skyhawk Fighter. Autoloader holds 1 Missile.							WEIGHT (KG):	--

Anaconda Surface-To-Air Missile Launcher				Auto (1)		“Anaconda”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	5D10	+20	10	12	70m-1,500m	Scorpion Missile	83	Autoloader (13)
Blast (7), Kill (4). Vehicle Lock Special Rule. Autoloader holds 12 Missiles.							WEIGHT (KG):	--

GRENADE LAUNCHERS

XM511 Heavy Grenade Launcher				Semi-Auto (2)		“Heavy Grenade”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+16	18	250	100m-650m	60mm Grenade	135	Autoloader (8)
Blast (8), Kill (4), Homing Special Rule. Secondary Armament of the UNSC M9 Wolverine Anti-Aircraft Tank. Airburst Capable. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							WEIGHT (KG):	24.8

M460 Automatic Grenade Launcher				Automatic (4)		“AGL”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+9	12	20	100m-650m	40mm Grenade	160	Autoloader (8)
Secondary Armament of the UH-144A Falcon. Blast (8), Kill (4). Capable of two detonation types. When the trigger is held after firing it may only fire once per Round and the Grenade will not detonate until released. The Grenade has proximity sensors that track IFF Tags and will display a counter of friendlies and enemies within the Blast Radius. When held, the M460 gains the EMP (4) Special Rule. When the trigger is not held, the Grenade will detonate after 6 Seconds of being fired. The Grenade detonates on impact. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade. Uses 40mm Grenade Cartridges found under Special Ammunition.							WEIGHT (KG):	12.7

M454 Ion Bomb Launcher				Burst (2)		“Ion Bomber”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+9	12	120	100m-650m	40mm Grenade	85	Autoloader (8)
Recharge (1), Blast (8), Kill (4), Homing Special Rule. Secondary Armament of the UNSC Hannibal Wasp. Homing Special Rule. Cannot be detonated within 10 Meters of the weapon used to fire the Grenade.							WEIGHT (KG):	12.7

KG Mark 34 Flame Mortar				Auto (2)		“Flame Mortar”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	2D10	+5	19	80	20m-130m	Pyrosene-V	100	Autoloader (17)
Blast (8), Flame (1D10). A hardened mix of Pyrosene-V that will burst on contact.							WEIGHT (KG):	16.2

FLAMETHROWERS

NA6 Defoliant Projector				Sustained (6)		“Heavy Hellbringer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	2D10	+8	17	120	25m-80m	Heavy Tank	91	Autoloader (17)
Flame (1D10), Spread Special Rule. Fires a sticky flammable set of chemicals that are then ignited. Releases a 45-degree cone of fire that hits multiple targets. Point Blank Attacks with a Flamethrower causes the User to hit themselves with the Attack, as well.							WEIGHT (KG):	150.5

ORDNANCE EXPLOSIVES

[UD] [I] Mark 208 Carpet Bomb				“Carpet Bomb”				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR			
Ordnance	8D10	+10	18	Blast (X), Kill (X)	21 per			
A carpet bomb that drops in large clusters. Blast (X) is +10 Meters for each bomb in the cluster that was dropped, while Kill (X) is +5 Meter for each bomb.							WEIGHT (KG):	27.9

SPECIAL/OTHER

[HW] [TH] [UD] M343A3 Needler Heavy Machine Gun				Auto (12)		“343A-N”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	2D10	+8	17	250	40m-1,400m	12.7x99mm	110	Autoloader (15)
Needle (5) Special Rule. Has a Shield that gives +6 Armor from Attacks that would hit Chest, Arms, and Head of the user.							WEIGHT (KG):	20

Pulse Laser				Sustained (3)		“Laserbeam”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Energy	4D10	+14	26	100	100m-2,000m	Ionized Particles	67	Autoloader (11)
Hard Light Special Rule. Secondary Armament of the UNSC G81 Condor.							WEIGHT (KG):	22.2

Specialized Energy Charge				Auto (1)		“SEC”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy	4D10	--	20	40	20m-700m	Ionized Particles	26	Autoloader (11)
EMP (6), Homing, Vehicle lock Special Rule. Secondary Armament of the M3063 Deployable Turret.							WEIGHT (KG):	22.2

UNSC AUTOMATED TURRETS

All UNSC Automated Turrets have the Heavy Plating Special Rule. EXP is the payout for defeating the Turret.

M5 TALOS WEAPON STATION



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.6	2.1 M	6.3 M	4.3 Tonnes	
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	20
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
TALOS			EXP	COST
Two Linked M202 XP Machine Gun			50 Exp	240 cR
Four Linked M202 XP Machine Gun			80 Exp	390 cR
Two Linked M66 Light Railgun			100 Exp	485 cR
Two KG Mark 34 Flame Mortar			60 Exp	290 cR
Two Linked M41 Light Anti-Aircraft Gun			50 Exp	225 cR
M4131 Rapid-Fire Howitzer			85 Exp	400 cR
Two Anaconda Surface-To-Air Missile			55 Exp	255 cR

M3063 DEPLOYABLE TURRET



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
4.6 M	2.6 M	2.5 M	3.7 Tonnes	
HULL				
HULL INTEGRITY				
65				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	20
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
DEPLOYABLE CANNON			EXP	COST
Twin-Linked Rotary Cannon			55 Exp	260 cR
Specialized Energy Charge				

M8 WOLF SPIDER



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.1 M	2.1 M	3.5 M	2.9 Tonnes	
HULL				
HULL INTEGRITY				
65				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	20
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
WOLF SPIDER			EXP	COST
M8 Autocannon			65 Exp	300 cR

M3045 DEPLOYABLE AUTOMATED TURRET



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.1 M	2 M	2.4 M	2.4 Tonnes	
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	20
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
DEPLOYABLE ROTARY			EXP	COST
M2056 30mm Rotary Cannon			60 Exp	275 cR

VULCAN M71 ANTI-AIRCRAFT GUN



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
8.5 M	6.8 M	9.4 M	8.6 Tonnes	
HULL				
HULL INTEGRITY				
95				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	32	32	32	30
CHARACTERISTICS				
WFR		INT		PER
65		30		45
SCYTHER			EXP	COST
M71 Scythe Anti-Aircraft Gun			100 Exp	470 cR

M95 GUIDED MISSILE WEAPON SYSTEM



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
8.8 M	6.8 M	9.7 M	8.9 Tonnes	
HULL				
HULL INTEGRITY				
100				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	32	32	32	30
CHARACTERISTICS				
WFR		INT		PER
65		30		45
LANCE			EXP	COST
M95 Lance			80 Exp	380 cR

M85 ANTI-AIRCRAFT GUN



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
8 M	5.9 M	5 M	8.6 Tonnes	
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	32	32	32	30
CHARACTERISTICS				
WFR		INT		PER
65		30		45
SCYTHER			EXP	COST
M71 Scythe Anti-Aircraft Gun			95 Exp	465 cR

M97 GUIDED MISSILE WEAPON SYSTEM



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
7.5 M	5.3 M	5.5 M	7.2 Tonnes	
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
32	34	34	34	32
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
LANCE			EXP	COST
M95 Lance			85 Exp	405 cR

PURCHASING AMMUNITION

PURCHASING AMMUNITION

Listed below on this page, you'll see the Ammunition Purchasing Chart. This Chart lists the various UNSC ammo types and how much cR it costs to purchase the listed amount of rounds.

CRYOSPRAYER TANKS

Buying Cryosprayer Tanks begins at 20 cR for a new, full tank. From there, selecting a fuel type under Special Ammunition will increase this cost by the listed price.

SPECIAL AMMUNITION

Many weapons allow the use of Special Ammunition, which is customized ammo with special properties and several types of benefits. Weapons that do not allow for Special Ammunition are listed with an asterisk in the Ammunition Purchasing Chart shown below.

The cost of Special Ammo is figured per each round or shot being customized. Special Ammo can be made from the ammunition received from a Character's Equipment Pack, as well.

Special Ammo can be customized with as many options as the Character can fit, as long as it follows the Compatibility shown with each option.

A Weapon's Pierce, Damage, Range, and Damage dice cannot go below 0 from Specialized Ammunition.

SNIPER ROUNDS, SHOTGUN SHELLS, AND FLAMETHROWER FUEL

14.5x114mm rounds can be used with the Standard Ammunition customization, but also has its own 14.5x114mm and 5.4mm Gauss Slug Specialization chart.

Shotguns and Flamethrowers can only be used alongside their own respective Customization charts. Flamethrowers also have access to the Flamethrower Special, which can be taken in addition to anything else selected in the Flamethrower Customization chart.

CUSTOM AMMO COMPATABILITY

Custom ammunition has limitations with what can be made. A customization option must share a compatibility with another customization option for them to be mixed. For example, Armor Piercing cannot be taken with Tactical Training Rounds.

Custom Ammo compatibility that is listed as "None" cannot be used with any other type of custom ammunition, regardless of what is listed by other ammo compatibility.

Custom Ammo compatibility options that list "All" will work with any Ammo customization option, regardless of what it lists, except for those with Compatibility listed as "None."

40mm GRENADES

The 40mm Grenade list aren't modifiers or customization options. These entries are each their own type of 40mm Grenade and gives the statistics for each possible choice.

AMMUNITION PURCHASING CHART

AMMUNITION	COST PER 100 ROUNDS	AMMUNITION	COST PER 100 ROUNDS
12.7x40mm	10 cR	178mm Rocket	390 cR
10x25mm	10 cR	102mm Rocket	325 cR
5x23mm	5 cR	65mm Rocket	315 cR
8x27mm	5 cR	150mm APBC Shell	835 cR
12x41mm	10 cR	120mm APBC Shell	840 cR
Narq Dart *	15 cR	105mm APBC Shell	720 cR
9.5x40mm	10 cR	90mm APBC Shell	640 cR
8.35x56mm	10 cR	175x800mm	855 cR
7.62x51mm	10 cR	152x400mm	675 cR
9.3x55mm	10 cR	120x570mm	130 cR
6.5x55mm	10 cR	110x550mm	125 cR
12.7x99mm	20 cR	70x438mm	90 cR
14.5x114mm	20 cR	50x419mm	70 cR
8 Gauge Shell	10 cR	40x365mm	60 cR
10 Gauge Shell	10 cR	40x521mm	70 cR
12 Gauge Shell	5 cR	40x300mm	55 cR
20 Gauge Shell	5 cR	35x227mm	45 cR
M19 102mm Rocket	340 cR	30x189mm	40 cR
50x137mm HEMP Rocket	370 cR	30x173mm	35 cR
M18 100mm Missile	380 cR	20x102mm	25 cR
M19-B 102mm Missile	320 cR	20x97mm	20 cR
9X-G HEAB Gyroc	235 cR	5.4mm Slug	30 cR
M9030 12cm Grenade	340 cR	16x65mm Slug	425 cR
20x102mm Grenade	350 cR	25x130mm Slug	595 cR
ASGM-4 Missile	375 cR	30mm ELA	450 cR
65mm Rocket	315 cR	105mm ELA	620 cR
40mm Grenade	255 cR	10x90mm Slug	360 cR
60mm Grenade	290 cR	90mm Slug	790 cR
Argent V Missile	315 cR	15cm HRG	825 cR
ASGM-4 Missile	295 cR	200mm ELA	825 cR
M19 102mm Missile	340 cR	35cm HRG	7,500 cR
ANVIL-II ASM	305 cR	Ionized Particles *	10 cR per Battery
ANVIL-IV ASM	320 cR	UNSC Battery Cell *	10 cR per Battery
90mm Medusa	245 cR	Grindell Battery *	8 cR per Battery
ASGM-10 Missile	320 cR	ChemSpray Tank	15 cR per Tank
Lancet Micro Missile	225 cR	Heavy Tank	25 cR per Tank
Scorpion Missile	535 cR		

**Cannot be used with Special Ammunition*

SPECIAL AMMUNITION

STANDARD AMMUNITION CUSTOMIZATION CHART					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	COST
Armor Piercing (AP)	--	+4	HE, IN, HV, HYV, MG, DU, HP		2 cR
High-Explosive (HE)	+1D10	-5	AP, IN, HV, HYV, MG, DU, T, HP	If the weapon has 4D10 or more base Dice Damage, gain Blast (1). Blast is increased by 1 for every 1D10 base extra after 4D10.	2 cR
Shredder (JHP)	+6	-9	HV, HYV, MG, T	Roll an extra 1D10 on Special Damage on Crits.	4 cR
Soft Point (JSP)	+5	-8	HV, HYV, MG, T		1 cR
Incendiary (IN)	-2	-2	AP, HE, SAP, HV, HYV, MG, DU, T, HP	Flame (2).	0 cR
Hollow Point (HP)	+6	-8	AP, HE, IN, HV, HYV, T, CL, DU, MG	+10 to Special Damage, cannot Pierce Through Characters.	6 cR
High Velocity (HV)	+5	+5	All except HYV and CL, DU	+10 to Perception Tests to spot this weapon fire.	4 cR
Hyper Velocity (HYV)	+8	+8	All except HV and CL, DU	+30 to Perception Tests to spot this weapon fire.	6 cR
Stun Round (STRD)	-15	0	MG, T	Stun (1) Special Rule and Nonlethal Special Rule.	0 cR
Tracer (T)	--	--	All	All shooters firing at a target hit with tracers within the same Round get a +10 Bonus To Hit. If the Target can see the Tracer Fire, they gain a +10 Bonus to Evasion for that Attack.	5 cR
Saboted Light Armor Penetrator (SLAP)	-3	+8	HV, HYV, MG, T, HP		1 cR
Semi-Armor Piercing (SAP)	-1	+3	HE, T, IN, HV, HYV, MG, HP		1 cR
Cold Load (CL)	-2	-2	All except HV and HYV	When used with suppressor, -20 Perception Tests to hear weapon firing.	2 cR
Tactical Training Rounds (TTR)	0	0	MG, T	When hit, the character must make a +10 Toughness Test or gain +1 Fatigue. Nonlethal Special Rule.	2 cR
Match Grade (MG)	--	--	All	Match Grade gives a 25% increase to the Weapon's Close Range.	2 cR
Depleted Uranium (DU)	--	+8	All except JHP, JSP, SLAP, and SAP	Flame (1D5).	7 cR

SHOTGUN ROUNDS CUSTOMIZATION CHART					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	COST
Shot (ST)	-0	-0	None	Standard Shell for Shotguns.	--
Bird Shot (BS)	-3	-3	All Shot Shells	+20 Bonus To Hit.	--
Breaching Shot (BCR)	+5	+3	All Shot Shells	Halves the range of the weapon. Deals double damage against objects.	4 cR
Flechette Shot (FL)	-4	+8	All Shot Shells	--	2 cR
Fragmentation Shot (FRST)	-1	-5	All Shot Shells	Blast (1) on any Character or surface impacted.	--
Incendiary Shot (INST)	-3	-2	All Shot Shells	Flame(2) to any Character or surface impacted. Reduced to Flame (1) further than Close Range.	--
Foster Slug (FS)	+1D10	0	None	Removes Spread Special Rule.	--
Breaching Slug (BSL)	-2D10	+12	None	Halves the range of the weapon. Deals double damage against objects.	2 cR
Depleted Uranium Slug (DS)	--	+10	None	Energy Penetrator rounds made of Depleted Uranium. Flame (2D5), removes Spread Special Rule.	16 cR
Fragmentation Slug (FRS)	+1D10	-1	None	Blast (2), removes Spread Special Rule.	4 cR
Incendiary Slug (INS)	--	-3	None	Removes Spread Special Rule, Flame (2D5)	13 cR
Magnum Slug (MN)	+5	+2	None	Kinetic and Penetrating Special Rule, removes Spread Special Rule.	14 cR
Stun Slug (STNL)	-15	0	None	Stun (3) Special Rule and Nonlethal Special Rule.	5 cR
Solid Slug (SSL)	+10	-4	None	Kinetic Special Rule, removes Spread Special Rule.	11 cR
Tactical Training Rounds (TTR)	-1D10	0	TZ	When hit, the Opponent must make a Toughness Test or gain a Fatigue. For every one that hits, the test gains a -10 Penalty. Nonlethal Special Rule.	2 cR
Taser Slug (TZ)	-5	-1	TTR	Electrified (1D10) Special Rule, removes Spread Special Rule.	10 cR
Tungsten Slug (TSL)	+10	-4	None	Penetrating Special Rule, removes Spread Special Rule.	8 cR
BOLO (BO)	-5	-4	None	Adds +3D10 to weapon's Special Damage, removes Spread Special Rule.	5 cR

14.5X114MM AND GAUSS SLUG SPECIALIZATION CHART					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	COST
Armor Piercing Fin-Stabilized Discarding Sabot (Sabot)	-3	+15	HYV, HV, MG, DU	+10 To Hit. Round is given a jacket that stabilizes trajectory. Sabot is shed mid-flight.	3 cR
Grappling Round (GR)	-12	+6	None	A long harpoon shaft placed into the barrel to be fired off with an attached 200 Meter nanotube rope. The Grappling Round attaches to any surface the Attack pierces. To load this Round, you must remove the Magazine and load in the Grappling Round from the weapon's Barrel. This takes one Full Action.	--

FLAMETHROWER FUELS CUSTOMIZATION CHART (TANK IS FULL 'MAG' OF FLAMETHROWER)					
AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	COST
Pyrosene-V	--	--	SOF	Standard UNSC Flamethrower fuel	--
Self-Oxidizing Fuel Mixture (SOF)	--	--	All	Allows the Cryosprayer to be used in a vacuum or atmosphere lacking Oxygen.	10 cR
Napalm Defoliant	+4	-6	SOF	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
Nitrate-Ether Defoliant	-5	-4	SOF	+20 meters Range	0 cR
Triethylaluminium	-5	-5	SOF	Doubles Flame (X) of the Weapon, deals Flame Special Rule even if the struck Character took no Damage. Burns clear, giving -10 Penalty To Hit and to Evasion.	30 cR
White Diamond Defoliant	(X)	--	SOF	Halves usable range of the Flamethrower, but sprays White Phosphorous, dealing double the Base Damage.	30 cR

CRYOSPRAYER FUELS CUSTOMIZATION CHART (TANK IS A FULL 'MAG' OF CRYOSPRAYER)					
AMMUNITION	DAMAGE	PIERCE	ABILITY		COST
Liquid Nitrogen	--	--	Standard UNSC Cryosprayer fuel		--
Liquid Oxygen	+3	-5	A faster spraying, more reactive fuel source for the Cryosprayer. Increases range by 10 Meters.		10 cR
Liquid Neon	--	+10	Powerful liquid neon that explosively ejects from the Cryosprayer.		10 cR
Liquid Hydrogen	+10	+5	An incredibly cold fuel source for the Cryosprayer.		25 cR
Liquid Helium	+20	-5	A slow and dangerous fuel source. Characters take double the Fatigue from each Attack made with the Cryosprayer. Opponent gains a +10 To Evade this Ammunition Type when further than 10 Meters away.		65 cR

40MM GRENADES					
CARTRIDGE	DAMAGE	PIERCE	SPECIAL BENEFIT		COST
Fragmentation	--	--	This is the standard Grenade that shares the same damage and rules as the M9 Dual-Purpose High-Explosive Grenade. No 40mm Grenade can detonate unless fired from a Grenade Launcher. Blast (8), Kill (4).		--
Smoke	1D5+4	1	Covers a diameter of Blast (15) meters in thick smoke.		13 cR
Buckshot Canister	5D10+5	20	Spread Special Rule, Range reduced to 15m-90m. Replaces 40mm Launcher Impact Damage.		28 cR
Slug Canister	6D10+14	15	Acts as a shotgun slug, Range reduced to 25m-110m. Replaces 40mm Launcher Impact Damage. Kinetic Special Rule.		27 cR
Incendiary	1D5+1	21	Blast (10), Kill (5), and Flame(2D5)		7 cR
Thermobaric	6D10+15	15	Blast (6), Kill (6)		27 cR
Flashbang	1D5+4	1	Flashbang, but with Blast (15), Kill (3)		25 cR
Parachute Flare	1D10	--	An incredibly bright Flare that falls very slowly, supported by a small parachute. Lights up a radius of 350 Meters. Flame (1D5) within Blast (2). The Parachute Flare stays in the air for (X) Rounds, where (X) is how many Meters from the Ground it is.		9 cR
Infrared Illuminator	1D5+1	1	Provides Infrared Illumination out to 120 Meters.		3 cR
Tear Gas	1D5+1	1	Blast (25), Kill (1), Tear Gas Special Rule.		35 cR
EMP-G	--	--	EMP (6) Special Rule within Blast (8).		36 cR
Thermite Canister	4D5+20	70	Powerful, hot burning material used to melt through the floor of a Frigate. Charge (1) Special Rule and lasts for 10 Rounds. Thermite-A will deal half Damage and Pierce to those within 10 Meters of the Thermite-A Grenade. Caulterize Special Rule. Blast (10), Kill (4).		40 cR
White Diamond	1D10+10	10	Flame(4D10) within Blast (8), Kill (4).		75 cR
Cryo Grenade	1D5	14	Blast (8), Kill (4), Cryo (1D10).		20 cR
Cryobaric Prototype	3D10	25	Blast (6), Kill (6), Cryo (8).		39 cR

MISSILES, ROCKETS, CANNON SHELLS CUSTOMIZATION CHART

AMMUNITION	DAMAGE	PIERCE	COMPATIBILITY	ABILITY	COST
HEAT	--	--	Any	This is the standard Explosive. Weapon profiles dictate the damage.	--
High-Velocity	--	--	Any	Increases the launcher's Close Range by 25%.	15 cR
High-Explosive	+10	-10	Any	Increases Blast and Kill Radius by 3.	9 cR
Fragmentation	+1D10	-10	High-Explosive	Increases Blast Radius by 7.	4 cR
Sabot Charge	-15	+20	Any	Reduces Blast and Kill Radius by half, to a minimum of 1.	0 cR
Incendiary	-1D10	-10	Any	Catches anything within Blast Radius on fire with Flame (2D5).	9 cR
Thermite	--	+20	None	Blast Special Rule lasts for 5 Rounds. Caulterize Special Rule.	50 cR
Thermobaric	+3D10	-10	None	Increases Blast and Kill Radius by 10.	31 cR
Depleted Uranium	+10	+15	None	Flame (3D10), halves Blast and Kill Radius.	59 cR
White Diamond	Half	Half	None	Flame (5D10) within Blast Radius.	95 cR

WEAPON MODIFICATIONS AND ATTACHMENTS

HUMAN EQUIPMENT AND ATTACHMENTS

Equipment is considered to have the [I] Insurrectionist Tag, unless specified otherwise. Any piece of Equipment with the [U] Tag does not have a cR Upcharge for Civilian and Police Soldier Types.

Sniper Rifles, Carbines, and Light Machine Guns can take the same Modifications and Attachments that list "Rifle" as its restriction.

WEAPON RAIL MOUNT TABLE

Weapon Rail Mounts are Mounts that Weapon Attachments are able to go on. Each weapon has a listed amount of rails on various segments of the weapon based on its type. Make sure to check the Weapon Type to see what Rails and Modifications that they can take.

WEAPON SIZE AND RAIL USAGE

The Rails that come with a weapon can hold more than one Attachment, depending on the size of the weapon. Weapons that are [DW] and [OH] can only hold one Attachment per Rail. [TH] and [HW] weapons can hold two Attachments per Rail.

Any Attachment labeled as an 'Underslung Weapon', or a 'Sniper Optic' take up two of these Attachment slots per Rail.

EXPANDING AVAILABLE RAILS

Weapons can be modified to have more Rail Mounts but can be limited based on GM discretion. A weapon can only have one Rail Mount on each available location: Upper, Lower, and Left and Right Sides.

[DW] and [OH] weapon rails can only hold one Attachment per and cost 10 cR. [TH] and [HW] weapon rails can hold two Attachments per and cost 15 cR.

MODIFICATIONS

Modifications do not use Rails, and instead modify the weapon.

BUILT-IN MODIFICATIONS AND ATTACHMENTS

Weapons with built-in modifications cannot have them removed unless another modification replaces it. The weapon's weight also covers the built-in modifications' weight. Built-In Attachments do not take up space on Rail Mounts.

ATTACHMENT MOUNT PLACEMENT

Some Attachments will list a preferred or needed location for the Attachment to be placed on a weapon. Scopes and Optics that are not placed on the listed Mount will not give the Character any Bonuses. Underslung weapons mounted on a different rail than listed will give the Weapon a -20 Penalty To Hit by making the weapon off-balance.

WEAPON RAIL MOUNTS

WEAPON TYPE	RAILS AVAILABLE	EXAMPLE WEAPON
Pistol, SMG	Upper	M6 Series pistols, M6J, M7 SMG
Rifle, Carbine, Light Machine Gun, Shotgun	Upper, Lower, Left or Right Side	MA5 Series rifles, M45 Shotgun, M739 SAW
Sniper Rifle, Railgun	Upper	SRS99C-S2 AM, M99 Stanchion, ARC-920
Machine Gun, Heavy Machine Gun	Upper, Left and Right Side	M247H, AIE-486H, M247
Grenade Launcher, Rocket Launcher, Missile Launcher	Left or Right Side	M319 Grenade Launcher, M41 SPNKR, Pilum
Beam, Energy Weapon	Lower	M6/E Spartan Laser, EMP Rifle
Chemical Sprayer (Cannot use Optics)	Lower	M7057 Defoliant Projector, NA4 Heavy Cryosprayer
Vehicle Weapon (GM Discretion)	Upper	M46 Vulcan, M202XP Machine Gun, M638 MG

For every Magazine or Clip a case can hold, it can hold the following equivalents.

ITEM	EQUIVELANT AMOUNT
Shotgun Shell	12 Shells, 1 Magazine
250 Round Ammo Belt	4 Standard Magazines equals a single 250 Round Ammo Belt.
8 Gauge Shell	8 Shells, 1 Magazine
Drum Magazine	4 Standard Magazines
Extended Ammo Belt	8 Standard Magazines
Extended Magazine	2 Standard Magazines
Rocket	4 Standard Magazines equals a single missile or rocket.

OPTICS, SCOPES, SIGHTS

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
[U] HoloScope	1x Post-War holographic scope. It is projected when the Character makes an Aiming Action. Takes up minimal space on the Rail it is mounted to, allowing for another item to be mounted. This can only be taken after 2557.	Optic	Upper, Side	None	0.1	10
SLS/V 5B	1x Red Dot Sight, 3x Smartlink scope hybrid. A non-magnifying illuminated red dot 1x sight. Smartlink-only 3x Scope secondary zoom feature.	Optic, Smartlink	Upper, Side	Smartlink Device	0.2	16
[U] Red Dot Sight	1x sight for firearms. Uses an illuminated red dot on a transparent screen for close-combat and quick aiming. Smartlink compatible.	Optic	Upper, Side	None	0.1	8
CQB Sight	1x Smartlink sight. Gains a +5 Bonus To Hit when using Smartlink alongside it in Close Combat.	Optic	Upper, Side	None	0.1	16
Holographic Scope	1x/2x modular holographic scope sight. Uses an illuminated red dot that is projected onto a 1x/2x modular scope. The red dot is only illuminated during aiming actions.	Optic, Smartlink	Upper, Side	None	0.1	20
Threat Marker	2x magnifier with Smartlink compatibility that scans and displays friendly and enemy IFF tags on a screen or to a Smartlink-capable device or Scope. Once scanned, the IFF Tags are tracked up to 4 Rounds after the Character is no longer within the User's sight. This includes Cloaked and hidden targets.	Optic	Any	None	0.6	70
WYRD III 2x	2x Smartlink-Only Scope.	Smartlink	Any	Smartlink Device	0.1	12
KFA-2 x2 Scope	2x Smartlink-Only scope.	Smartlink	Any	Smartlink Device	0.1	12
WYRD III 3x	3x Smartlink-Only Scope.	Smartlink	Any	Smartlink Device	0.1	15
COG Sight	3x telescopic Scope that scans and displays the Shield Integrity of the Energy Shield of whoever is being aimed at.	Optic	Upper	None	0.2	30
EVOS-D Adaptive	3x/5x modular scope with Smartlink compatibility.	Optic	Upper	None	0.2	25
Oracle N-Variant Scope	3x/6x/9x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.8	26
VnSLS/V 6E 4x Scope	4x Smartlink-only scope.	Smartlink	Upper, Side	Smartlink Device	0.2	20
Sentinel Sight	4x/6x modular scope.	Optic	Upper	None	0.4	20
Oracle N-Variant Scope v2	4x/8x/12x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.8	28
Oracle N-Variant Scope v3	5x/10x/15x modular scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.8	30
EVOS-D Marksman Sight	6x scope with Smartlink compatibility.	Optic	Upper	None	0.2	20
[U] A2 Scope 2x	Discreet glare-less 2x Scope.	Optic	Upper	None	0.1	14
EVOS-D V2	Discreet glare-less 2x/4x Modular Scope.	Optic	Upper	None	0.1	24
[U] EVOS-D 3x	Discreet glare-less 3x Scope.	Optic	Upper	None	0.1	18
Longshot Telescopic Sight	Discreet glare-less 5x Scope.	Optic	Upper	None	0.2	15
SRS-C 10x Scope	10x Scope with Thermal capability and Smartlink.	Sniper Optic	Upper	None	0.4	23

RAILS

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
[U] Angled Grip	An Angled Grip is added to the bottom rail in front of the weapon, giving a +5 Bonus To Hit.	Brace	Lower	None	0.4	15
[U] Bayonet	A bayonet with the stats of the UNSC Machete. Gives +1 Melee Reach. Counts as having Slow Special Rule when used.	Underslung weapon	Any	None	1.7	25
[U] Bipod	Deployed and undeployed as a Half Action. Any Attacks made with the weapon will count as being Braced as long as it is resting against a surface and the weapon isn't being moved. While deployed, if the weapon is not resting against a surface, a -5 Penalty To Hit is gained from the weight of the bipod/tripod, even if the weapon is being Braced by the user.	Brace	Lower	[TH] and [HW] Weapons	1.4	12
[U] Tripod	Deployed and undeployed as a Full Action. As long as the Tripod is resting against a surface and the weapon is not being moved, all Attacks made have a +5 Bonus To Hit and the weapon is considered Braced. Tripods can also be detached and reattached as a Half Action, keeping the Tripod deployed in-place until needed, again. If the user attempts to move with the weapon with the Tripod still deployed, the Character's Movement Action distances are halved. If the weapon is being moved or not being braced with the Tripod deployed, all Attacks with it are at a -30 Penalty To Hit.	Brace	Lower	Sniper Rifles, Machine Guns, Explosive Launchers	5.4	18
[U] Flashlight	Lowers any Darkness Penalties by 30, while also lowering Low-Light Penalties by 15. -20 to Aim Actions if mounted on Top Rail.	Flashlight	Any	None	0.1	10
[U] Laser Aiming Module	Gives a +5 Bonus To Hit when not using Aim Actions, while also giving the Opponent being aimed at a +5 Bonus to Evasion from attacks made with this weapon. The Opponent only gains this Evasion Bonus if they notice the laser. -20 to Aim Actions if mounted on Top Rail.	Aiming Module	Any	None	0.1	10
[U] Tactical Flashlight	Lowers any Darkness Penalties by 40, while also lowering Low-Light Penalties by 10. When in Darkness, Opponents gain a -20 Penalty To Hit and a -30 Penalty to Visual Perception Tests. When in Low-Light, Opponents gain a -10 Penalty To Hit and a -15 Penalty to Visual Perception Tests. -20 to Aim Actions if mounted on Top Rail.	Flashlight	Any	None	0.2	15
[U] Horizontal Grip	When making Attacks while using Aim Actions, the Horizontal Grip will give the User +1 to the amount of Attacks they can make in a Turn that gains the benefit of an Aim Action.	Brace	Lower	None	0.5	20
[U] Vertical Grip	When making any Charge or Run Movements, the Penalty gained To Hit is lessened by 10.	Brace	Lower, Side	None	0.6	15
Heavy Foregrip	When used with [HW] Heavy Weapons while taking no Move Actions, the Penalty To Hit is reduced by 5 and the weapon cannot be dropped by firing when using two hands. When used on a weapon without the [HW] tag, any To Hit Penalties gained from Charge or Run Movement Penalties for are reduced by 10.	Brace	Lower	None	0.9	45
Heavy Stock	Heavy Stock will reduce the amount of Meters a Player can move before an Aim Action is lost by 2 Meters. However, the Heavy Stock doubles the amount of Meters an Enemy must move before the User loses their Aim Action benefits.	Aim	Stock	Rifle, Carbine, Pistol, PDW, Machine Guns, Shotguns	1.9	25
Light Stock	Light Stock allows the Character to move up to their Full Action and still keep their Aim Action active. However, this reduces the amount of Meters an Enemy must move before the User loses their Aim Action benefits by 2 Meters, to a minimum of 1. Reduces the Weapon's Weight by 0.1 KG or weighs 0.2 KG if the weapon didn't have a Stock.	Aim	Stock	Rifle, Carbine, Pistol, PDW, Machine Guns, Shotguns	(X)	40
Ammo Counter	An Ammo Counter that tracks how many rounds are in the weapon. Can be manually programmed to know how many magazines you're holding. The Ammo Counter also has an electronic compass built-in.	Misc.	Upper	None	0.3	5

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
Canted Irons	A small 45-degree offset Rail mount is added to the top of the weapon for the use of a secondary Ironsight, Optic, Aiming Module, or Flashlight. The new rail is diagonally facing, allowing for one extra non-intrusive attachment. When using a secondary scope or Ironsight on this new rail, the weapon must be held diagonally to use. This rail cannot be used with Sniper Optics.	Modification	Upper	Rifle, Carbine, Pistol, PDW, Machine Guns	0.1	15
Energy Bayonet	An energy blade added to the weapon that shares the specs of the Covenant Energy Dagger. This can only be taken after 2557. Gives +1 Melee Reach. Counts as having Slow Special Rule when used	Underslung weapon	Any	None	1.1	200
Infrared Aiming Module	Gives a +5 Bonus To Hit when not using Aim Actions when using VISR, Infrared, and Thermal equipment. This also gives the Opponent being aimed at a +5 Bonus to Evasion from attacks made with this weapon if the Opponent has VISR, Thermal, or Infrared equipment to see the laser. -20 to Aim Actions if mounted on Top Rail.	Aiming Module	Any	VISR, Thermal, and Infrared equipment	0.1	15
Adaptive Distance Viewfinder	The ADV is an Optic Attachment that must be used with any 5x or larger Scope or Optic. When used with a Full Action, the Adaptive Distance Viewfinder will update the Optic with the distance of the Target and where the Character will need to Aim to strike the Target. When used, this halves Long and Extreme Range Penalties. When used with a Half or Full Aim Action, this removes Long Range Penalties and reduces Extreme Range Penalties to -15.	Aiming Module	Any	Optics	1.7	225
M301 Grenade Launcher	Attaches an underbarrel grenade launcher. Shares the stats with the M319 Grenade Launcher but without EMP.	Underslung weapon	Lower	Rifle, Shotgun, or Flamethrower	1.4	45
Underslung Shotgun	Attaches an underbarrel shotgun. Shares the stats with the M45 shotgun but only holds two Shots.	Underslung weapon	Lower	Rifle, Shotgun, or Flamethrower	1.4	30

BARREL ATTACHMENTS AND MODIFICATIONS

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
[U] Signet LBE Choke	The Signet “Long-Barreled Choke” is a rifled extended choke. This Choke extends the Shotgun’s Close and Optimal Range by 25% only if the Shell being fired still has the Spread Special Rule. Using the LBE Choke with any type of Slug Shell will reduce the Close and Optimal Range to 10% due to breaking the Choke.	Attachment	Barrel	Shotguns	0.6	40
[U] WST Choke 45	The WST Choke 45 offers a high-precision Full Choke. Shells with Spread Special Rule lose the +10 Bonus To Hit, but the weapon’s Close Range is increased by 50%. Using the WST Choke 45 with any type of Slug Shell will destroy the WST Choke 45.	Attachment	Barrel	Shotguns	0.6	40
[U] WST Reinforced Squeeze Choke	The WST Reinforced Squeeze Choke offers maximized potential for range. Shells with the Spread Special Rule lose the +10 Bonus To Hit, but the weapon’s Close Range and Optimal Range are increased by 50%. Using the Reinforced Squeeze Choke with any type of Slug will destroy the weapon’s barrel and the Choke, rendering the weapon useless. Natural To Hit rolls of 100 will deal damage to the Squeeze Choke. If this happens twice, the Reinforced Squeeze Choke is destroyed.	Attachment	Barrel	Shotguns	0.7	60
Extended barrel	The weapon has an extended barrel that increases the weapon’s Long Range by 10% and increases Pierce by 2. The length of the weapon is increased, and the weapon’s base weight is increased by 15%, or 30% of the weapon’s weight if combined with Heavy Barrel. Gives a -20 Penalty for concealing the weapon.	Modification	Barrel	Rifle, Pistol, PDW, LMG, MG, HMG	(X)	40
Flash Suppressor	Gives a -20 Penalty to Visual Perception to anyone that could see the weapon fire by suppressing the weapon’s flash.	Suppressor	Barrel	None	0.1	20

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
Heavy Barrel	The weapon's heavier barrel decreases the amount of kickback the user receives when firing. The Heavy Barrel adds (X) kg, which is 15% of the weapon's base weight, or 30% of the weapon's base weight, if combined with Extended Barrel. When making a Move Action, the User reduces the To Hit Penalties by 10. For example, a Full Action Move will only be at a -10 Penalty To Hit.	Modification	Barrel	Any Ranged Weapon	(X)	40
Misriah 864 Rifled Barrel	The Misriah Rifled Barrel is a replacement barrel for any shotgun. This Rifled Barrel, when used with Slugs, will increase the Close Range by 25%.	Modification	Barrel	Shotguns	--	50
Muzzle Brake	Reduces the recoil of a weapon when firing but increases the ability to spot the weapon firing. When fired while unbraced, the Muzzle Brake gives the Character a +10 Bonus to Strength Tests as to not drop the weapon. All Opponents within range to see the weapon fire or hear it gain a +10 Bonus to Perception to spot the weapon firing.	Muzzle	Barrel	None	0.2	25
Sawed-Off Barrel	Halves the weapon's barrel length and removes extensions that give accuracy for better concealment. Reduces the range and weight by 50% and gives a -10 Penalty To Hit. Weapons with the [TH] tag can be concealed as [OH] weapons. When used with the Collapsible/Folding Stock, this weapon gains a +20 Bonus to Concealing. Cannot be stacked with other Barrel Modifications.	Modification	Barrel	Any Ranged Weapon	(X)	0
Short Barrel	Heavily reduces weapon's barrel length to give better concealment. Reduces the weight and range by 25%. Weapons with the [TH] tag can be concealed as [OH] weapons. When used with Collapsible/Folding Stock or is a [OH] or [DW] weapon, this weapon gains a +20 Bonus to Concealing. Cannot be stacked with Extended Barrel Modification.	Modification	Barrel	Any Ranged Weapon	(X)	40
SOCOM Attachment System	The SOCOM Attachment System is an extended attachment with a Muzzle Brake, Suppressor, and a built-in VnSLS/V 6E Scope, Flashlight, and Laser Aiming Module. This may be used on any Pistol or SMG. The SOCOM gives the weapon a +1 to Pierce, gives a -20 Penalty to see or hear the weapon, and increases the weapon's Long Range by 10%. This Attachment also gives the weapon a new firing mode, Auto (6), which replaces any other Auto firing mode the Pistol may have. This is not applicable to an SMG. No other Barrel and Lower Attachments may be used with this Attachment. Cannot be used with Barrel Modifications that shorten or remove the barrel. The SOCOM Attachment System weighs 25% of the weapon it is being purchased for. Once purchased, cannot be used with weapons with different names.	Barrel and Lower	N/A	Pistols, SMGs, Carbines	(X)	75
Sound Dampener	Post-War sound suppressing system. Gives a -30 Penalty to Hearing Perception Tests to anyone that could hear the weapon fire. This can only be taken after 2557.	Suppressor	Barrel	None	0.5	20
SS/M 49 Sound Suppressor	Gives a -20 Penalty to Hearing Perception Tests to anyone attempting to spot or find the weapon's User. Increases weapon's Range by 10% and gives a +1 to Pierce. Increases the weapon's weight by 25% and cannot have its Aim Action time reduced by Abilities or Equipment. Cannot work with HV and HYV ammo variants.	Suppressor	Barrel	Not used with High-Velocity Ammo	(X)	15

WEAPON CONVERSION MODIFICATIONS

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
[U] Collapsible/ Folding Stock	Replaces the rear of the weapon with a Collapsing or Foldable stock. The weapon can be folded into a smaller package. Allows [HW] weapons to be Concealed as [TH] Weapons, [TH] weapons to be Concealed as [OH] weapons, and [OH] weapons to be Concealed as [DW] weapons. Gives [DW] weapons an extra +10 to Camouflage and Concealing.	Modification	N/A	Must have Stock, No Heavy Weapons	N/A	15
Belt-Fed Conversion	Weapons that take normal magazines can be modified to be belt-fed weapons. The MAG of the weapon becomes that of the belt being used with it, and the Reload becomes 15. The Weight of the weapon is increased by 25% and the cost is 60 cR. However, a second option can be taken that allows the weapon to also use standard magazines, still. This increases the weapon's weight by 50% and the cost is 100 cR.	Modification	N/A	Any Ranged Weapon that uses standard bullet ammunition.	(X)	(X)
Jet Stabilizers	Micro Jet Stabilizers are attached to the barrel of the weapon, altering weapon movement when fired. This gives the weapon +5 To Hit.	Modification	N/A	None	1	25
Kinetic Bolt Modification	Replaces the Weapon's firing mechanism with a Kinetic Charging Mechanism that coats ammunition with Hard Light. This gives the Weapon the Kinetic Special Rule, though it does not gain the +1D10 Damage against targets without Energy Shields. Instead, the weapon gains +1D10 Damage against Vehicles. This allows the Weapon to deal its normal Damage to any Vehicle that does not have the Heavy Plating Special Rule. Price of this modification is the weapon it's being applied to, multiplied by 3.	Modification	N/A	Any Ranged Weapon that uses standard bullet ammunition.	0.2	(X)
Lightweight Weaponry Kit	Halves the weapon's weight by removing plating and installing lighter pieces. Halves the weapons Breakpoints and Weight.	Modification	N/A	None	N/A	20
Plasma Adapter Modification	Replaces several inner mechanics of the weapon that coats the ammunition in plasma before being fired. Gives the weapon the Caulterize Special Rule. Cannot be used with the Kinetic Bolt Modification. Price of the Modification is the Price of the Weapon it's installed on.	Modification	N/A	Any Ranged Weapon that uses standard bullet ammunition.	0.3	(X)
Shotgun Automatic Conversion	The user modifies the shotgun to fire as Automatic instead of Pump Action. This cost double the cR of the Shotgun to perform. The weapon's Rate of Fire becomes Automatic (X), where (X) is the original Pump Action Rate of Fire multiplied by 2, and then an extra +1 added after. For example, a weapon with Pump Action (2) becomes Automatic (5). Weapons that gain the Automatic Conversion gain the general Rifle Reload Time, instead of Pump Action. This also replaces the Shotgun's ammo feed with a Magazine of the same base Ammunition count.	Modification	N/A	Shotgun	0.1	(X)
Weapon Camouflage	The weapon is given a camouflage of the user's choice. Can be traded in without cost between missions. This does not stack with the Bonuses given from Weapon Ghillie Cover.	Modification	N/A	None	N/A	15
Weapon Ghillie Cover	Weaponry can get a Ghillie Cover, which gives the weapon a +20 to Camouflage, meaning that an Opponent trying to spot it in the proper Camouflage and background, will have a -20 Penalty to spot it. This does not stack with Bonuses given from Weapon Camouflage.	Modification	N/A	None	1.1	20

AMMUNITION ATTACHMENTS

EQUIPMENT	BENEFITS	TYPE	MOUNT	RESTRICTION	WEIGHT	CR
[U] Bullet Loop	A Loop that holds up to six Shotgun Shells, allowing the Character to use a Reaction to reload one extra Shell in a Round.	Misc.	N/A	Shotguns	0.1	10
Drum Magazine	A Drum Magazine that offers triple the ammunition in the weapon's Magazine. Any weapon's Magazine is tripled, increasing the weapon's weight by 0.05 KG per round, multiplied by 2, in the original Magazine. The price is 1/4th the rounds in the Magazine in cR.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	(X)
Dual-Sided Magazine	Two linked Magazines at opposing ends. The Magazines each empty as usual, but when reloading from one of the linked Magazines to another lower the weapon's Base Reload Time by -2. The price is 1/3rd the cost of how many rounds are in the Dual-Sided Magazine in cR. Due to the longer Magazine size, firing the weapon Prone gives a -5 Penalty To Hit.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	(X)
Extended Belt	The belt of any belt-fed weapon is doubled in size. This increases the weight of the weapon by 0.05 KG per round in the belt. The price is 1/4th the rounds in the new sized Belt.	Magazine	Mag	Belt-Fed Weapons	(X)	(X)
[U] Extended Magazine	Extended Magazine that offers double the weapon's ammunition. This increases the weapon's weight by 0.05 KG per round in the original Magazine. The price is 1/4th the rounds in the Magazine in cR. Due to the larger Magazine size, firing the weapon Prone gives a -5 Penalty To Hit.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	(X)
[U] Reduced-Capacity Magazine	A reduced-capacity magazine that halves the weapon's Magazine count. This reduces the weapon's weight by 0.02 KG per each round less than the original magazine and reduces the weapon's Reload Time by 2, to a minimum of 1. The price is 1/4 th the rounds in the Magazine in cR, to a minimum of 2.	Magazine	Mag	Weapons that use Magazines and Clips	(X)	(X)

HELMET AND FACE EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Balaclava	Face mask for warmth and face protection from harsh winds. Helps mask identity if needed.	0.1	2
[U] Binoculars	An electronic Binocular with Smartlink compatibility. Has 6 zoom functions, 2x/4x/6x/10x/20x. Increases Perceptive Range but cannot be used for Aim Actions.	1.1	4
[U] Holographic Civilian Eyepiece	Allows use of HUD, maps, ally-only IFF tag tracking, Smartlink, B-Net (Internet), and Television to be displayed over one eye.	0.2	15
[U] Infrared Goggles	These Goggles give the Character the ability to see in Infrared, allowing them to see heat signatures and infrared devices such as lasers. Infrared Goggles give Character a +15 Bonus to opposing Camouflage Tests. Infrared Goggles halve all Penalties from Darkness.	0.3	20
[U] IR Lamp and Laser	The IR Lamp and Laser is an Eyepiece that creates an IR-trackable laser that points towards where the Character's eye is looking.	0.1	2
[U] Night Vision Device	Lowers Darkness Penalties by 50 and lowers Low-Light Penalties by 5.	0.7	3
[U] Oxygen Recycler	Gives the Character 30 minutes of Oxygen. Recharges itself when in an atmosphere with Oxygen in it. When attached to a Rebreather, increases Oxygen to 30 hours. Can be attached to the S90 Gas Mask as well.	0.1	30
[U] Polarized Tactical Goggles	Halves all bright light based Penalties. Capable of displaying an overhead HUD for IFF Tags, Radar, and Smartlink.	0.3	25
[U] Rebreather	Gives the Character 6 hours of Oxygen, recharges itself when in breathable atmosphere.	0.4	10
[U] S90 Gas Mask	Allows the User to breathe in toxic environments and filter out Flood Spores. Comes with 5 disposable filters, each able to last 24 hours. S90 Filters cost 5 cR, each. Comes with an adapter to fit to Respirator Packs, Rebreathers, and Oxygen Recyclers.	1	25
[U] Sun Goggles	Pair of wearable goggles that halve any Penalties from bright lights.	0.2	4
Holographic Tactical Eyepiece	Allows use of HUD, maps, IFF tag tracking, Smartlink, B-Net (Internet), and Radar to be displayed over one eye.	0.1	8
Long-Range Scanner System	A long-range scanning system is added on top of a helmet. This reduces Long Range Penalties by 20 to a minimum of 1. When used in combination with UNSC satellites that can be launched by UNSC ships using 1 Support Point, the Character no longer takes Long Range Penalties and halves all Extreme Range Penalties.	2.8	100

CARRYING DEVICES

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Pouch	Ammunition pouch. Carries 3 standard size Magazines or Grenades, or the size equivalent.	0.5	2
[U] Hard Case Pouch	Armored ammunition pouch. Carries 3 standard size Magazines or Grenades, or size equivalent. Has an Armor Rating of 12 that does not stack with the Armor on the Character if struck.	1.4	13
[U] Blastproof Clear Casing	Blast-proof casing for electronic devices. 16 Armor Rating and 40 Breakpoints.	0.2	10
[U] Hard Case	A briefcase-like armored carrying device. Capable of carrying up to 14 Magazines, Grenades, and Clips, or anything of equivalent size. The Hard Case has 50 Breakpoints and an Armor Rating of 12 that does not stack with the Armor on the Character if struck.	4.2	9
[U] M/LBE Hard Case	Blast-Proof backpack. 16 Armor. Carries 12 magazines or Grenades, or the size equivalent.	2	30
[U] Medical Rucksack	A Medical extension to the M/LBE Hard Case. Can hold up to two Medical Kits, 10 Biofoam Canisters, and 10 sets of medication of the Player's choice.	0.9	10
[U] Softcase	Soft bagged Carrying Device similar to a briefcase or backpack. Carries 24 Magazines or Grenades, or the size equivalent.	0.5	2
[U] Tactical Hard Case	A pouch-like armored carrying device. The Tactical Hard Case has an Armor Rating of 11. Capable of carrying up to 6 Magazines, Grenades, and Clips, or anything of equivalent size.	1.3	10
[U] Tactical Softcase	Soft bagged carrying pouch. Carries 7 Magazines or Grenades, or size equivalent.	0.3	3
[U] Utility Webbing	Holds 6 Hard Cases, Tactical Softcases, Tactical holsters, pouches, and casings to the Character's body if they're not wearing Armor. If worn with Armor, use the Utility Webbing Permutation.	0.4	8
Ammunition Bandolier	A bandolier that is worn over armor/clothing that can hold up to 100 shotgun shells, 150 rifle and pistol Rounds, 50 Sniper Rounds, and 10 Grenades, railgun, and 40mm Grenades. Must choose ammunition type at purchase.	0.5	10
Weapon Sling	A small sling that is worn over Armor and clothing that can be used to add an extra Weapon Hardpoint to the Character. Any weapon being held in a Weapon Sling cannot be used with the Quick Draw Ability.	0.3	13

COMPUTING AND COMMUNICATIONS

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Chatter	Small wrist-mounted COM Pad.	0.1	35
[U] COM Pad	A futuristic cellphone. COM Pads can record video and audio, play games, communicate via video and audio, store information, work as a calendar, clock, distance measuring device, connect to networks, and share data. This comes standard to Civilians and Police.	0.1	35
[U] Data Pad	Small, Hand-held computing device used by Civilians and Military in the UEG. This device has a touch screen and is capable of recording, sharing, and receiving audio, text, video, and imagery. Is able to transmit data over wireless and wired networks. Data Pads can be password protected and secured with biometrics. They're also Smartlink capable and can display HUD information of friendly IFF Tags. Data Pads have access to many apps and has a massive storage capacity.	0.6	25
[U] Military Hard Case Computer	A portable Military Hard Case Computer. Heavy and bulky, while similar to the Data Pad and TACPAD. The Military Hard Case Computer has 16 Armor and 100 Breakpoints, alongside stronger processing power and powerful networking capabilities. This Computer is able to create its own data network, allowing it to connect to, send, and receive information to any other connected device within 1 Kilometer. Strong enough to run Dumb AI.	2.7	70
[U] TACPAD	Similar to a Data Pad but is considered to have 11 Armor and 50 Breakpoints.	1.2	45
[U] UGPS	A Universal Global Positioning System used to find the current location on any Planet already visited to by the UNSC. The UGPS also contains a Rapid Mapping System (RMS) that uses advanced echolocation and laser mapping to create new GPS maps for unexplored locations.	0.4	20
Covenant-UNSC Translation System	Covenant-UNSC Translation System (CUTS) is a simple laptop computer that translates text, speech, and radiowaves to and from Covenant languages. Armor of 16 and 50 Breakpoints.	3.1	46
Emergency Locator Beacon	Automated four-legged signal device for emergency EVAC. An emergency beacon unit used for creating distress signals. Able to send a signal up to 15,000 Kilometers.	4.1	30
LP-Comm	Emergency Communicator that fits in the ear. Useful for when helmets and other tech no longer work. Small, untraceable communication ranged at 5 Kilometers.	0.1	12
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations. Able to communicate to UNSC devices up to 2 kilometers.	0.2	18
Panic Button	An emergency beacon unit the size of a quarter. Used for creating distress signals. Able to send a signal up to 1,500 kilometers.	0.1	15
Radio Backpack	An armored backpack-carried Radio that can transmit any kind of data up to 5,000 KM in clear conditions. The Radio Backpack also has powerful encryption, giving any Hacking attempts a -30 Penalty. The Radio Backpack is Armored, giving the Radio 15 Armor for protection and keeps it immune to EMP.	4.5	25
Remote Detonator	A small hand-held device that can be synced up to Demolition and Satchel Charge explosives. Has a range of 400 Meters. At the press of a button or an input of a 6 digit chosen pen number, the chosen synced explosives will detonate. Can also be set to timed detonation.	0.1	27
WAYPOINT Comm	Handheld television, B-Net (Internet), and News unit for UNSC soldiers.	0.8	20

SENSORS

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Fiber Optic Probe	A small camera on the end of a 4-meter electronic wire. The wire is controllable, moving similar to a snake. Smartlink capable.	0.4	44
[U] Roadware	Advanced GPS-reading hardware that assists Pilots at by giving a +20 Bonus to driving Tests and Stunting Tests on planets that have a surveillance grid or a scanned UGPS map.	0.2	10
ARGUS Detection System	An always-active device for detecting explosives within 5 Meters of the unit. Will list what kind of explosive is detected but cannot show direction of device.	1.9	32
CBRN Unit	This unit detects and gives information on chemical and radioactive materials, or any other airborne or grounded contaminant.	0.7	15
Doppler Radar	Uses advanced multi-directional Microphones to process and report surroundings of up to 200 Meters. The Doppler Radar will detect the speed and distance of any objects, vehicles, or Characters within the 200 Meter radius and can send the information to any tethered electronics. Must be stationary for 3 Full Actions before it works properly. If used while moving, the Doppler Radar will incorrectly report locations by scattering them 2D5 Meters.	3.5	75
Interrogator Translator	UNSC/ONI translation laptop for any human and Covenant languages.	1.6	25
Microtail	Miniature UNSC tracking device that uses M-Waves. Small as a tack and flat as a coin, and able to communicate with UNSC devices up to 1 Kilometer.	0.1	40
Spotter Assist Targeting System	A hand-held 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.	1.0	69
Stationary Motion Tracker	Scans movement of the environment up to 50 meters and sends it to tether UNSC devices. Must be stationary for 2 Full Actions to calibrate and work. If moved, the Stationary Motion Tracker must be re-calibrated for 1 Full Action.	1.4	24
[U] UNSC-MPD Scanner	Tracking device that can be tethered to Microtails to increase the range of the device to 5 Kilometers. Only the UNSC-MPD Scanner gains the increased range of the Microtail.	0.3	40

GENERAL

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Camping Stool	A stool for sitting that has a setting that allows the stool to fit any size.	1.0	2
[U] Cigarette Carton	A tobacco product much like current-day cigarettes, but no longer risk dangerous health hazards when used. Each Pack has 200 Cigarettes.	0.2	1
[U] Climbing Kit	A climbing harness kit that offers the Character a +50 Bonus to climbing tests. Contains a Harness, rappelling kit, and other various climbing hooks and tools.	4.8	12
[U] Duct Tape	Simple tool that has been in use for over 500 years. A strong water-proof tape.	0.1	1
[U] Earplugs	A set of Military-Grade earplugs that allow Characters to ignore the hearing-based Penalties given by Flashbangs or other loud noises. Gives a -40 Penalty to Hearing-based Investigation and Perception Tests.	0.1	1
[U] Fire Extinguisher	Puts out any fire using cartridge-activated dry chemicals. Has 10 uses.	3.2	3
[U] Flashlight	Lowers any Darkness Penalties by 30, while also lowering Low-Light Penalties by 15.	0.1	5
[U] Ghillie Cloak	The Ghillie Cloak offers a +20 Bonus to Camouflage when used in matching surroundings. The Ghillie Cloak does not offer Camouflage to any large weapon, like Launchers, Machine Guns, and Sniper Rifles. The Ghillie Cloak covers the body from head to toe. It takes 7 Full Actions to remove or equip the Ghillie Cloak. The Ghillie Cloak overrides any worn Camouflage underneath it.	2.0	16
[U] Metal Detector	A metal detection unit that is a small metallic plate on an adjustable pole. The Metal Detector has a screen at the top of the pole that displays the types of metal found underneath, within 3 Meters underground, and how far underground the object is.	2.1	20
[U] Military Grade Handcuffs	Used to bind an individual's hands or ankles. To escape, a character must roll a -40 Security Test or a -60 Strength Test. The Handcuffs have an Armor Rating of 10 and 200 Breakpoints.	1.4	12
[U] Military Shovel	A Standard issue sharpened shovel for entrenchment and other uses. Folds down to the size of the shovel's head. Rust-proof, reinforced Titanium-A for a near unbreakable shovel. For use as a melee weapon, look under Human melee weaponry.	1.3	15
[U] MRE	"Meals, Ready to Eat." Military prepackaged foods that do not go bad as long as they stay packaged. One meal is enough to fill a Normal Sized Character. Comes with 5 meals.	0.2 per	1
[U] Multi-Tool Kit	A briefcase-sized kit with 280 sets of tools for repair and building.	6.3	12
[U] Musical Instrument	A musical instrument that can be kept with a Character, even during travel. Weight depends on the weight of the chosen instrument in real life.	(X)	10
[U] Police Equipment Package	This package includes two pairs of Military Grade Handcuffs, Pepper Spray, the Police Baton, and the Taser Gun.	--	80
[U] Tactical Flashlight	Lowers any Darkness Penalties by 40, while also lowering Low-Light Penalties by 10. When in Darkness, Opponents who are being shined in the face gain a -20 Penalty To Hit and a -30 Penalty to Visual Perception Tests. When in Low-Light, Opponents gain a -10 Penalty To Hit and a -15 Penalty to Visual Perception Tests.	0.2	10
[U] Weapon Cleaning Kit	A kit that can be used to clean weapons and remove any adverse Penalties gained from the weapon being dirty. Comes with 20 uses.	1.0	5

EQUIPMENT	BENEFITS	WEIGHT	COST
Armored Cryosprayer Tank	Armored Tank for UNSC Cryosprayer Tanks. Gives the tank 20 armor on the and adds 5.2kg.	5.2	35
MK71 Emergency Food Preparation Station	A food cart that stores 45 liters of food and water that is automatically cooked and prepared when dispensed. Supports higher-quality food than the MREs. MK71 Food Kits refill the Station and cost 15 cR, each. The MK71 Food Kit stores 45 meals.	55.3	66
Mobile AI Docking Station	A Mobile Docking Station for Dumb and Smart AI. The Mobile AI Docking Station needs a source of power to run Smart AI.	5.3	80
Mobile Cover Device	A drivable Cover Shield that even Giant size Characters can take cover behind. They are considered to have Armor of 60, a speed of 15 Meters Per Turn, and a Maneuverability of 5.	700	50
Nanotube Rope	A metallic-like rope that can withstand up to 6,750 KG of weight without breaking. 3 cR per 5 Meters of Rope. Each Meter of Rope weighs 0.1 KG.	(X)	(X)
ONI Bubble Shield	A small device that forms a circular protective barrier in a 3 Meter Radius. The Bubble Shield is able to stop all incoming Damage but has a total Shield Integrity of 600. Once the Shield Integrity is brought to 0, the Bubble Shield must recharge. The Bubble Shield lasts for 6 Rounds, before shutting down for recharge. Takes 12 Rounds to Recharge.	20	225
PG000E Portable Electricity Generator	A water-fed portable generator that is capable of powering UNSC equipment, even structures like Food Preparation Stations and Mobile AI Docking Station. One liter of water will last 12 hours.	24.1	79
UN-14 Mine Detector	Mine Detector that is able to detect working explosives 5 meters away. Tells the direction, distance, and depth of the explosive. Must be actively used by the Character.	1.5	50
Vacuum Adhesive Sealant	A strong, sticky substance used to patch rips and tears in Vacuum-sealed suits and equipment. Contains 5 uses per tube and takes 1 Half Action to dry once being applied.	0.2	20

SURVIVAL

All Survival Equipment are considered [U].

EQUIPMENT	BENEFITS	WEIGHT	COST
Animal Snare	A snare kit to entrap small animals.	0.4	5
Area Heater	A small heater that can heat an area large enough to fill a large dome tent. Can run for 15 hours on one liter of water.	2.1	30
Blowtorch	A blowtorch that can be used in any atmosphere and underwater. This blowtorch is plasma-based and will sear through any metal, given enough time. For every 2 points of Armor or Cover Points something gives, it takes 1 Half Action to cut through a small portion of it. The Blowtorch deals 1D10 +10 Damage, with a 35 Pierce.	1.4	20
Cable Cutters	Common pair of large-scale cable cutters. Able to cut large chain links and other pieces of metal. More than strong enough to cut off a finger of any race. On Helpless or Stunned Characters that cannot fight back, Melee Attacks with Wire Cutters deal 2D10 +9 Damage, with 15 Pierce. If not against a Helpless or Stunned Character, Melee Attacks with this weapon gain a -30 To Hit.	2.2	15
Camouflage Netting	A fireproof netting that can be purchased in any Camouflage Environment, which gives +30 to Camouflage Tests. Camouflage Netting is a large 5 by 5 Meter netting that can be draped or set up over objects.	3.1	8
Chemical Light Sticks	A Chemical Light Stick is a bendable tube, that when bent, begins to glow. Gives a +10 in any Dark or Pitch-Black scenarios. Lasts for 8 hours. 10 comes in a single pack.	0.1	2
Duffle Bag	Soft bagged Carrying Device like a briefcase or backpack. Carries 25 Magazines or Grenades, or the size equivalent.	0.9	5
Field Rations	Packages of canned and sealed food that have up to 6 years shelf life. One package has enough food to nourish and last a Character 5 days of 3 full meals.	10	2
Fishing Equipment Kit	A fishing kit that contains a folding fishing rod that can withstand up to 100 KG of tension, ten hooks and bobbers, a spool of 1550 meters of fishing line that can withstand up to 60 kg of tension, 50 pieces of bait, and a fishing net that can hold up to 60 kg of weight.	4.5	15
Flare Gun	A small firearm that fires a 40mm Parachute Flare up to 150 meters. It deals 1D10 damage, with Flame(1D5) on impact.	0.3	15
Flint and Steel	A string with two ends, one with flint, and the other steel. When hit against each other, it creates sparks that can start fires. 100 uses per each Flint and Steel set. Can take up to 4 Rounds to start a fire.	0.1	2
Floatation Vest	An adjustable floatation vest that allows up to 210 KG float in water.	1.2	5
Fuel Canister	A 5-liter fuel can for water or any other fuel.	2	5
Geiger Counter	A radiation detector that can track radioactive material from up to 10 meters away.	0.3	10
Grappling Hook	A metal rod with hooks on them that allow for easier climbing when attached to a rope. +10 to Climbing Tests.	0.9	5
Group Dome Tent	A weather-proof tent for five people to fit in. When staked down, the tent can resist up to 80 KP/H winds.	6.0	18
Heavy Duty Bolt Cutters	Powerful bolt cutters, 1.3 meters long. Strong enough to cut through even Covenant metals and locks and can even lop off the fingers of any known Race. On Helpless or Stunned Characters that cannot fight back, Melee Attacks with Bolt Cutters deal 2D10 +14 Damage, with 18 Pierce. If not against a Helpless or Stunned Character, Melee Attacks with this weapon gain a -30 To Hit.	7.6	20

EQUIPMENT	BENEFITS	WEIGHT	COST
Hy-Crank Generator	Generator that can function by either hydrogen or hand-cranking. Hand Cranking can power lights and other lightweight pieces of electrical equipment, while the Hydrogen generator is able to power most any equipment. Hydrogen generator is able to run for 8 hours per 1 liter of water.	16.0	100
Large Dome Tent	A weather-proof tent for ten people to fit in. When staked down, the tent can resist up to 80 KP/H winds.	16.9	28
Lighter	A lighter with a flip-off top that is able to produce flame. Has enough fuel for 100 uses.	0.1	3
Magnetic Compass	A standard magnetic compass that is not affected by EMP or any other sort of digital or electrical attack.	0.1	1
Mess Kit	Silverware set: Spoons, knives, forks, plates, and other pieces of silverware for eating.	0.2	5
Polypropylene Rope	A Polypropylene rope that can hold up to 1,200 KG. Comes in a bundle of 220 meters.	8.9	10
Portable Food Stove	A small stove that can prepare food. Can run for 20 hours on one liter of water.	1.4	25
Rain Poncho	Protects the user from rain. Comes in a small pack of 10.	5.0	5
Sandbag	Stackable sandbag used to hold back water and even ammunition. Sandbags are .5 Meters long, .3 Meters wide, and .2 Meters tall.	12	1
Signal Flare Bright	A bright flare that is activated by snapping the top off. Flame (1D5). Can be seen from 2 KM away and lasts up to 1 hour.	0.2	5
Signal Flare Smoke	A smoke-based signal Flare that is activated by snapping the top off. Can be seen from 6 KM away and lasts up to 10 Rounds.	0.1	5
Signal Mirror	A small mirror for reflecting light like a small warning beacon.	0.1	1
Singles Tent	A weather-proof tent for a single person to fit in. When staked down, the tent can resist up to 120 KP/H winds.	1.8	8
Sleep Cot	A cot bed for two Normal sized Characters, can hold up to 320 KG before tearing.	5.4	5
Sleeping Bag	A weather-proof sleeping bag that fits a user of up to a Large Character. Paying an extra 3 cR will let Characters up to Giant use the Sleeping Bag.	0.9	3
SOS Knife Kit	A special multi-tool knife that contains the following tools: Screwdriver, corkscrew, small blade, sharpening stone, toothpick, tweezers, wood saw, large blade, metal saw, scissor.	0.2	15
Stove Canteen	A pot-like canteen for cooking and storing food. Contains a lock top and a 3-liter capacity.	0.3	2
Survival Blanket	A weather-proof blanket that uses a thermal lining to keep the user in a more comfortable temperature, closer to their body-heat.	1.6	5
Toolbox	A metal toolbox that can hold several tools and other items. Has an Armor of 13.	1.6	4
Traxus Emergency Lamp	A bright lamp that can run for 200 hours on one liter of water.	0.3	20
Water Canteen	A leak-proof survival canteen with a lock top and 2-liter capacity.	0.2	2
Water Purification System	A portable multi-tank water purification system. It can process 1 liter of water every two hours. Must be cleaned after each use, else the water will not be purified.	2.1	20
Waterproof Fire Starter	Small dark-green cubes that when cracked open, begin to spark and get hot. After 12 Seconds (2 Rounds), it begins to burn. Works in wind and in rain. Comes with 8 cubes.	0.1	10
Whistle	A small whistle.	0.1	1
Windproof Storm Match	Strong matches that can be used in even the heaviest of downpours. Allows for the lighting of fire even in rain and harsh wind. The set comes with 25 Matches. Each last for 18 Seconds (3 Rounds), when being used in harsh weather.	0.1	10

ELECTRONIC WARFARE

EQUIPMENT	BENEFITS	WEIGHT	COST
Armor Restraint	An Electro-magnetic Immobilization Device that, when attached to any Powered or Semi-Powered Armor, will completely restrain it. When used against Powered Armor, the Character cannot move or take any Actions except for Speech Actions. When used against Semi-Powered Armor, the Armor can no longer perform its functions or hold its own weight, but the Character can still move and take Actions as normal. If the Armor has Energy Shields, the Energy Shields will shut down at the beginning of the next Round. The Armor also cannot perform any of its Actions or Abilities or use its attached Equipment or Permutations.	0.2	500
Dumb AI	Dumb AI cannot gain Experience or use Luck. The Characteristics of a Dumb AI cannot be upgraded. The Dumb AI gains all Soldier Type Traits as the Smart AI. A Dumb AI still has personality. <div> <div>STR</div> <div>TOU</div> <div>AGI</div> <div>WFR</div> <div>WFM</div> <div>INT</div> <div>PER</div> <div>CRG</div> <div>CHA</div> <div>LDR</div> </div> <div> <div>35</div> <div>35</div> <div>35</div> <div>40</div> <div>25</div> <div>65</div> <div>50</div> <div>35</div> <div>50</div> <div>45</div> </div>	0.1	750
Electronic Countermeasure Device	Tricks enemy electronic radars, sonars, motion trackers, and sensors within a 15 Meter Radius. Denies targeting information or alters them to appear in different locations or moving at incorrect speeds for each Round that it is active. The Electronic Countermeasure Device has enough power to last for 40 Rounds before needing recharged.	3.1	245
ONI-S/Energy Disruptor Utility	Also known as the ONI Special Educator, this experimental technology works slightly like a grenade in use but shuts down electronics similarly to an EMP. Shuts down all electronic equipment in 6 Meter Radius for 10 Rounds before needing to recharge for 10 Rounds.	1.1	70
Radar Jammer	Tricks radars into showing twice as many enemy units as there actually are.	1.7	42
Spoofers	Forces doors open through means of sending constantly changing electrical pulses through the door. Takes (X) Turns, where it begins at 1D10 and gains +1D10 per level of Difficulty the GM gives the door.	0.9	41

EQUIPMENT	BENEFITS	WEIGHT	COST
Target Designator	Removes scatter when calling in Ordnance.	2.1	11
UNSC ARGUS Drone	The ARGUS Drone is a 1 Meter wide disc-shaped drone. The ARGUS Drone is equipped with an ARGUS Detection System. ARGUS Drones can move up to 20 Meters per Turn and are equipped with three Lancet Micro Missiles with an autoloader. This Drone's function is to detect and destroy explosives on motorways and in buildings. The ARGUS Drone can be tethered to any UNSC computing system.	3.4	450
Trace Evidence Bot	Commonly known as "Spider," the Trace Evidence Bot is a small arachnid-like robot that analyzes crime scenes for homicide investigators. These machines crawl around inspecting traces of physical evidence such as fibers, skin particles, print tracks, and specks of DNA to produce a 3D map of the evidence. The spiders though thorough are quite slow, sometimes taking a full week to process a large crime scene. The spider can be recharged at any charging station and takes six hours before it returns to a usable state. Comes with a carrying case...	12	125

AERIAL GEAR

EQUIPMENT	BENEFITS	WEIGHT	COST
Falcon Wing Aerial Descent Unit	A 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 at a +20 Bonus. The Falcon Wing has a carrying capacity of 480 kg, including its own weight, and is ideal for atmospheric operations. The chute has integrity of 40, reducing this to 20 only halves falling damage. At 0, the Falcon Wing is destroyed, and the wearer takes falling damage as normal. Striking the chute counts as a Called Shot.	14	12
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 decelerate a large amount of weight, up to 750kg, 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.	25	25
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 destroyed, and the wearer takes falling damage as normal. Striking the foil counts as a Called Shot.	20	45

CHEMICAL WARFARE

EQUIPMENT	BENEFITS	WEIGHT	COST
Narcozine Gas	A gaseous chemical agent that spreads rapidly. When inhaled, the Character will suffer the Paralyzed Special Damage Effect. The Paralyzed Effect begins at (2) and is increased by 1 for every Half Action the Character is inside the Narcozine Gas. Narcozine Gas will last in an area for 10 Rounds and fill an area up to a 10 Meter radius, reduced by half with strong winds in an open area. The Narcozine Counteragent costs half the listed price and takes 1 Full Action to apply and takes 1 minute to remove all of the Character's adverse effects from the gas.	1.4	211
VX-7 Nerve Gas	A gaseous chemical agent that spreads rapidly. When VX-7 comes in contact with skin, the Character gains -10 Penalty to all Tests made for (X) Rounds. When breathed, the Character gains Winded (X). When in contact with eyes, the Character gains Vision Loss (X). (X) is 2 for every Half Action inside the VX-7 Gas. If within VX-7 for more than 6 Half Actions, the Character must make a Toughness Test at the beginning of each Round. If failed, the Character dies. VX-7 will last in an area for 30 Rounds and fill an area up to a 15 Meter radius, reduced by half with strong winds in an open area. The VX-7 Counteragent costs 1/5 th of the listed price and takes 1 Full Action to apply and takes 1 Minute to remove all adverse effects from the gas.	3.1	360

MEDICAL			
EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Artificial Robotic Limb	<p>Bionic limb replacement. If this limb takes 50 damage, it is destroyed. Has a natural Armor Rating of 5, which stacks with the armor that is being worn. It has no Toughness Modifier and cannot gain any benefits from Mythic Characteristics. For every 10 points of damage the arm takes, Actions with the arm are at a -5. If destroyed, the limb is useless or gone, depending on the severity of the damage taken.</p> <p>Post-2556, Artificial Robotic Limbs can be upgraded or received with a skin-mimicking layering. It mimics natural muscle and skin dynamics, while still being easily discerned as an artificial limb.</p> <p>Installation for the arm takes surgery to make sure the neural implantation system takes hold. If a Character does not have the standard Military neural implants, they must have one installed, at an extra cost of 50 cR.</p>	2	60
[U] Biomedical Foam Canister (Biofoam)	Used as a Full Action, Biofoam is an expanding antiseptic foam that removes 3D5 Fatigue and heals 4D10 Wounds. Using Biofoam removes the Character's ability to naturally heal any Wounds or recover Fatigue until they receive an Extended Medical Test. Each time a Biofoam Canister is used, any Biofoam used after will heal one less dice roll for both Fatigue and Wounds, to a minimum of 0.	0.7	10
[U] Combat Stimulant	<p>A "Stim-Pack" cocktail of multiple drugs that allow a Character to go a day without sleep and gain no Fatigue from sleep-related issues. The Stim-Pack can be used three times, allowing a Character to not need sleep for 4 total days straight, until debilitating effects kick in. Comes with 4 uses.</p> <p>When on a Stim-Pack, Characters take -10 to Intellect and Charisma Tests. When on Stim-Packs for a second day in a row, the Character also gains a -10 Penalty to Leadership Tests. On the third day, the Character is at -20 to Intellect, Charisma, and Leadership Tests. The Character also has difficulty discerning what needs to be done, causing them to become focus-locked on a specific and sometimes pointless goal. The Character will still attempt to protect themselves and others but are not suicidal to complete whatever strange goal they might set out to do. On the fourth day, the Character is at a -30 Penalty to Intellect and Charisma Tests, and a -40 to Leadership Tests. They are still focus-locked on their obsession from the third day. If the Character takes another dose on the fourth, they take 10D10+10 Fatigue that cannot be reduced by Toughness.</p> <p>Once 20 hours have passed and the Character has not taken more of the Stim-Pack, they take (X)D10 Fatigue. (X) is +3 for each Stim-Pack used without rest, and then subtracted by their Toughness Modifier, to a minimum of 5 Fatigue.</p>	1.5	40
[U] Dermacortic Steroids	Standard steroid drug that doubles the Natural Healing of wounds per one day, including Bonuses given by medics and Medical Tests. Dangerous when used with other medication. If used with other Medication, wounds are still removed, but the character gains 3D10 - Toughness Modifier levels of Fatigue. Effects last one day per use. Each bottle of Dermacortic has 10 uses.	0.5	20
[U] Limb Splint	Reduces any Movement or Attack Penalties from a broken limb by half.	2.3	10
[U] Medical Kit	A kit that offers all needed tools to perform medical actions on the battlefield. Comes with syringes, scalpels, gauze, tapes, gloves, bandages, scissors, and more.	1.7	10
[U] Medigel	A specialized rubbing-gel that heals minor injuries. Takes a Full Action to apply and does not come into effect until the beginning of the Character's next Turn. Heals 1 Wound. Medigel also increases the Character's Natural Healing by 1 for the next day, to a maximum of 3, only if the Character is already injured. Medigel no longer heals Wounds after a Character has used it 10 times in a day. Any further use will instead inflict 1D5 Fatigue.	0.1	5
[U] Morphine	Removes Penalties from Special Damage for 1D5+Toughness Modifier in hours. Used as a Half Action. While on Morphine, the Character gains a -20 Penalty To Hit and Perception Tests. Each dose given to the Character while still under the effects of Morphine will give the Character 2 degrees of Fatigue. Each purchase comes with 5 uses.	0.1	5
[U] Neuroglasgomycin	Neuroglasgomycin, otherwise known as the Counter-Glasgow Treatment, treats brain damage and counters the effects of being in a coma. Every dose given to a Character in a Coma will have their Coma reduced by the Character's Toughness Modifier + 1D5 in hours. A Character that takes more than 3 Doses in one day will have to make a Toughness Characteristic Test or gain 2D5 levels of Fatigue, instead. Comes with 15 uses.	0.7	10
[U] Ocular Implant	Replaces the eye with a bionic neutrally connected system. Can be used with Smartlink devices. Destroyed if it takes 50 or more Damage, does not offer natural Armor or Toughness if struck.	0.2	40
[U] Polypseudomorphine	Removes all of the Character's Fatigue but makes the user unconscious for 1D10-Toughness Modifier in Hours. Comes with 10 uses.	0.1	4
[U] Respirator Pack	<p>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. Contains 2 hours of Oxygen.</p> <p>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, even ODST BDUs or MJOLNIR armor.</p>	4.5	30

EQUIPMENT	BENEFITS	WEIGHT	COST
[U] Self-Adhering Antiseptic Battle Dressings	A special antiseptic bandage wrap that will adhere to flesh and hold wounds shut. Reduces the Medic's Extended Actions for recovering wounds by 1D5 hours, to a minimum of 25 minutes if at 0 or lower. Can also be used to reduce Wound Aid time by 5D5 Minutes, to a minimum of 1 minute. Each purchase comes with 5 uses, and only one can be used on a Character per day.	0.7	5
[U] Sterile Field Generator	Creates a sterile field in a radius of 2 meters. Stops possible infections and radiation. Gives +5 to medical rolls within the field. Only works if immobile.	1	40
[U] Thermal Blanket	Allows characters to stay warm in harsh colds. Treats Extreme Heat as up to 20 degrees cooler, and Extreme Cold as up to 20 degrees warmer, as close to the users' body temperature as possible.	0.2	3
Flash Clone Replacement	A user can get flash-clone replacements of limbs and organs. It takes 1 day for an organ and 30 days for a limb, due to building a structural and working bone and muscle layer. The Character must undergo surgery to have the limb properly attached, and a two-week healing process so the limb is not damaged. If the healing process is ignored, the arm will be at a constant -20 for any Actions, until repaired via second surgery. A Flash-cloned replacement takes a DNA sample to be cloned and runs no risk of transplant rejection.	--	Free
[U] Medical Scanner	Scans bodies to allow a Medic to see the character's Wounds, Fatigue, and any Special Damage.	1.1	15
[U] Trauma Kit	As a Full Action, reduces a Character's existing Bleedout to 2 Wounds per Turn. Single use.	0.4	15
Rumbledrug	An Insurrectionist-created Super Soldier serum that has deadly side-effects. After ingested, the Character ignores all forms of Fatigue, Shock, Fear, Special Damage Effects, and Unconsciousness. The Character gains +4 Mythic Strength, +3 Mythic Agility, and +6 Mythic Toughness. The Character then rolls 2D10 + Toughness Modifier (not including Mythic Toughness) to find out how many hours the drug will be active in their system. When the time is up, the Character takes 2D10 permanent Toughness Damage, 3D10 permanent Agility Damage, 2D10 permanent Strength Damage, and 1D10 permanent Intellect Damage. The Character also permanently reduces their total Wounds by 6D10. If their total Wounds are reduced to 0 or lower, the Character dies. The Character may choose to burn 3 Luck Points to ignore the Characteristic and Wound reduction.	1.1	500
Smoother Drug Kit	A specialized Smoother drug that calms the effects of Adrenaline Rush and Berserk within 1 Round. The Smoother Drug is able to halt all effects of Adrenaline Rush and Berserk for one day. Comes with 30 uses.	0.5	30
Long-Term Smoother	A single-use Smoother Drug that lasts 10 days. This can only be injected at a medical facility.	0.1	10
Bone-Knitting Polymer	Bone-Knitting Polymer will heal any Broken Bone with an Extended Medical Test. Single-use.	0.3	14
Regenerative Gel Treatment Canister	A canister of medicinal regenerative material. It has one use per canister that will give healing effects for 7 Rounds after use, each Round healing 1D5+3 Wounds. If used more than twice between the Character having an Extended Medical Test, it will give as many Fatigue as Wounds healed. Using Regenerative Gel removes the Character's ability to naturally heal any Wounds until they receive an Extended Medical Test.	1.1	35
[U] HAZMAT Suit	A HAZMAT Suit is used to reduce the amount of harmful chemicals and radiation that reach the user. HAZMAT Suits are an enclosed suit that reduces the effects of Acid Special Rule by half, as well as reduce the effects from Radiation Levels by 5 levels.	3.2	25
CBRN Suit	CBRN Suits are hefty and useful tools against radiation, heat, and other dangerous effects. CBRN Suits ignores the Acid Special Rule and reduces the effects from Radiation Levels by 6 levels.	3.7	75
Radiation Suit	Offers the user complete immunity to Radiation, regardless of Radiation Levels the Character is in.	4.1	100
[U] Potassium Iodide Tablets	After an hour of being taken, the Potassium Iodide pill reduces the effects from Radiation Levels by 3 levels. The effect lasts for 10- hours. Comes with 25 uses.	0.1	20

UNSC WAR DOG

WAR DOG									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
20	25	50	1	35	1	35	25	1	5
--	--	+5	MYTHIC CHARACTERISTICS						
WOUNDS		45			LUCK		1		
55 centimeters (1'8 ft.) – 65 centimeters (2'1 ft.) 22 kilograms (49 lb.) – 40 kilograms (88 lb.) SIZE: Small The Dog has the Outstanding Olfactory Ability.									
DOG CARRY WEIGHT									
The average War Dog should never carry more than 30% of their body weight. The Average War Dog can safely carry up to 10.5 KG. Anymore and the Dog will begin taking Fatigue for every Kilometer traveled.									
DOG WALKING AND RIDING DISTANCE									
The average Dog is able to travel upwards of 90 Kilometers a day. After this, Fatigue begins to set into the dog, 1D5 Fatigue every Kilometer traveled after. The average Dog can Run for 6 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.									
WAR DOG ATTACKS									
War Dogs are trained for takedown and killing blows. The average War Dog is able to jump high enough to reach the throat of any Human or even Jiralhanae.									
EXPERIENCE									
The War Dog is able to gain Experience the same as any other Character. The GM must approve any possible Characteristic Advancement, Skill, or Ability taken. The Dog cannot take Educations. Dogs gain half the normal Experience gained.									
COST									
100 cR									

RUSH
During a Charge or Run, the Dog leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Dog performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.
Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If the Dog succeeds, the Opponent is dropped to the ground.
The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN
Without Charging or Rushing, the Dog attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.
Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Dog will drop their Opponent to the ground.

BITE
A Dog's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Dog is able to deal 2 Attacks per Half Action.
If the Dog is facing an Opponent who is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Dog is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL
The Dog attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Dog will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.
If the Dog landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Dog may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or attack one-handed.

ARMOR
A Dog is able to be given Armor based on standard UNSC Battle Dress Uniforms and ODS Battle Dress Uniforms. These cost the same as the normal armor but weighs 1/3 rd of the armor they are given.

A Dog will act on its own, but with incredible loyalty to its master. A Dog will follow its master as much as possible and will heed most orders given. If a Dog understands that something would cause major harm to it, such as being ordered to jump across a gap it couldn't possibly cover, a Dog will not obey such an order.

Dogs are knowledgeable in multiple commands, which are shown in the list below.

COMMAND	ACTION TAKEN
Watch	The Dog will watch the location it's in for any intruders or known Opponents.
Drop It	The Dog will drop whatever it is holding.
Stay	The Dog will stay in its current position.
Fetch	The Dog will fetch a thrown item, or an item pointed at by the master.
Attack	The Dog will perform the most useful move it can think of with a given circumstance. If the Dog has proper distance, the Dog will open with a Rush Attack, else the Dog will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Dog will perform that specified Attack.
Heel	The Dog stops moving and will generally join up with the master if nearby.
Bark or Speak	The Dog will bark.
Here or Come	The Dog will rush to the master.
Up or Jump	The Dog will Jump up to a specified location or to the master or stop laying down.
No	The Dog will usually understand that the master is displeased with the Dog's current actions.
Pay Attention	Saying this, or the Dog's name, will cause the Dog to pay attention to the master.
Shame	The Dog understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Dog will jump down from wherever it is at, if at an elevated position.
Sit	The Dog will sit in place.
Lay Down	The Dog will lay down in place.
Search	If given a specified object with a smell, the Dog will begin tracking for the whereabouts of the smell's source.
Go On	The Dog will perform a blind search, where it will alert its master of anything the Dog may view out of the ordinary or other Humans.
Go Forward	The Dog will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Dog begins to crawl.
Shake	The Dog will shake hands.
Go Over	The Dog will jump over and clear obstacles ahead of it.
Good	The Dog understands that what it did pleased their master.
Dig	The Dog will begin digging in a specified location.

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.

GENERAL ARMOR SPECIAL RULES

SPECIAL RULE	EXPLANATION
Biofoam Injector Port	The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.
Bulky Special Rule	The Armor is bulky, giving a -10 Penalty to the Character's Agility Characteristic.
Communications Unit	The ODST's armor acts as a transmission booster, doubling the range and strength of any data and voice transmission the Character makes. This also makes the communication options of the Character immune to any type of EMP or jamming device.
Cryo-Resistant	Cryo-Resistant Armors halve Fatigue from the Cryo Special Rule. If only 1 Fatigue would be dealt, reduces it to 0.
Demolitions	The suit contains a specialized layer of Titanium-A composite plating used for Demolitions. Halves all Damage and Pierce from weapons with Blast and/or Kill Special Rules, unless from a weapon's ammunition that has gained the Blast Special Rule from modified ammunition.
Fire-Rescue	Halves Damage from Fire and Flame Special Rule by half.
Freefall Assistance Microskeleton	The FAM, or Freefall Assistance Microskeleton, is a mechanical series of shock absorbers and minor exoskeletal systems that allow the Character to take only 1/4 th of all Falling Damage.
Hybrid Black-Surfacing Paneling	A pitch-black suit that reflects no lighting. Paneling can be altered to partially take hues of the User's surroundings. This gives the User a +20 Bonus to Camouflage when in the dark and low-light.
Kevlar Undersuit	Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 13 Armor.
Mobility-Boosting Exo-Lining	A small, powered lining across the legs and lower back that holds the weight of itself and its armor. Gives a +10 Bonus to Agility. Weighs 7.9 kg.
Photo-Reactive Panels	The Battle Dress Uniform is fitted with black panels that shift light to conceal the user. This gives the Character a +(X) Bonus to Camouflage.
Rucksack	An armored M/LBE Hard Case armored backpack.
Rucksack Medical Extension	A Medical extension to the ODST Rucksack that can hold up to two Medical Kits, 10 Biofoam Canisters, and 10 sets of medication of the Player's choice. Adds on to the M/LBE Hard Case Armored Backpack that comes with ODST BDU.
Temperature Regulator	Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.
Thermal Cooling	Hides the Character from thermal scanners and thermal tools.
Timeline Special Rule	Armor with the Timeline Special Rule are given +1 Armor to all Armor Locations when the timeline is set after the Human-Covenant War.
UU-PPE	The Armor contains a specialized layer of Titanium-A composite plating used for Demolitions. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
UVH-BA	A lighter suit with less plating to give room for a small exoskeletal support system. This system gives the Character a +5 Bonus to Agility.
Vacuum Sealed	Holds 60 minutes of breathable oxygen unless specified otherwise with (X).
VISR	Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.
VR/Oxygen Recycler	Vacuum Regulator and Oxygen Recycler combination that allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.

PRE-HUMAN-COVENANT WAR ERA BATTLE DRESS UNIFORMS

ARMOR	MASS	PRICE	ARMOR RATING				SPECIAL CAPABILITY
M50B Standard UNSC BDU	11.9 kg	36 cR	HEAD	ARMS	CHEST	LEGS	--
			17	18	19	18	
Vacuum UNSC BDU	11.1 kg	64 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed.
			16	17	18	17	
LV Lightweight Mobility UNSC BDU	17.7 kg	49 cR	HEAD	ARMS	CHEST	LEGS	Mobility-boosting Exo-lining.
			16	17	18	17	
EDB2 E.O.D UNSC BDU	29 kg	59 cR	HEAD	ARMS	CHEST	LEGS	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
			17	18	19	17	
M48M Medic UNSC BDU	12.1 kg	60 cR	HEAD	ARMS	CHEST	LEGS	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator. -5 to Evasion.
			18	19	20	18	
EFFU-B Fire Rescue Armor	31.8 kg	45 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Fire-Rescue, and Bulky Special Rule.
			20	19	20	18	
EXO/Atmospheric UNSC BDU	17.5 kg	97 cR	HEAD	ARMS	CHEST	LEGS	Temperature Regulator and Vacuum Sealed (120).
			18	18	19	19	
Military Police Battle Dress Uniform	5.2 kg	29 cR	HEAD	ARMS	CHEST	LEGS	--
			14	15	15	15	
EFFU-C Cryonics BDU	31.7 kg	60 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Cryo-Resistant, and Bulky Special Rule.
			18	19	20	18	

HUMAN-COVENANT WAR ERA BATTLE DRESS UNIFORMS

ARMOR	MASS	PRICE	ARMOR RATING				SPECIAL CAPABILITY
M52B Standard UNSC BDU	11.9 kg	38 cR	HEAD	ARMS	CHEST	LEGS	--
			18	19	20	19	
Vacuum UNSC BDU	11.2 kg	65 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed
			17	17	19	17	
LV-45 Lightweight Mobility UNSC BDU	17.7 kg	50 cR	HEAD	ARMS	CHEST	LEGS	Mobility-boosting Exo-lining
			16	17	18	18	
ED4 E.O.D UNSC BDU	29 kg	60 cR	HEAD	ARMS	CHEST	LEGS	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
			17	19	19	18	
M52M Medic UNSC BDU	12.1 kg	68 cR	HEAD	ARMS	CHEST	LEGS	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator.
			18	19	20	20	
EUG-FFB Fire Rescue Armor	31.8 kg	42 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Fire-Rescue, and Bulky Special Rule.
			19	19	20	19	
CBE Cross-Branch UNSC BDU	12 kg	39 cR	HEAD	ARMS	CHEST	LEGS	--
			19	20	20	20	
EXO/Atmospheric UNSC BDU	17.5 kg	98 cR	HEAD	ARMS	CHEST	LEGS	Temperature Regulator and Vacuum Sealed (120).
			18	19	20	19	
Military Police Battle Dress Uniform	5.2 kg	30 cR	HEAD	ARMS	CHEST	LEGS	--
			15	15	16	15	
LR/Sniper BDU	12.2 kg	76 cR	HEAD	ARMS	CHEST	LEGS	Has a specialized built-in Spotting System for Snipers. User gains +10 when taking Aim Actions against Targets beyond 500 Meters.
			18	18	19	17	
Multilayer Heavy Armor BDU	24.9 kg	84 cR	HEAD	ARMS	CHEST	LEGS	Bulky Special Rule and gives a -10 Penalty to Evasion Tests.
			20	19	24	18	
EUG-FC Cryonics Armor	31.7 kg	62 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Cryo-Resistant, and Bulky Special Rule.
			19	19	20	19	

POST-WAR ERA BATTLE DRESS UNIFORMS

ARMOR	MASS	COST	ARMOR RATING				SPECIAL CAPABILITY
M53 Standard UNSC BDU	12.2 kg	39 cR	HEAD	ARMS	CHEST	LEGS	--
			19	19	20	20	
Vacuum UNSC BDU	11.7 kg	68 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed
			18	19	20	19	
LV-50 Lightweight Mobility UNSC BDU	17.1 kg	54 cR	HEAD	ARMS	CHEST	LEGS	Mobility-boosting Exo-lining
			19	19	20	20	
EDE1 E.O.D UNSC BDU	29 kg	61 cR	HEAD	ARMS	CHEST	LEGS	-10 Agility. Ignores Kill Radius damage increase and ignores 10 Pierce from Explosive weaponry.
			18	19	19	18	
M53M1 Medic UNSC BDU	16.1 kg	69 cR	HEAD	ARMS	CHEST	LEGS	Comes with 1 Softcase, one Medical Kit, and one Sterile Field Generator.
			19	19	21	20	
EUG-FRB2 Fire Rescue Armor	31.8 kg	42 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Fire-Rescue, and Bulky Special Rule.
			20	19	21	20	
CBE Cross-Branch UNSC BDU	12.7 kg	40 cR	HEAD	ARMS	CHEST	LEGS	--
			19	20	21	20	
EXO/Atmospheric UNSC BDU	18.1 kg	99 cR	HEAD	ARMS	CHEST	LEGS	Temperature Regulator and Vacuum Sealed (120).
			19	20	20	19	
Officer's Upgraded UNSC BDU	11.8	40 cR	HEAD	ARMS	CHEST	LEGS	--
			20	20	21	20	
Communications UNSC BDU	12.1 kg	79 cR	HEAD	ARMS	CHEST	LEGS	Built in Radio Backpack with Covenant Translation Software
			19	20	20	20	
Military Police Battle Dress Uniform	5.2 kg	31 cR	HEAD	ARMS	CHEST	LEGS	--
			15	16	16	15	
LR/Sniper BDU	12.2 kg	77 cR	HEAD	ARMS	CHEST	LEGS	Built-in Spotting System. User gains +10 when taking Aim Actions against Targets beyond 500 Meters.
			18	19	19	18	
Multilayer Heavy Armor BDU	24.9 kg	25 cR	HEAD	ARMS	CHEST	LEGS	Bulky Special Rule and gives a -10 Penalty to Evasion Tests.
			21	19	25	18	
EUG-FRC Cryonics Armor	31.7 kg	42 cR	HEAD	ARMS	CHEST	LEGS	Vacuum Sealed, Cryo-Resistant, and Bulky Special Rule.
			20	19	21	20	

POLICE ARMOR

ARMOR	MASS	COST	ARMOR RATING				SPECIAL CAPABILITY
Standard Police Battle Dress Uniform	7.7 kg	26 cR	HEAD	ARMS	CHEST	LEGS	-5 Penalty to Evasion. No Police and Civilian upcharge.
			17	16	18	16	
Riot Suppression Armor	11 kg	62 cR	HEAD	ARMS	CHEST	LEGS	-10 Penalty to Evasion. Ignores half of Base Damage from melee Attacks. No Police and Civilian upcharge.
			19	19	20	19	
Police Rapid Response Armor	8.4 kg	30 cR	HEAD	ARMS	CHEST	LEGS	-5 Penalty to Evasion. No Police and Civilian upcharge.
			19	18	19	18	

ORBITAL DROP SHOCK TROOPER BATTLE DRESS UNIFORMS

ODST BATTLE DRESS UNIFORM							GENERAL BDU SPECIAL RULES
Standard	26 kg	139 cR	HEAD 20	ARMS 19	CHEST 20	LEGS 19	VISR, Kevlar Undersuit, Temperature Regulator, VR/Oxygen Recycler, Rucksack, Thermal Cooling, and Timeline Special Rule.
Variant	MASS	COST	ARMOR RATING				VARIANT ADDITIONAL RULES
ODST/TAC	28 kg	137 cR	HEAD 20	ARMS 20	CHEST 20	LEGS 20	--
Sharpshooter	27 kg	139 cR	HEAD 21	ARMS 19	CHEST 19	LEGS 19	Built-in Infrared Goggles.
ODST ONI/S-1 Recon	18 kg	152 cR	HEAD 20	ARMS 18	CHEST 19	LEGS 18	A lightweight anti-reflective coating system that removes reflecting lights and IR, giving the user a +10 Bonus to Camouflage.
Personal Protection	31 kg	157 cR	HEAD 21	ARMS 22	CHEST 22	LEGS 21	-5 Penalty to Reaction Tests and -10 Penalty to Character's Agility when worn. Ignores Kill Radius and ignores 10 Pierce from Explosives.
UVH-BA Recon	26 kg	145 cR	HEAD 20	ARMS 19	CHEST 20	LEGS 19	UVH-BA Special Rule.
Nightfall	28 kg	150 cR	HEAD 20	ARMS 20	CHEST 20	LEGS 20	Freefall Assistance Microskeleton Special Rule.
Heavy	45 kg	120 cR	HEAD 23	ARMS 24	CHEST 24	LEGS 24	Bulky Special Rule.
Demolitions	30 kg	153 cR	HEAD 20	ARMS 19	CHEST 20	LEGS 19	Demolitions, Bulky Special Rule.
COMMS	28 kg	159 cR	HEAD 20	ARMS 19	CHEST 20	LEGS 19	Communications unit Special Rule.
SPI BDU	29 kg	220 cR	HEAD 19	ARMS 18	CHEST 20	LEGS 18	Photo-Reactive Panels (40) Special Rule.
Medical	27 kg	168 cR	HEAD 22	ARMS 18	CHEST 20	LEGS 18	Rucksack Medical Extension Special Rule.
Hellbringer	34 kg	179 cR	HEAD 20	ARMS 20	CHEST 22	LEGS 18	Rucksack Medical Extension, Fire-Rescue, and Bulky Special Rule.
Space-Assault	31 kg	199 cR	HEAD 20	ARMS 19	CHEST 20	LEGS 19	Ignores Radiation Effects and halves the effects of EMP Special Rule. Vacuum Sealed Special Rule.
UNSC Black Body Suit	12 kg	148 cR	HEAD 17	ARMS 17	CHEST 18	LEGS 18	Hybrid Black-Surface Paneling, Biofoam Injection Port Special Rule.

SEMI-POWERED INFILTRATION ARMOR

ARMOR	MASS	COST	ARMOR RATING				SPECIAL CAPABILITY
Mark I Semi-Powered Infiltration Armor	57 kg	321 cR	HEAD	ARMS	CHEST	LEGS	VISR, Liquid Nanocrystals, Temperature Regulator, Rucksack, Thermal Cooling, Photo-Reactive Panels(40), VR/Oxygen Recycler, and Biofoam Injector Port. Built-in Tactile Bracers and Rift-Class Gauntlets.
			19	19	20	19	
Mark II Semi-Powered Infiltration Armor	58 kg	348 cR	HEAD	ARMS	CHEST	LEGS	VISR, Liquid Nanocrystals, Temperature Regulator, Rucksack, Thermal Cooling, Photo-Reactive Panels(50), VR/Oxygen Recycler, and Biofoam Injector Port. Built-in Tactile Bracers and Rift-Class Gauntlets.
			20	20	21	18	
Headhunter Variant Mark II Semi-Powered Infiltration Armor	61 kg	371 cR	HEAD	ARMS	CHEST	LEGS	VISR, Liquid Nanocrystals, Temperature Regulator, Rucksack, Thermal Cooling, Photo-Reactive Panels(50), VR/Oxygen Recycler, and Biofoam Injector Port. Built-in Tactile Bracers and Rift-Class Gauntlets.
			20	20	21	18	
			INTEGRITY	DELAY	RECHARGE		
			75	3	25		

SPI SPECIAL RULES

SPECIAL RULE	EXPLANATION
Liquid Nanocrystals	Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 17 Armor.
SPI Shield Power Consumption	This is only used if the SPI Armor has Energy Shields. If the Photo-Reactive Panels are active, the Energy Shield Recharge Rate is halved and Recharge Delay is doubled.

EARLY MJOLNIR EXOSKELETON PROTOTYPES

ARMOR	MASS	PRICE	ARMOR RATING				SPECIAL CAPABILITY
Mjolnir Materials Prototype Mark 1 Exoskeleton	1900 kg	708 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 +2 Mythic Strength. Must be recharged after every 100 Turns taken with this armor.
			11	11	11	11	
Mjolnir Materials Prototype Mark 2 Exoskeleton	1600 kg	810 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. Must be recharged after every 250 Turns taken with this armor.
			12	12	12	12	
Mjolnir Materials Prototype Mark 3 Exoskeleton	1300 kg	912 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 +3 Mythic Strength. Must be recharged after every 500 Turns taken with this armor.
			13	13	13	13	

MJOLNIR ARMORS

MJOLNIR MARK IV POWERED ASSAULT ARMOR							
Size	Mass	Armor Rating				Strength Modifier	Agility Modifier
Large	453 kg	HEAD	ARMS	CHEST	LEGS	+10 Strength	+5 Agility
		25	25	26	25	+1 Mythic Strength	+1 Mythic Agility
Suit Special Abilities							
Temperature Regulator	Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.						
Onboard Computer	An onboard computer that allowed information trading amongst the battlefield at high speeds.						
Liquid Nanocrystals	Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 17 Armor.						
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.						
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 15D10 from the amount of Falling Damage Roll the Character will take. If a Character were to take 10D10 Falling Damage, then no Damage would be rolled.						
Heads-up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.						
VISR	Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.						
Biofoam Injector Port	The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.						
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 12 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.						
GEN I Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.						

MJOLNIR MARK V POWERED ASSAULT ARMOR								
Size	Mass	Armor Rating				Strength Modifier		Agility Modifier
Large	321 kg	HEAD	ARMS	CHEST	LEGS	+15 Strength		+5 Agility
		26	26	26	26	+2 Mythic Strength		+1 Mythic Agility
SHIELD INTEGRITY	125	RECHARGE DELAY				3	RECHARGE RATE	25
Suit Special Abilities								
Temperature Regulator	Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.							
Onboard Computer	An onboard computer that allowed information trading amongst the battlefield at high speeds. Allows for Smart and Dumb AI to be stored and have access to the Armor’s systems. Allows the AI to boost the Mjolnir’s Mythic Agility by +2 for three Rounds. This feature has a Recharge of 10 minutes.							
Liquid Nanocrystals	Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 17 Armor.							
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.							
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 15 D10s from the amount of Falling Damage Roll the Character will take. If a Character were to take 10D10 Falling Damage, then no Damage would be rolled.							
Heads-up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.							
VISR	Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.							
Biofoam Injector Port	The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.							
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 12 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.							
GEN I Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.							
Self-Destruct	The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.							

MJOLNIR MARK VI POWERED ASSAULT ARMOR								
Size	Mass	Armor Rating				Strength Modifier	Agility Modifier	
Large	220 kg	HEAD	ARMS	CHEST	LEGS	+20 Strength	+5 Agility	
		27	26	27	26	+2 Mythic Strength	+1 Mythic Agility	
SHIELD INTEGRITY		125	RECHARGE DELAY		2		RECHARGE RATE	50
Suit Special Abilities								
Temperature Regulator		Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.						
Onboard Computer		Allows for Smart and Dumb AI to be stored and have access to the Armor’s systems. Allows the AI to boost the Mjolnir’s Mythic Agility by +2 for three Rounds. This feature has a Recharge of 8 minutes.						
Liquid Nanocrystals		Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 17 Armor.						
Vacuum Regulator and Oxygen Recycler		Allows the user to be in a vacuum and without oxygen for extended periods of time and can recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.						
Reactive Metal Liquid Crystals		This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 20D10 from the amount of Falling Damage Roll the Character will take. If a Character were to take 10D10 Falling Damage, then no Damage would be rolled.						
Heads-up Display		Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.						
VISR		Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.						
Biofoam Injector Port		The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.						
Biofoam Auto-Injector		The suit will automatically apply Biofoam as a Free Action. Has 5 uses and counts as having an Intellect Modifier of 5 for application. Each Biofoam use can be recharged with a Biofoam canister as a Full Action.						
EVA System		Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 12 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.						
Improved Motion Tracker		An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent’s Camouflage.						
GEN I Variants		Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.						
Self-Destruct		The armor is able to have its Self-Destruct activated when the user is confirmed to be deceased. Anything within Blast (10) is instantly killed with no possibility of survival unless a Luck point is burnt. Everything within a Blast (30) radius takes 4D10 + 12 Damage with a Pierce of 40.						

MJOLNIR MARK VII PROTOTYPE POWERED ASSAULT ARMOR									
Size	Mass	Armor Rating				Strength Modifier	Agility Modifier		
Large	220 kg	HEAD	ARMS	CHEST	LEGS	+20 Strength	+5 Agility		
		27	26	27	26	+2 Mythic Strength	+1 Mythic Agility		
SHIELD INTEGRITY		150		RECHARGE DELAY		2		RECHARGE RATE	50
Suit Special Abilities									
Temperature Regulator		Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.							
Onboard Computer		An onboard computer that allowed information trading amongst the battlefield at high speeds. Allows for Smart and Dumb AI to be stored and have access to the Armor's systems. Allows the AI to boost the Mjolnir's Mythic Agility by +2 for three Rounds. This feature has a Recharge of 7 minutes.							
Liquid Nanocrystals		Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 17 Armor.							
Vacuum Regulator and Oxygen Recycler		Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.							
Reactive Metal Liquid Crystals		This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 25D10 from the amount of Falling Damage Roll the Character will take. If a Character were to take 15D10 Falling Damage, then no Damage would be rolled.							
Heads-up Display		Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.							
VISR		Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.							
Biofoam Injector Port		The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.							
Biofoam Auto-Injector		The suit will automatically apply Biofoam as a Free Action. Has 5 uses and counts as having an Intellect Modifier of 5 for application. Each Biofoam use can be recharged with a Biofoam canister as a Full Action.							
EVA System		Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 12 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.							
Improved Motion Tracker		An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent's Camouflage.							
Nano Technology		When the suit is damaged, the suit will automatically begin a repair process. The suit will heal 1 point of damage against it or the user, once per day. The suit can do this 10 times before needing recharged between missions.							
GEN I and II Variants		Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.							
Self-Destruct		The Armor is able to Self-Destruct and can only be activated by another Character if the user inside is confirmed to be deceased. Anything within Blast (20) is instantly killed unless a Luck is burnt. Everything within Blast (40) takes 5D10 +12 Damage with a Pierce of 35.							

MJOLNIR GEN II MARK I POWERED ASSAULT ARMOR							
Size	Mass	Armor Rating				Strength Modifier	Agility Modifier
Large	200 kg	HEAD	ARMS	CHEST	LEGS	+20 Strength	+10 Agility
		28	27	28	27	+3 Mythic Strength	+2 Mythic Agility
SHIELD INTEGRITY	150	RECHARGE DELAY		2		RECHARGE RATE	50
Suit Special Abilities							
Temperature Regulator	Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.						
Onboard Computer	An onboard computer that allowed information trading amongst the battlefield at high speeds. Allows for Smart and Dumb AI to be stored and have access to the Armor’s systems. Allows the AI to boost the Mjolnir’s Mythic Agility by +2 for three Rounds. This feature has a Recharge of 7 minutes.						
Liquid Nanocrystals	Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 18 Armor.						
Vacuum Regulator and Oxygen Recycler	Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.						
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 30D10 from the amount of Falling Damage Roll the Character will take. If a Character were to take 25D10 Falling Damage, then no Damage would be rolled.						
Heads-up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.						
VISR	Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.						
Biofoam Injector Port	The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.						
Biofoam Auto-Injector	The suit will automatically apply Biofoam as a Free Action. Has 5 uses and counts as having an Intellect Modifier of 5 for application. Each Biofoam use can be recharged with a Biofoam canister as a Full Action.						
EVA System	Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 16 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.						
Improved Motion Tracker	An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent’s Camouflage.						
Nano Technology	When the suit is damaged, the suit will automatically begin a repair process. The suit will heal 1 point of damage against it or the user, once per day. The suit can do this 10 times before needing recharged between missions.						
GEN I and II Variants	Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.						
Self-Destruct	The Armor is able to Self-Destruct and can only be activated by another Character if the user inside is confirmed to be deceased. Anything within Blast (20) is instantly killed unless a Luck is burnt. Everything within Blast (40) takes 6D10 +15 Damage with a Pierce of 35.						
SPARTAN ABILITIES							
Thruster Pack	The Mjolnir Generation II suits have a built-in Thrust package. Doubles the user’s Half Move for a single Half Action. This takes four Half Actions to recharge.						
Ground Pound	Using the thrusters to force the Spartan downward, Ground Pound causes a Blast (4) of the Spartan’s Punch Melee Attack, giving the attack a Pierce of the Spartan’s total Strength Modifier and Mythic Strength.						
Spartan Charge Thrust Package	Modifying the Thrusters, the Character may Double the damage made with Charge Attacks. This takes four Half Actions to recharge.						
Hover Stabilization	The suit will allow the user to Hover in the air for 2 Half Actions, as long as the Character is not in a free fall. The Hover Stabilization must then charge for 1 Half Action before being used again.						
Sprint	Using the Mjolnir suit’s Overclocking system, the user’s movement is increased, allowing a character to gain +2 Mythic Agility for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue.						

MJOLNIR GEN III MARK I POWERED ASSAULT ARMOR							
Size	Mass	Armor Rating				Strength Modifier	Agility Modifier
Large	200 kg	HEAD	ARMS	CHEST	LEGS	+20 Strength	+10 Agility
		29	28	29	28	+3 Mythic Strength	+2 Mythic Agility
SHIELD INTEGRITY		175	RECHARGE DELAY		2	RECHARGE RATE	50
Suit Special Abilities							
Temperature Regulator		Protects the user from extreme temperatures by increasing or reducing the internal temperature of the suit by 30 degrees Celsius.					
Onboard Computer		An onboard computer that allowed information trading amongst the battlefield at high speeds. Allows for Smart and Dumb AI to be stored and have access to the Armor’s systems. Allows the AI to boost the Mjolnir’s Mythic Agility by +2 for three Rounds. This feature has a Recharge of 7 minutes.					
Liquid Nanocrystals		Offers protection from attacks that lower armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations count as having 18 Armor.					
Vacuum Regulator and Oxygen Recycler		Allows the user to be in a vacuum and without oxygen for extended periods of time and is able to recycle oxygen as the user breathes. Has enough Oxygen to last 120 Minutes.					
Reactive Metal Liquid Crystals		This offers the Spartans the Strength and Agility multipliers given by the suit. Reduces 30D10 from the amount of Falling Damage Roll the Character will take. If a Character were to take 25D10 Falling Damage, then no Damage would be rolled.					
Heads-up Display		Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes the Motion Tracker radar.					
VISR		Equips the Character with VISR and Motion Tracker. Able to communicate with UEG, CAA, and UNSC infrastructures and communication options.					
Biofoam Injector Port		The suit allows for the insertion of Biofoam using Biofoam Injection Modules. These Modules are ports in the armor that a Biofoam canister can attach to so the Character may apply Biofoam.					
Biofoam Auto-Injector		The suit will automatically apply Biofoam as a Free Action. Has 5 uses and counts as having an Intellect Modifier of 5 for application. Each Biofoam use can be recharged with a Biofoam canister as a Full Action.					
EVA System		Thrusters that allow the User to control their movements in zero gravity. Allows the User to turn 360 degrees in zero gravity in a Full Action. This removes any basic Penalties given from zero gravity scenarios. Has a Full Move speed of 16 Meters. Has Magnetized Boots for improved movement and the capability of walking on metallic surfaces.					
Improved Motion Tracker		An upgraded Motion Tracker that doubles the distance of the Radar. Includes a Thermal Sensor for finding hidden targets, giving a +20 Bonus to Opposed Tests involving an Opponent’s Camouflage.					
Nano Technology		When the suit is damaged, the suit will automatically begin a repair process. The suit will heal 1 point of damage against it or the user, once per day. The suit can do this 10 times before needing recharged between missions.					
GEN I and II Variants		Mjolnir armor have specialized variants that can be chosen from. These variants can augment Special Abilities, Characteristics, and even Skills, while some can come with Equipment and Attachments.					
Self-Destruct		The Armor is able to Self-Destruct and can only be activated by another Character if the user inside is confirmed to be deceased. Anything within Blast (20) is instantly killed unless a Luck is burnt. Everything within Blast (40) takes 6D10 +15 Damage with a Pierce of 35.					
System Peril Distributed Reflex (SPDR)		An automated AI assistance and containment system built into all GEN III Mjolnir Armor. When an AI is placed into the Mjolnir Suit, it will be healed 1D10 Damage once an hour. The Mjolnir User may also use the SPDR to contain and imprison AI Characters. Imprisoned AI cannot make any type of Cyber Attack attempt or any other type of Action until released.					
SPARTAN ABILITIES							
Thruster Pack		The Mjolnir Generation III suits have a built-in Thrust package. Doubles the user’s Half Move for a single Half Action. This takes four Half Actions to recharge.					
Ground Pound		Using the thrusters to force the Spartan downward, Ground Pound causes a Blast (4) of the Spartan’s Punch Melee Attack, giving the attack a Pierce of the Spartan’s total Strength Modifier and Mythic Strength.					
Spartan Charge Thrust Package		Modifying the Thrusters, the Character may Double the damage made with Charge Attacks. This takes four Half Actions to recharge.					
Hover Stabilization		The suit will allow the user to Hover in the air for 2 Half Actions, as long as the Character is not in a free fall. The Hover Stabilization must then charge for 1 Half Action before being used again.					
Sprint		Using the Mjolnir suit’s Overclocking system, the user’s movement is increased, allowing a character to gain +2 Mythic Agility for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue.					

MJOLNIR ARMOR VARIANTS

Mjolnir are incredibly modular suits with many variants to choose from. Each Mjolnir variant listed has listed benefits and Penalties that alter how the armor works and is used. When selecting a Mjolnir Variant, the Character must pay the cR price for the modifications to be made to their suit. Characters cannot purchase more Mjolnir armor and purchasing a Mjolnir Variant does not purchase a new suit, only the modifications to their current suit.

When between missions or at a base with the technology, a Character may return their suit to be given a new variant. When doing so, the Character must pay the price of the new variant. They will be able to switch between variants that have been previously purchased for free.

ARMOR	GEN I ARMOR VARIANTS	COST
Air Assault	Air Assault offers the Character a wrist-mounted uplink module that is able to connect to overhead planetary satellites in order to transmit real-time satellite imagery. The wrist-mounted uplink module has 100 Breakpoints, which cannot be damaged unless the attack completely Pierced the Armor. The helmet can display and send these images to Allies within 100KM of each other.	50 cR
Aviator	Aviator is a specialized prototype variant that possesses internal Gravity Compensators within the Chest and Paldrons, giving -1 Armor to the Chest location and Head location. The internal Gravity Compensators, alongside the advanced targeting and imaging calculation within the helmet, give the Character a +10 Bonus to Pilot (Air), Pilot (Space), Navigation (Air), and Navigation (Space).	82 cR
Black	A skunkworks prototype of Mjolnir. This variant offers a Heads-Up-Display that has a field of view of 5,000 Meters (5 Kilometers), allowing for extreme-range reconnaissance. This variant also gives a +10 Bonus when using Camouflage in shadowed and dark areas.	95 cR
Centurion	The experimental GEN I testbed for GEN II armor. Implements experimental version of the Universal Spartan Ability Implementation, or USAI, a modification to all second-generation Mjolnir suits. This modification installs thrusters into the suit, itself. These thrusters are weaker than the Thruster Armor Ability but are inclusive to all Gen II armors. These options can be used with externally installed Spartan Abilities, as they're a part of the armor. USAI has a weaker Thruster Armor Ability that moves only half the distance, the Sprint Armor Ability, and Stabilizer. The Stabilizer acts as if the Series 8 Jetpack was in Hover Mode.	200 cR
Commando	The prototype Commando Variant is very similar to the basic Mjolnir and Recruit armors but offers the Character a +1 Armor to Chest and a built-in CNM Permutation and a +5 to Perception Tests.	31 cR
Compass	A prototype variant that contains updated Multi-Band sensory receptors. This variant gives +25 to any Test using Perception Characteristic. Also gives a +10 to any Skill Test using Investigation if Perception is not the Characteristic being used for the Test.	71 cR
COS	Specialized Variant that boosts counter-intrusion modules, giving a +50 Bonus to fighting off Cyber Attacks, Cryptography Skill use, and any non-physical attacks from an AI. This variant also gives a +20 to any Cryptography Skill use.	163 cR
CQB/CQC	A specialized variant of Mjolnir built to withstand small-arms fire and melee combat. CQB/CQC gains +10 Armor against Melee Attacks and gains +3 Armor against projectile and explosive attacks. The suit's plating gives the Character a -1 Mythic Agility.	337 cR
Deadeye	This prototype is a low-emissions, extreme-distance armor set. It contains range calculation systems that halve all Long Range and Extreme Range Penalties and emission-blockers that reduce the distance a Radar can pick up the armor by half of the Radar's default range. The suit also has specialized prototype rebreathers that offer 25 hours of Oxygen for the user. Due to the amount of electronics, Deadeye has -4 to all Armor Locations.	71 cR
E.O.D	E.O.D, Explosive Ordnance Disposal Armor, is a tough and bulky variant of Mjolnir, offering unbridled protection against Explosive damage. The dense, heavy plating allows the Character it ignore an Explosive's Kill Radius and gives +10 Armor against explosives. The weight of the suit removes the Bonuses given to the Character's Mythic Agility and gives the user a -10 Penalty to their Agility.	308 cR
E.V.A	The E.V.A, Extra-Vehicular Activity-Armor, offers unparalleled zero-gravity modifications. E.V. A's helmet offers a wider visual range, alongside extra scanning systems, giving the Character a +10 to all Visual Perception Tests, but gains -2 Armor to the Helmet Location, due to not being heavily armored. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit also has improved gel layering, which halves all Damage from explosive decompression and seals suit breaches instantly.	54 cR
Grenadier	Designed to be the testbed for Energy Shield integration for Mjolnir, this suit grants the Character +50 to Shield Integrity and +25 to Shield Recharge.	29 cR
GUNGNIR	The GUNGNIR variant features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's up-armored Helmet gains +4 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. The Wrist Gauntlets feature built-in WYRD-III Systems that give the Character a +10 Bonus for To Hit Tests with weaponry using Smart-Link scopes.	16 cR
Hammerhead	A Prototype variant that offers a built-in CBRN Permutation and HUL Permutation. Offers full protection from radiation and gives +2 Armor to the Head location.	51 cR
Hayabusa	An unofficial variant of Mjolnir created by a third-party company, Hayabusa offers heavy protection to the Head, giving a +5 Bonus to Armor on the Head Location. This suit offers +3 Mythic Strength and -2 Mythic Agility. The price of this variant is increased due to the rarity of the armor.	140 cR

ARMOR	GEN I ARMOR VARIANTS	COST
Hazop	The HAZOP, Hazard Operability, is the standard for performing under hazardous conditions, such as radiation, acidic chemicals, and exotic atmospheric conditions. The armor protects the user from Radiation, Chemicals, and other outside material. The HAZOP armor comes with improved redundant oxygen filtration systems, modified rebreather caster lines, and the most advanced radiation shielding underarmor mesh. This allows the user to double their Mjolnir's oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in CBRN Permutation and comes with an external HUL Permutation and Doppler Radar.	60 cR
Hivemind	An experimental variant used to combat Flood infestations. This suit will kill Infection Forms that come into contact with the energy shield without damaging the shields or user. Offers complete immunity to all forms of Flood infestation.	100 cR
Hoplite	A Mjolnir variant built to assist in the use of paired light-weaponry. Hoplite lacks more sophisticated armor systems that most other armors hold, giving the suit -4 to all Armor Locations. Due to its incredibly lightweight, simplistic armor, the suit gives the Character +3 extra Mythic Agility. When using firearms with the [OH] Dual Wielding Special Rule, the Character gains +10 To Hit when dual wielding.	70 cR
Infiltrator	The prototype Infiltrator is a special armor designed to assist the User behind enemy lines, giving them the utilities needed for infiltration missions. Infiltrator Armor gains a -3 Penalty to all Armor Locations. The Helmet holds a built-in ECM Device, which can be activated once every 3 Rounds. The chosen Wrist Gauntlet holds a 5 Meter Fiber-Optic Probe, while the Chest Piece holds specialized electronics that assist with Camouflage with weak Active Camo, giving the user +10 to all Camouflage Tests.	211 cR
JFO	Built to coordinate fire support, the JFO suit offers specialized Scanning and firearm algorithm systems to give the Character to halve the Indirect Fire Penalty. This variant also halves the Scatter distance of anything called in by using targeting sensors.	60 cR
MIRAGE	A prototype variant, MIRAGE-Class offers Photo-Reactive Panels (50) without sacrificing energy shielding.	109 cR
ODST	Comes with the M/LBE Hard Case Backpack. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +1 to Armor in the Chest Location.	30 cR
Operator	This variant of Mjolnir gives the Character a built-in HUL and CNM. This suit gives +1 Armor to the Head Location and is also able to bypass Covenant Security Networks to remain from being Spotted aboard Covenant ships and bases by ship sensors.	80 cR
Pilot	The Pilot Class helmet variant specializes in aero-space tactical software and advanced algorithm. These special assistance-programs, alongside the increased field-of-view and widened visor give the Character a +10 to Visual Perception Tests and Pilot (Air) and (Space) Tests. Due to the helmet's all-visor nature, armor on the Helmet Location is reduced by 2.	35 cR
Pioneer	A prototype Variant built for unknown territory and exploration; Pioneer comes equipped with tech that allows for easier exploration. The suit suffers a -2 to armor in the Arms, Torso, and Legs Locations, due to making room for equipment. Equipped with a specialized Rebreather Unit that offers 120 minutes of oxygen. Also comes with Visual Sensor Units that can be used as an Extended Action (2 Full Actions) to scan the surroundings of the User to form a useable map that can be sent to others. This map is made in a 100 Meter radius when used, and the map may be extended with each use. Does not show location of Characters or equipment.	79 cR
Recon	Recon, built for Stealth Operations, is a deep-field reconnaissance variant for GEN I armors. The suit offers +10 to Camouflage Tests due to its lower-profile design. The Recon Suit's lower-profile design and increased Shields of +20 Shield Integrity also gives the suit a -2 Penalty to Armor on all Locations.	18 cR
Scout	The Scout variant is used as the most popular armor for Scouting Missions. The suit offers anti-tracking systems and shroud-induction packages, giving the Character +10 to Camouflage. The Scout armor is more lightweight, giving +2 to Mythic Agility and -4 Armor on all Armor Locations. The helmet of the Scout armor counts as having a Target Designator.	15 cR
Security	The Security Variant of Mjolnir specializes in Ship and Station Defense. This suit grants the Character a +10 to Visual Perception Tests and +20 to all Cryptography Skill Tests. Reduces the Armor of the Helmet Location by 2. The Arms, Legs, and Chest Armor Location gains a +3 Bonus.	48 cR
Soldier	The prototype Soldier is designed to carry equipment. The Chest Piece has a built-in Hard Case with the armor of the Chest Piece. The suit comes with two external Biofoam Canisters on each thigh. The suit is tuned to have improved carry weight, giving the Character +200 KG to their Carrying Weight.	65 cR
Suture	A prototype variant built for field medics. This variant gives +1D5 total to recovered Wounds from Biofoam and Medigel if the User is administering it with the Suture variant. Does not extend the amount of uses Biofoam will give a Character. Once the Biofoam would normally not heal a Character any further, this Bonus is lost. Also gives a +10 to all Medical Tests and ignores any Penalties for untrained Medical Skill Tests.	35 cR
TANKER	The prototype TANKER variant of Mjolnir is built with incredibly dense plating for super-heavy defensive options. TANKER is triple the weight of GEN-I Mjolnir and gives +9 to Armor on all Locations. This variant reduces Mythic Agility by 3 and the Agility Characteristic by 10.	350 cR
Warrior	The prototype Warrior variant is the outcome of attempted armor streamline and mobility enhancement. The suit gives the user +2 Mythic Agility, while suffering a Penalty of -2 Armor to all Locations. The increased mobility offers enhanced terrain tracking and assisted movement, which allows the Character to halve any Penalty from Difficult Terrain.	17 cR

ARMOR	GEN II ARMOR VARIANTS	COST
DEFAULT ARMORS	These are standard models that come at no extra cost but gain no extra Bonuses and Penalties. All armor not available in this list is considered a Default Armor. Some include Recruit, Enforcer, Mark V and VI, Raider, Freebooter, Legionnaire, etc.	--
Air Assault	Air Assault offers the Character a wrist-mounted uplink module that can connect to overhead planetary satellites in order to transmit real-time satellite imagery. The wrist-mounted uplink module has 100 Breakpoints, which cannot be damaged unless the attack completely Pierced the Armor. The helmet can display and send these images to Allies within 100KM of each other.	50 cR
Anubis	A technological demo for new Generation II upgrades, Anubis brings a stronger thruster pack system and an improved Motion Tracker. The GEN II Thrusters for Anubis suits double the maximum amount of distance that can be traveled in a Round. The suit gives the user a +10 to any Stunts or Agility Tests made while using the Thrusters. The Motion Tracker is able to scan out to double the distance.	165 cR
Argonaut	A super-lightweight variant of the Mjolnir armor, Argonaut offers the user the most out of their Agility and the suit's modifications, with massive hindrance to armor. The suit gains a -4 Penalty to Armor on all Locations, while gaining +20 Agility and +3 Mythic Agility.	90 cR
Argus	A sniper/spotter variant that offers the user the most when using long and extreme-range weaponry. Argus takes no Penalties from Long Range Attacks while also halving the Penalties from Extreme Range Attacks. Argus has a built-in Spotter Assist Target System, while the Chest has specialized spotter-tracker mechanics that not only target and track users out to 3,000 Meters, but also gives the user +5 to any Spotting and Long or Extreme Range Attacks.	350 cR
ATHLON	The Athlon suit was designed to be a safety protocol suit, used usually for Training or Warzone, but can be requested anyway. The suit does not allow the user to harm an Ally in any way. The suit will not let any harm come against allies or Civilians from any type of Damage. Any damage taken from Falls, Wrecks, Rolls, or being hit by Vehicles is halved.	80 cR
Atlas	The Atlas variant of Mjolnir is a super-rugged, heavy variant of Mjolnir used for close-combat and survival. The Atlas Armor is a total of 866 KG. On top of this, the Atlas variant gives a +8 to Armor on all Locations and removes the Mythic Agility benefits given by the armor.	277 cR
Aviator	Aviator is a specialized variant that possesses internal Gravity Compensators within the Chest and Paddrons, giving -1 Armor to the Chest location, Head location, and the Shoulders sub-location. The internal Gravity Compensators, alongside the advanced targeting and imaging calculation within the helmet, give the Character a +10 Bonus to all Pilot Tests, including Warfare Range Test made when in a Vehicle.	57 cR
Breaker	Breaker is for use in compromised environments, including space. Breaker's Helmet is enclosed, giving it a +2 to Armor to the Helmet Location. Due to using a camera, EMP effects are treated as a Flashbang, visually. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit has improved gel layering, which halves all Damage from explosive decompression and seals suit breaches instantly. Protects the Character from all forms of radiation and can alter the inner temperature up to 50 degrees Celsius to keep the user safe in extreme conditions.	57 cR
Buccaneer	The Buccaneer variant is a more "crude functional" armor that is less protective but can also be used by non-Spartan characters. The suit has a -4 to Armor on all Locations, has a -15 Penalty to Agility, and a -1 Penalty to Mythic Strength. The cost of this armor, for non-Spartan Characters, is 2,400 cR.	--
C.I.O	The C.I.O Mjolnir Variant's Chest Piece offers specialized transmission beacons only traceable by UNSC and Forerunner equipment. These beacons can send untraceable information up to 150 KM of the suit. The Helmet offers a computational algorithm that gives the Character +5 to all Cryptography Tests. Due to the amount of electronic equipment within the suit, the suit has -1 Armor to all Locations.	110 cR
Centurion	The eventual evolution of the GEN I Centurion variant testbed. GEN II Centurion features improved management Software known as C41-SR. This improves the neural interlinks and the Situational Awareness TacSofts. This gives the user +1 to Mythic Agility and +10 Bonus to all Perception Tests.	36 cR
Challenger	Built on the Protector variant, Challenger is a Warzone-based high-performance Mjolnir. When maintained, the Challenger variant gives the User a +25 Bonus to Shield Integrity, as well as +10 to Shield Recharge Rate. Alongside the Shield upgrades, this variant gives the User a +1 Mythic Agility. To Maintain the Challenger variant, once per month, the suit must be taken to any UNSC facility to be hard-wired to monitoring computers. This action takes 24 hours. When not maintained, all Actions made within the suit are at a -10 Penalty. At all times, this variant gives the user a +4 to Armor on all Locations and a -15 Penalty to Agility.	109 cR
CINDER	Cinder is a variant that offers a special rebreathing unit and HAZMAT filter. This rebreathing unit does not need changed and is constantly cleaned by the suit. This variant also contains a CBRN unit and contains a shock-absorbing systems that remove Falling Damage from the Character, on top of Thermal Superconducting Coating that ignores the Flame Special Rule, as well as reducing Pierce damage from Weapons with the Cauterize Special Rule by 5 points.	189 cR
Commando	The Commando Variant is very similar to the basic Mjolnir and Recruit armors but offers the Character a +1 Armor to Chest and a built-in BSD-0 Helmet Permutation and a +5 to Perception Tests.	31 cR
Compass	Contains experimental multi-Band sensory receptors, built alongside Swords of Sanghelios artisan-armormers. This variant gives +30 to any Test using Perception Characteristic. Also gives a +10 to any Skill Test using Investigation, if Perception is not the Characteristic being used for the Test.	83 cR
Copperhead	Equipped for complex 'Militarized Anthropology' which is a Decision Support System. The Decision Support System assists the User with Human and Alien customs and society-based activities. Copperhead gives the User a +20 Bonus to all Charisma Tests. The suit is also lighter and more agile, giving it a -3 Penalty to Armor on all Locations but gives a +30 Bonus to all Athletics Tests.	65 cR

ARMOR	GEN II ARMOR VARIANTS	COST
COS	Specialized Variant that boosts counter-intrusion modules, giving a +60 Bonus to fighting off Cyber Attacks, Cryptography Skill use, and any non-physical attacks from an AI. This variant also gives a +20 to any Cryptography Skill use.	192 cR
Deadeye	The Deadeye variant of GEN II is a low-emissions, extreme-distance armor set. It contains range calculation systems that halve all Long Range and Extreme Range Penalties and emission-blockers that reduce the distance a Radar can pick up the armor by half of the Radar's range. The suit also has specialized prototype rebreathers that offer 30 hours of Oxygen for the user. Due to the amount of electronics, Deadeye has -2 to all Armor Locations.	200 cR
Decimator	Making use of powerful Energy Shield shaping systems, this variant hosts the most sophisticated Energy Shields of the Mjolnir platform. Decimator variant Shields ignore Pierce when figuring any type of Damage.	500 cR
Defender	Defender, a heavily plated variation of the GEN II series, is a defense-based deployment suit. Defender gives the wearer +3 to Armor on all Locations and has a built-in HUL Helmet Permutation. The wearer suffers a -10 Penalty to Agility when wearing the suit.	68 cR
Dynast	Known as the Brawler Variant, Dynast features the Close-Combat Automatic Interface (CCAI) and a +6 Armor to all Locations. Dynast's CCAI System gives the User a +10 Bonus to Perception Tests, Warfare Melee Tests, and Warfare Range Tests against any Character within 15 Meters of them.	243 cR
E.O.D	E.O.D, Explosive Ordnance Disposal Armor, is a tough and bulky variant of Mjolnir, offering unbridled protection against Explosive damage. The dense, heavy plating allows the Character to ignore an Explosive's Kill Radius and gives +10 Armor against explosives. The weight of the suit removes the Bonuses given to the Character's Mythic Agility and gives the user a -10 Penalty to their Agility.	268 cR
E.V.A	The E.V.A, Extra-Vehicular Activity-Armor, offers unparalleled zero-gravity modifications. E.V. A's helmet offers a wider visual range, alongside extra scanning systems, giving the Character a +10 to all Visual Perception Tests, but gains -2 Armor to the Helmet Location, due to not being heavily armored. The suit has powerful magnets that allow the user to walk on any metallic surface, no matter the direction or how steep. The suit also has improved gel layering, which halves all Damage from explosive decompression and seals suit breaches instantly.	54 cR
Engineer	The Engineer GEN II variation is the standard for on-site repair, reconstitution, and subversion. The suit's Chest Piece comes equipped with a built-in, removable, Multi-Tool Kit and CBRN Sensor Unit. The Helmet, when worn, gives the Character Technology (Covenant), (Human), and (Forerunner) Trained. This Skill is lost if the Helmet is removed or destroyed. The Chest Piece gains a -1 Penalty to Armor. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	120 cR
Fenrir	Has a built-in Combat Dumb AI that cannot be removed from the suit. This AI gives a +20 Bonus to any Warfare Melee or Warfare Range Test by assisting in movement of the suit mid-combat. The suit also gives a +5 Bonus to Evasion.	136 cR
Foehammer	Foehammer Armor is an advanced piloting system combined into a suit. Foehammer allows the user to enter a paralyzed state, where the user neutrally pilots the UNSC vehicle they are in. Tied together with advanced programming, the Character gains +30 to any Pilot Test in UNSC vehicles.	221 cR
FOTUS	An experimental armor integrating specialized Forerunner Baffler Systems. FOTUS gives any Opponent a -10 Penalty to see them or hit with ranged attacks when within the Opponent's Perceptive Range. When outside of the Opponent's Perceptive Range, this Penalty is increased to -30. When within 20 Meters of the FOTUS User, all Ally IFF tags will be scattered 5 Meters away for any enemy Radar, VISR, etc. The scatter direction changes every 2 Rounds. Headbutt melee Attacks gain an extra +7 Pierce due to the sharp horn.	163 cR
GUNGNIR	The GUNGNIR variant features an enclosed helmet with no visor. Instead, the Helmet features a camera that streams live feed to the Character. The suit's up-armored Helmet gains +4 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. The Wrist Gauntlets feature built-in WYRD-III Systems that give the Character a +10 Bonus for To Hit Tests with weaponry using Smart-Link scopes.	20 cR
Hammerhead	A variant that offers a built-in CBRN Permutation and HUL Permutation. Offers full protection from radiation and gives +2 Armor to the Head location.	51 cR
HAZOP	The HAZOP, Hazard Operability, is the standard for performing under hazardous conditions, such as radiation, acidic chemicals, and exotic atmospheric conditions. The armor protects the user from Radiation, Chemicals, and other outside material. The HAZOP armor comes with improved redundant oxygen filtration systems, modified rebreather caster lines, and the most advanced radiation shielding underarmor mesh. This allows the user to triple their Mjolnir's oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in CBRN Permutation and comes with an external HUL Permutation and Doppler Radar.	90 cR
Helioskrill	Designed by a Sangheili to test her skill with Spartans, Helioskrill is the first Mjolnir variant not designed or manufactured by humanity. The suit heavily resembles Sangheili Combat Harnesses. The suit comes with a built-in Energy Dagger on the left or right Wrist Gauntlet. The suit also gives +4 to Armor on the Helmet Location.	64 cR
Hellcat	This armor is fused with what people used to believe were Forerunner artifacts. Instead, it was later found that it was ancient Humanity-based technology and has since been kept heavily under wraps. The suit is, by far, the most powerful of any Mjolnir or any powered armor to be made at such a small size. The suit gives the Character +10 Strength and Agility and +3 Mythic Agility and Strength. Due to the material used, the Armor has +3 to all Armor Locations.	235 cR
Helljumper	A popular GEN II variation for former ODST. The Helljumper variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +3 to Armor in the Chest Location. The Helmet is fortified with extra plating, giving the Helmet a +2 Bonus to Armor.	51 cR

ARMOR	GEN II ARMOR VARIANTS	COST
Hermes	A specialized variant of Mjolnir that very few Spartans can handle. The Spartan must have a minimum Strength of 50 and a minimum Agility of 70 or the Character will take 1D10 points of Damage for every Meter traveled, ignoring Damage Resistance. The Character gains -15 to Agility but gain +6 to Mythic Agility.	155 cR
Hivemind	A variant used to combat Flood infestations. This suit will kill Infection Forms that come into contact with the energy shield without damaging the shields or user. Offers complete immunity to all forms of Flood infestation, alongside giving a +5 Bonus to damage when making Melee Attacks against any Flood form.	75 cR
Hoplite	The Hoplite variant Mjolnir Armor is built with implemented datalink advancement systems that increase the accuracy of weapons that have automated targeting systems such as the SPNKR Rocket Launcher and even the Plasma Pistol. The Hoplite variant also uses a new specialized Upper Back and Arm Lock Device (UBaLD) device that locks the Spartan into place when firing Heavy Weapons. These Datalink Advancement Systems (DAS) give an extra +10 Bonus To Hit with weapons that have the Homing Special Rule and/or Vehicle Lock Special Rule. The UBaLD unit considers the User always Braced, so they no longer should worry about Bracing Actions.	115 cR
Hunter	A specialized tracking armor for hunting down dangerous individuals. The Helmet comes with a built-in Spotter Assist Target System. The Hunter tracking systems are able to target and track up to 4 individuals, to 1.2 KM each, as if it were in range. The suit's low-profile design gives any equipment or Characters attempting to spot it a -10 Penalty. The design of the low-profile suit gives a -1 Penalty to Armor on all Locations. The Helmet has an increased sensory array, allowing a +10 Bonus to all Perception Tests.	205 cR
Infiltrator	Infiltrator is a special armor designed to assist the User behind enemy lines, giving them the utilities needed for infiltration missions. Infiltrator Armor gains a -2 Penalty to all Armor Locations. The Helmet holds a built-in Electronic Countermeasure Device, which can be activated once every 3 Rounds. The chosen Wrist Gauntlet holds a 5 Meter Fiber-Optic Probe, while the Chest Piece holds specialized electronics that assist with Camouflage with weak Active Camo, giving the user +15 to all Camouflage Tests.	236 cR
Jumpmaster	The Jumpmaster armors feature an innovative Inertial Dampening System that gives the user the ability to stop any free-fall without damaging themselves. Jumpmaster takes no damage from falls, no matter the height, and can hover in the air for 4 Rounds, with a recharge of 1 Round before it can be used again.	120 cR
LOCUS	Locus is a suit built for stealth and survival, giving the user a powerful defense against the enemy. The suit boasts dense and powerful plating that gives the user +4 Armor in all Armor Locations, while also hindering the speed of the user. The Character gains no Mythic Agility or Agility Bonuses from their Mjolnir suit. The LOCUS variant also holds a Stealth system, which gives the user +20 to all Camouflage Tests. When the Camouflage Stealth System is active, Shield Recharge Delay is tripled from 2 to 6.	114 cR
Mako	Similar to the Operator armors, Mako has become widespread on the field for awareness and navigation. The suit gives the Character +5 to Navigate (Ground) and Pilot (Ground) and contains a built-in UGPS (Left) and Tacpad (Right) on the wrist Gauntlets. The suit offers discreet intelligence secure transmissions that can bypass most Covenant security networks for silent intrusion. This gives a +30 to all Cryptography Tests against Covenant Networks and Equipment. The suit gives -1 Armor to the Arms, Legs, and Chest Locations. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	82 cR
Marauder	The first Mjolnir variant to use Situational Tactical Software Modules (TacSoft Mods). These TacSoft Mods are interchangeable system upgrades based on different situations. These TacSoft Mods can be chosen between Missions. The following is a list of all usable Mods. Monitor-Enhancements Systems: This TacSoft gives the User a +10 Bonus to all Perception Tests. Assault-CQC Systems: This tacSoft is built on a simplified version of Venator systems. This TacSoft gives a +10 to all Warfare Melee Tests. Targeting Systems: A simplified Targeting Enhancement suite that gives the User a +10 to all Warfare Range Tests.	30 cR
MIRAGE IIC	MIRAGE IIC-Class offers Photo-Reactive Panels (60) without sacrificing energy shielding.	136 cR
Nightfall	A lovechild of the ODST and Hazop suits, Nightfall is for special operations into hazardous locations. The Nightfall variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The suit also comes with improved redundant oxygen filtration systems, modified rebreather canister lines, and radiation shielding underarmor mesh. This allows the user to double their oxygen supply by filtering out unbreathable chemicals and radiation from the surrounding atmosphere. The Helmet comes with a built-in CBRN Permutation.	90 cR
Noble	The Noble Variant is based on the Generation I Commando armors, offering the Character a +1 Bonus Armor to Chest and a built-in BSD-0 Helmet Permutation, with a +10 Bonus to Perception Tests.	40 cR
Oceanic	The Oceanic Armor is an underwater variant, used in deep-ocean exploration and battlement. The armor is streamlined and pressure-withstanding to allow the suit to survive hundreds of atmospheres worth of pressure. The suit is able to negate all extra damage caused by higher gravities, as well as giving the suit a +3 Armor in all Armor Locations. When underwater, Movement-based Penalties are cut in half. When out of water, the suit's Mythic Agility is removed.	43 cR
ODST	A popular GEN II variation for former ODST. The ODST variant comes with the ODST standard armored M/LBE Hard Case armored backpack. The suit comes with a pitch-black design that helps the suit blend with darkness, giving +10 to Camouflage when in darkness. The Chest Piece is also enlarged, covering more of the torso and stomach regions, giving +2 to Armor in the Chest Location.	31 cR

ARMOR	GEN II ARMOR VARIANTS	COST
Operator	The new standard for navigation and surroundings awareness, Operator has become widespread on the field. The suit gives the Character +5 to Navigate (Ground) and Pilot (Ground) and contains a built-in UGPS and Tacpad on the wrist Gauntlets. The suit offers discreet intelligence secure transmissions that can bypass most Covenant security networks for silent intrusion. The suit gives -1 Armor to the Arms, Legs, and Head Locations.	63 cR
Orbital	The Orbital suit is similar to the E.V.A in use but offers a more heavily armored alternative for zero-gravity engagements. Orbital's Helmet offers a wide visual range, giving the Character a +5 to all Visual Perception Tests, though due to its large visor, the helmet suffers a -1 Penalty to Armor. The Chest, Arm, and Leg have +2 Armor. The Orbital suit comes with a Docking Cable Torso Armor Permutation, and the Pauldrons have built-in Jump Jet Restraints Shoulder Armor Permutations. The Arms and Legs of the suit use micro-thrusters to assist the Character in zero-gravity environments, giving the Character a +10 to Athletics Tests while under the effects of Zero-Gravity. The suit also has improved gel layering, which halves all Damage from explosive decompression and seals suit breaches instantly.	93 cR
Pathfinder	A Variant built for unknown territory and exploration; Pathfinder comes equipped with tech that allows for easier exploration. The suit suffers a -2 to armor in the Arms and Legs Locations, due to making room for equipment. Equipped with Stabilizer Units and Balance Drives, the suit gives the Character +20 to Athletic Tests and halves Penalties from Rough and Difficult Terrain. The Pathfinder Helmet comes with a built-in Remote Sensor Helmet Amor Permutation, a built-in UGPS, and a built-in CBRN Sensor. To make room for this equipment, the armor on the Helmet is given a -1 Penalty to Armor. The Pauldrons have a built-in Tactical Flashlight.	83 cR
Pioneer	A Variant built for unknown territory and exploration; Pioneer comes equipped with tech that allows for easier exploration. The suit suffers a -1 to armor in the Arms, Torso, and Legs Locations, due to making room for equipment. Equipped with a specialized Rebreather Unit that doubles the amount of oxygen. Also comes with Visual Sensor Units that can be used as an Extended Action (2 Full Actions) to scan the surroundings of the User to form a useable map that can be sent to others. This map is made in a 400 Meter radius when used, and the map may be extended with each use. Does not show location of Characters or equipment.	98 cR
Prefect	The first reverse engineered Forerunner Mjolnir armor, Prefect is a highly expensive and highly experimental armor that merges known Forerunner material and equipment with standard GEN II suits. Prefect offers the user access to the built-in Z2500 Automated Protection Drone Armor Ability. The helmet has a Promethean Vision Armor Ability built in. The Chest Piece can project the Z-90 Photon Hardlight Shield Armor Ability. The suit, itself, has improved armor due to the material used, giving the armor +2 on all Armor Locations, as well as a +1 in Mythic Agility.	1,031 cR
Protector	Protector is built with sensors and charge pistons to enhance stability and weapon use, giving +5 to Warfare Melee, Warfare Range, and Athletic Tests. The suit is heavily armored with super-dense plating, giving +5 Armor on all locations. The weight reduces this variant's Agility Bonus to 0. Due to having a stronger fusion reactor installed, this suit's Self Destruct deals 10D10+30 Damage, with a Pierce of 40.	99 cR
Rakshasa	A versatile and easy to maintain variant of Mjolnir that is stripped of unneeded assets to help assist in long-term missions. Replaces the Thruster Pack, Ground Pound, Spartan Charge Thrust Package, and Hover Stabilization Abilities with the Integrated Self-Repair System (ISRS). Any Breakpoint or Armor Rating reduction the armor receives will be slowly repaired by 1 point every 2 hours. Rakshasa gives +3 Bonus to Armor to all Locations but reduces Mythic Strength and Mythic Agility by 1.	46 cR
Ranger	Built for lone-wolf operations, Ranger offers a series of built-in Permutations. The Ranger Helmet has a built-in BSD-0 Helmet Permutation. The Pauldrons each have a built-in Tactical Flashlight. The Wrist Gauntlets have a built in UGPS System, while the Legs offer +1 Mythic Agility, gaining a -2 Penalty to Armor to the Leg Location.	145 cR
Reaper	Built alongside the Prefect Project, Reaper was to be a cheaper, more obtainable variant. The Reaper suit offers similar defensive and offensive capabilities over Prefect but does not contain the equipment it has. The Reaper variant gives the user +2 Mythic Strength and +2 Mythic Agility and has a +2 Bonus to Armor on all Locations.	100 cR
Recluse	Recluse is the ultimate Armor in Stealth technology. Recluse has a fully functioning Active Camo system built-in, giving the user a +60 to Camouflage Tests for 12 Rounds, before needing to Recharge for 9 Rounds. The Active Camo system does not alter the recharge of the Shields, due to an experimental new power source.	136 cR
Recon	Recon, built for Stealth Operations, is a deep-field reconnaissance variant for GEN II armors. The suit offers +10 to Camouflage Tests due to its lower profile design and gives +20 to the Shields of the user. The Recon Suit's lower-profile design and increased Shields gives the suit a -2 Penalty to Armor on all Locations.	64 cR
Rogue	The Rogue Armor is designed for enhanced network connectivity, alongside defined intelligence packs. The suit gives +20 to Cryptography and Security Tests.	83 cR
Scout	The Scout variant is used as the most popular armor for Scouting Missions. The suit offers anti-tracking systems and shroud-induction packages, giving the Character +10 to Camouflage. The Scout armor is more lightweight, giving +1 to Mythic Agility and -2 Armor on all Armor Locations. The helmet of the Scout armor counts as having a Target Designator.	50 cR
Soldier	Used as a Support Role on the battlefield, Soldier is designed to carry equipment. The Chest Piece has a built-in Hard Case with the armor of the Chest Piece. The suit comes with two external Biofoam Canisters on each thigh. The suit is tuned to have improved carry weight, giving the Character +100 KG to their Carrying Weight.	49 cR
Stalker	The Stalker variant was built for hunter-tracker field applications. The suit is built for maximum stealth for close-range targets. The suit has a weak camouflaging system which can always be active. This stealth system gives the user +30 to all Camouflage Tests. When the Camouflage Stealth System is active, Shield Recharge Delay is tripled from 2 to 6. The Stalker suit gains a -1 Penalty to armor on the Arms, Legs, and Helmet Locations, while gaining a -3 Penalty to armor on the Chest Location. The Chest Piece holds a built-in Electronic Countermeasure System. The legs of the suit halves all Bonuses Opponents receive to hearing the Character's movements.	172 cR

ARMOR	GEN II ARMOR VARIANTS	COST
Suture	A variant built for field medics. This variant gives +2D5 total to recovered Wounds from Biofoam and +1 for Medigel, as long as the User is administering it with the Suture variant. Does not extend the amount of uses Biofoam will give a Character. Once the Biofoam would normally not heal a Character any further, this Bonus is lost. Also gives a +10 to all Medical Tests and ignores any Penalties for untrained Medical Skill Tests.	109 cR
TANKER	The prototype TANKER variant of Mjolnir is built with incredibly dense plating for super-heavy defensive options. TANKER is triple the weight of GEN-II Mjolnir and gives +10 to Armor on all Locations. This variant reduces Mythic Agility by 3 and the Agility Characteristic by 20.	455 cR
Technician	Technician variant GEN II armor is a UNSC-technology specialized suit. This variant is able to connect, scan, and assist with all UNSC and known-Human technology. This gives the user a +20 Bonus to any Tests dealing with the repair or Technical use of human Equipment. When wearing the suit and helmet, the Character is considered to have the Technology (UNSC) Skill at +10.	83 cR
Tracker	Tracker is a long-distance extreme-range tracking suit. The Helmet comes with a built-in Spotter Assist Target System. The Chest has a built-in forensics and biological tracking system that gives +40 to Investigations for tracking targets once proper material is found for study. The Chest Piece has -1 Armor on the Chest Location. The suit's Helmet gains +1 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	83 cR
Valkyrie	The Valkyrie variant offers specialized Inertial Dampeners that work as an improved gel layering, halving all damage from Explosive Decompression and Damage caused by wrecks, crashes, Falling Damage, and being hit by large objects like vehicles. These specialized Dampeners offer an Advanced Targeting and Imaging Calculation System (ATICS) that gives the Character a +10 Bonus to all Pilot Skills.	100 cR
Vanguard	Vanguard was designed to help support front-line enemy engagement. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually. Due to its stacked plating and hardened gel-layering, Vanguard gains +10 Armor when dealing against melee weapons with the Cauterize Special Rule and gains +5 armor when dealing against non-cauterize other melee weapons. Due to the stacked plating, the suit gives a -2 Mythic Agility Penalty.	63 cR
Vector	The Vector Armor comes with Covenant technology interface technology and dummy switches. This allows the Vector Suit to not show up on Covenant scanners, comms, and equipment. The Vector suit will still show up on visual scanners like cameras and visors.	200 cR
Venator	The Helmet comes with special targeting algorithms, allowing for assistance with close-quarters melee combat, giving the Character +20 to their Warfare Melee when making Melee Attacks. Venator features an enclosed helmet with no visor. The suit's Helmet gains +1 Armor. Due to using a camera, EMP effects are treated as a Flashbang, visually.	36 cR
Vigilant	A stealth-based variant for Mjolnir that counts as always having a Target Designator on-hand. The Helmet is able to accept silent commands to mark locations for ordnance strikes, target designation, and target tracking. When used for targeting ordnance strikes or any drop, the drop does not scatter in any way and directly hits its target. The suit also gives a +10 Bonus to Camouflage.	85 cR
War Master	War Master is an experimental testbed for Lethbridge Modifications. This Variant gives +2 Armor to all Locations and a +10 Bonus to Agility when worn. The Helmet has a built-in CNM and Rebreather Unit.	83 cR
Warrior	Warrior is the outcome of armor streamline and mobility enhancement. The suit gives the user +2 Mythic Agility, The increased mobility offers enhanced terrain tracking and assisted movement, which allows the Character to halve any Penalty from Difficult Terrain.	56 cR
Wetwork	Built for target acquisition and elimination, the Wetwork armor is favored for assassination missions. Wetwork has a combined specialized system of equipment throughout the suit. The built-in equipment includes a Spotter Assist Target System, WYRD III, a built-in UGPS, and a built-in Remote Sensor Permutation. The Suit has a -1 Penalty to all Armor Locations but gains +5 to all camouflage Tests.	141 cR

UNSC AND INSURRECTIONIST ARMOR PERMUTATIONS

All Human Battle Dress Uniforms and Armor are designed to take Permutations. Permutations are devices and equipment that modify Armor and offer various forms of function. Each section of Armor can only fit so many Permutations, which are shown as Permutation Hardpoints.

Permutation Hardpoints are how many pieces can be attached to a specific Armor Location. Most equipment will list how many Hardpoints they take up on the Armor and the Location they are installed on. Permutations that take 0 Hardpoints may have another Permutation stacked on top of them.

Bonuses and Modifiers given from Permutations do not stack with other Permutations. If a Permutation gives a Bonus weaker than what another Permutation would give, the higher Bonus is taken. Armor and BDU variants may be stacked with Permutations.

ARMOR LOCATION	PERMUTATION HARDPOINT COUNT
Head	3
Chest	6
Arms	2 per Arm
Legs	3 per Leg

UNIVERSAL PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
CBRN	The CBRN Unit is a Chemical, biological, Radiological, and Nuclear Scanning system. This unit scans for dangerous chemicals and radioactive material, and any contaminant harmful to Human life. Scans up to 25 Meters out and can send read-outs to any human computer.	1 Universal	25 cR
CNM	The Command Network Module (CNM) allows access to the UNSC or Insurrectionist Command and Control channels anywhere within the Solar System.	1 Universal	25 cR
HUL	A Hardened Uplink Module capable of cutting through atmospheric interference and ECM and EMP interference. Can upload and communicate with UNSC technology up to 100,000 kilometers.	1 Universal	25 cR
RS	The RS (Remote Sensor) contains a Helmet Recorder with a variable Zoom Scope, from 2x to 20x magnification. Offers improved video quality and zooming capabilities and can store 1,000 hours.	1 Universal	25 cR
FSL	This Attachment adds a Tactical Flashlight to the armor. Lowers Darkness Penalties by +40 and lowers Low-Light Penalties by +10.	1 Universal	25 cR
Weapon Holster	Holds weapons using simple latches.	1 Universal	2 cR
Magnetized Weapon Holster	Holds Weapons with strong magnets. No chance of a weapon being lost or stolen when active.	1 Universal	11 cR
Utility Webbing	Holds up to (X) Hard Case Pouches, Tactical Holsters, Pouches, and Cases onto the Body Location, where (X) is the Permutation Hardpoint Count of the Location. Only one can be used per Armor Location and is worn over other Permutations. Can only be used for the Body Location it was purchased for.	1 Universal	5 cR
Magnetic Webbing	Magnetically attaches up to (X) Hard Case Pouches, Tactical Holsters, Pouches, and Cases onto the Body Location, where (X) is the Permutation Hardpoint Count of the Location. Secure and allows for easily moving from one body location to another as a Full Action.	1 Universal	15 cR
HULL[4x] Witchbranch	Witchbranch uses exploitation of embedded faults into UNSC and UEG computer hardware to give the Character a +20 Bonus to Cyber Warfare Actions. This only works on Human technology, which is then reduced to a +10 Bonus after the year 2558.	1 Universal	65 cR

HELMET ATTACHMENT PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
BSD-0	This Attachment adds a special IR lamp, IR Laser, and Night Vision Device to your helmet, allowing for half Penalties to be taken in Low-light and Darkness.	1 Head	5 cR
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. Can fit any 1 Hardpoint Head Permutation on top that doesn't take up more Hardpoints.	2 Head	25 cR
Rebreather Unit	Rebreather Unit that acts as an S90 Gas Mask. Attaches to the jaw of the helmet, doubling the Armor's Oxygen Supply. Other UNSC BDUs, when used with this, have a 90-minute Oxygen supply.	1 Head	25 cR
LCX-20V1 SinoViet sight-Augmentation	A large scanning unit that attaches to any enclosed helmet. Capable of highlighting any Character within 50 Meters and doubles the Character's Perceptive Range and removes Penalties for firing at more than one target per Round.	2 Head	125 cR
Helmet Recorder	Records every instance of what the Soldier sees. Able to store 1,900 hours of higher quality footage that is able to zoom in up to 10x before quality is lost.	1 Head	10 cR
TAC/Moonglow	A Post-War BIOS upgrade for standard UNSC BDU Helmets. Gives the User access to VISR.	1 Head	200 cR
CNM/BNR Typhoon	A 3D recording system designed for augmented reality playback. The Typhoon can record up to 100 hours of 3D recorded video up to 200 Meters out, which can be played back by the Typhoon as a hologram, or by any hologram display device. This unit records in a 3D radius around the User but cannot penetrate through walls, dense smoke, vehicles, or other Characters.	1 Head	100 cR
HUL-I/XFTREC Flamingo	When active, the Flamingo will ignore all effects of EMP and other communication blocking when sending and receiving voice communication. Only works for the User.	1 Head	85 cR
TAS/NETMOON	Netmoon is a highly advanced tracking and aiming system. Netmoon doubles the Character's Perceptive Range. When used in Melee Combat, the Character gains a -5 Penalty To Hit.	2 Head	280 cR

PERMUTATION	BENEFIT	HARDPOINTS	COST
Signaltech Deepeye	Signaltech Deepeye identifies the composition and material of an object, vehicle, or structure, and then gives a readout to the User of the current Breakpoints. This takes a Full Action.	1 Head	145 cR
FCI-I-Proforma MK2 Heavy	A heavy slab of protective armor designed to fit various UNSC helmets. The MK2 Heavy adds +5 Armor to the Helmet and cannot be used with other Permutations that increase the Helmet's Armor. The MK2 Heavy also gives the Character a -10 Penalty to the Character's Perception Characteristic when worn. Weighs +3 KG.	2 Head	100 cR
MK12T2 CBRN Trailwatch	Trailwatch will attach to a Rebreather Unit or an S90 Gas Mask, which will give the Character an extra 5 extra hours of Oxygen. When used without a Rebreather Unit or S90 Gas Mask, the Trailwatch will only offer 3 hours of Oxygen to the user.	1 Head	65 cR
TAS/ORCUS	ORCUS is an advanced scanning system that encloses the helmet of the Character while also offering the ORCUS scanning system. This gives the Character +1 Helmet Armor. Due to using a camera, EMP (X) effects are treated as a Flashbang (X), visually. ORCUS can scan Characters and Vehicles as a Full Action and store all information possible. ORCUS will attempt to scan and save face, voice, IFF Tags, and medical statistics of Characters. If the IFF Tag can be scanned, it will also store the Character's Name and possible Rank. If the Character does not speak, no voice can be stored. If used as an Extended two Full Actions, ORCUS will also store all Wound, Special Damage, Augmentations, and Environmental Effects the Character may be suffering from. At any point the Character is seen again, this information is updated. Weighs 1.4 KG.	2 Head	225 cR
UA/ILLUS	An extended UA Attachment Permutation that encloses the helmet and gives +3 Armor to the Head. Due to using a camera, EMP (X) effects are treated as a Flashbang (X), visually. Can fit any 1 Hardpoint Head Permutation on top that doesn't take up further Hardpoints. Weighs +2.4 KG.	1 Head	75 cR
TAS[2] Patterwolf	Once activated, the Patternwolf will run for 4 Full Actions, allowing the Character to ignore all To Hit and Perception Tests within the Character's Perceptive Range. The Character will also automatically succeed Tests to see Camouflaged Characters and Vehicles, or to hear sneaking Characters within 10 Meters. Once the 4 Full Actions are over, the Character will suffer 4 Full Actions of Penalties. The Character will take -30 Penalties to all Perception Tests, -20 Penalties to all Intellect Tests, and -10 Penalties to all Warfare Melee and Warfare Range Tests. The Patternwolf also recharges during the 4 Full Actions of Penalties the Character is suffering.	3 Head	190 cR
RS[3] Wolftooth	Wolftooth is a sensor platform that halves all Penalties to Hearing-based Perception Tests and also gives a +10 Bonus to Opposing Camouflage and Athletics Tests for listening for people sneaking.	1 Head	90 cR
HUL/BNR Origo [2]	Origo [2] allows the Character to share UNSC and UEG information freely to any and all Covenant Battle Networks. Origo [2] may also receive information freely from any non-encrypted Covenant Battle Networks.	1 Head	65 cR
RS[3x]/V3 Latchlock	The V3 Latchlock is a Passive Threat Warning and Signal Direction Device (PTSD Device). The V3 Latchlock will warn the User if a Weapon with the Homing Special Rule is being directed towards them. If the User is able to freely use Evasion, the Weapons being used against them will lose the benefits of Homing Special Rule. If the Character cannot currently Evade, then the Weapons still gain its benefits.	1 Head	100 cR
RS[3] Sabertooth	A remote Sensor Device capable of showing the direction of any wireless and transmission devices within 20 Meters. This includes Mjolnir Armor, radios, wifi/wireless devices, and more. When used alongside a Smart AI, the distance is doubled to 40 Meters.	1 Head	80 cR
MMC Filter	An ultra-extended Nanomachine-Filtration Attachment that attach to Rebreathers and S90 Gas Masks. When used, adds +15 hours of Oxygen to the Rebreather.	2 Head	240 cR
TAS/PATTON	The PATTON is a real-time targeting and information collection system that can be used as a Full Action. When used, it will scan an intended Target Character or Vehicle and send this information to any allied Vehicle using the VIC/PATTON. Allied Vehicles that receive this targeting information are given a +20 To Hit that Target. The TAS/PATTON comes with one VIC/PATTON Module that attaches to a Vehicle and gives any Gunner or Pilot Weapon the To Hit benefit. It costs 60 cR for more VIC/PATTON Modules. The Bonus To Hit will only last until the beginning of the TAS/PATTON User's next Turn.	1 Head	140 cR
Erinyes Hymn	The Erinyes Hymn is an advanced piloting assistance tool. When used while Piloting a Vehicle, the Erinyes Hymn will give the User a +20 Bonus to all Vehicle Maneuver and Stunting Tests. Failed Maneuver and Stunting Tests using this +20 Bonus deal 1D5 Damage to the Vehicle's MOB Breakpoints ignoring Armor.	3 Head	275 cR

LEG ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Tactical/Hard Case	Adds an Extra-Large Tactical Hard Case 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.	1 Leg	20 cR
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.	1 Leg	10 cR
Tactical/Trauma Kit	Specialized storage for medical equipment. Holds two cans of Bio-Foam and a single Self-Adhering Battle Dressing.	1 Leg	20 cR
UA/NxRA	This Permutation adds a plate of non-explosive reactive armor to the thigh. +1 Armor when struck in the Thigh Sublocation.	1 Leg	10 cR
UA/Chobham	This adds a slab of Chobham Composite Armor to the thigh. +2 Armor when struck in the Thigh Sublocation.	1 Leg	20 cR
Tactical/Autoload	This set of Permutations adds an autoloader rig to the thigh. This allows the Character to store 5 Mags in each, allowing for one handed reloading on that side of the body. When used, the autoloader reloads weapons at half of their Base Reload Time, and a Magazine or Clip is used. Cannot be used with Heavy Weapons or weapons with Belts.	2 Leg	90 cR
Tactile Bracers	Bracers that add 4 kg to the Armor's weight and gives the Character +1 Mythic Agility to figuring Movement Speed and adds +2 to Agility-based Initiative.	2 each Leg	130 cR
Mobility-Boosting Exo-Lining	A small, powered lining across the legs and lower back that hold the weight of itself and the Armor. Gives a +10 Bonus to Agility and weighs 7.9 kg. This cannot be used with Powered armor such as Mjolnir.	2 each Leg	120 cR
Tactical Thigh Rig	Thigh armored carrying device with an Armor Rating of 18. Carries 3 Magazines or Grenades, or the size equivalent. The Thigh Rig has 50 Breakpoints. Does not stack Armor Rating with armor worn by the User.	1 Leg	18 cR

ARM ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Sniper Pauldrons	The Sniper Permutation adds storage space for 10 Rifle Rounds, or 6 Shotgun Shells, or 3 Sniper Rounds. Cannot be stacked with Jump Jet Restraints.	1 Arm	20 cR
Jump Jet Restraints	This Shoulder-mounted Permutation improves midair maneuverability with specialized mini-jump jets and restraints. Gives the user +10 to Evasion, Maneuvering, and Stunting using a jetpack. Cannot be stacked with Sniper Pauldrons.	1 each Arm	100 cR
Large Pauldrons	The Large Pauldron Permutation is designed to increase protection offered to the Shoulder, Neck, and Head Locations by +2 Armor. Only offers Protection to Neck and Head Locations if struck from the side.	1 each Arm	75 cR
Tactical/Tacpad	A wrist mounted armored Datapad or TacPad. Striking this counts as striking the arm armor of the Arm location.	1 Arm	70 cR
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.	1 Arm	30 cR
UA/Bracer	Extra armor is added to the forearms. +1 Armor when struck in the Forearm Sublocation.	1 Arm	10 cR
Breacher	This Permutation adds a bandolier to the Forearm that holds 6 Shotgun Shells, 10 Rifle Rounds, or 3 Sniper Rounds.	1 Arm	5 cR
Grappleshot	<p>A powerful Post-War nanotube rope launching device with a magnetic latching tip. The magnetic segment can be activated and deactivated as a Reaction, and can attach to any Forerunner, UNSC, and Covenant metal. Heavier objects will draw the User towards it, while Users will pull lighter objects to them. It takes a Half Action to use the Grappling Hook and the Hook can travel 20 Meters out. The speed at which the Grappling Hook can pull objects is (X), where (X) is 10 Meters per Half Action. (X) can be increased by the Character's Strength Modifier and Mythic Strength, or Agility Modifier and Mythic Agility if the User being pulled. This cannot be used alongside any other Movement Action except for Jump, Leap, Swim, and Climb Action.</p> <p>To break free of the Grappling Hook, the Character must make a -40 Strength Test at a Half Action. The Grappleshot may be used alongside a single Charge Melee Action that doubles the distance moved when figuring Pierce from the Charge Attack.</p>	1 Arm	70 cR
Repulsor	<p>A Post-War permutation that adds a strong pulse emitting panel to the character's arm. When activated, it allows for the User to send any projectile attack back at the Opponent, or to throw off their Melee Attacks. Used exactly like a physical Shield, the Character must first block the Attack being made. The Repulsor only covers one Sublocation of the Character. If Successful, a ranged attack is reflected back dealing the Damage to the Opponent at half Pierce. Melee attacks are thrown aside causing the Opponent to have a -10 Penalty to their next Melee Attack if made in the same Turn. Repulsor can also be aimed at the ground to double the Character's Characteristic Modifier when figuring Jump and Leap Actions, instead of reflecting an Attack. Activates as a Free Action, reflects one Half Action worth of Attacks, and must then Recharge for 10 Half Actions.</p> <p>Repulsed ranged attacks may be evaded by the Opponent.</p>	1 Arm	130 cR

PERMUTATION	BENEFIT	HARDPOINTS	COST
Rift-Class Gauntlets	Gauntlets that give +2 Mythic Strength for figuring Melee Damage and Grapple Combat.	1 each Arm	70 cR
MK2 Rift-Class Gauntlets	Gauntlets that give +(X) Mythic Strength for figuring Melee Damage and Grapple Combat. (X) is anywhere from 1 to 4 and can be set by the user as a Half Action.	1 each Arm	120 cR
Shoulder Angel	The Shoulder Angel is a shoulder-mounted Lancet Micro Missile. Firing the Shoulder Angel is at a -60 Penalty To Hit unless VISR or any type of UNSC targeting systems are used.	1 each Arm	120 cR
Shockbrace	A large Gauntlet worn on one Arm that emits a powerful neurological shock on contact. If a Successful unarmed Punch lands with the Shockbrace, the Opponent will also take Electrified (6) Special Rule. If grabbed without a Melee Attack, Character will only take Electrified (3) Special Rule.	1 Arm	200 cR
M90B PDM Gauntlet	A Gauntlet that holds 3 M90B PDM Explosive Disk Mines. The Gauntlet takes a Half Action to fire off one PDM Mine, which detonates if it detects any non-friendly IFF tags within 3 Meters. The PDM Mine detonates with the strength of an M9 Dual-Purpose Grenade, but only has a Blast and Kill of (4). Costs 9 cR for 1 M90B PDM Explosive Disk Mine.	1 Arm	225 cR
Deitywalk	The Deitywalk is a gauntlet that, when pointed towards any type of Energy Shield within 50 Meters, will tell the user its Shield Integrity, Shield Recharge, and Recharge Delay.	1 Arm	75 cR
Caskloom Gauntlet	This gauntlet is a reverse-engineered Point Defense Gauntlet that shares the same stats as the Covenant variant.	1 Arm	95 cR
Deaconcrest Shield Node	A small set of gauntlets that increase or gives Energy Shields to a user. If increasing Energy Shields, the Deaconcrest will give +25 Shield Integrity. If used on a Character who has no Energy Shields, it will give 25 Shield Integrity, 2 Shield Recharge, and 15 Recharge Delay.	1 each Arm	195 cR

FULL-BODY PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
ASP-PR	A semi-powered adaptive photo-reactive panel (sometimes pronounced as Aspir) system that covers the armor of choice, completely. This Permutation takes up a majority of the Hardpoints of the armor and takes an armored Hard Case Rucksack to hold a power source if used on a non-powered set of armor. This weighs 6.8 kg. Whenever active, the ASP-PR gives the user a constant +40 to Camouflage Tests. This unit cannot be used with any device that has shielding or other active/electronic camouflage-based equipment and armor, else it will short out and break completely.	2 All	450 cR
Freefall Assistance Microskeleton	Also known as the FAM Unit, is a mechanical series of shock absorbers and minor exoskeletal systems that absorb Falling Damage. When used, the Character only takes 1/4 th of falling damage if they land on their feet.	2 chest, 1 each leg	120 cR
Kevlar Undersuit	Offers protection from attacks that lower Armor or attack unarmored locations. Any Attacks that reduce Armor or attack unarmored locations counts as having 13 Armor regardless of location and regardless of weapon being used.	1 All	60 cR
UU-PPE	Contains a specialized layer of Titanium-A composite plating used for Demolitions. Ignores Kill Radius damage increase and gain a -20 Penalty to Agility. Increases armor's weight by 34 kg.	2 Head, 5 Chest, 1 each Arm and Leg	100 cR
HWS Exoskeleton	This permutation is a minor exoskeleton that holds the weight of the weapon the Character is currently holding, up to 90 kg. This includes any tanks or ammo belts currently in use for the weapon. Gives a -10 Penalty to Agility Tests when worn.	2 Chest, 2 each Leg, 1 each Arm	100 cR
Enclosed Suit	This permutation encloses the Character's Armor, allowing it to hold 30 minutes of oxygen and assist in reducing Radiation Level by 3. Enclosing the Character's Armor does not take any Hardpoints.	--	45 cR

CHEST ARMOR PERMUTATIONS

PERMUTATION	BENEFIT	HARDPOINTS	COST
Tactical/LRP	Designed to increase combat efficiency of Soldiers, this adds three rectangular Tactical Hard Cases to the Abdomen.	3 Chest	60 cR
Tactical/Recon	Intended for longer duration covert operations. This Permutation adds six Tactical Softcases across the Chest piece.	4 Chest	60 cR
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	0 Chest	30 cR
UA/Counterassault	This Permutation adds an armored plate with two Tactical Hard Cases over the abdomen of the armor. Gives +2 Chest Armor. Weighs 3kg.	5 Chest	80 cR
UA/ODST	This Permutation adds an armored plating of an ODST BDU over the top plate. +2 Chest Armor, weighs 4kg. If used with ODST BDUs or Mjolnir Armor, it only gives +1 to Chest Armor.	1 Chest	80 cR
UA/Base Defense	Allows for extra storage for 2 40mm Grenades or Hand Grenades and gives +1 Armor to the Chest. Weighs 3kg.	5 Chest	80 cR
UA/Multi-Threat	This dangerous addition adds storage for 10 40mm Grenades or Hand Grenades and adds +1 to the Chest Armor. Weighs 4kg.	5 Chest	110 cR
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.	5 Chest	220 cR
HP/Parafoil	This chest piece has two hardpoints for supporting suspenders that are used to attach to the G-25 PAS Parafoil, or to anything else you can imagine.	1 Chest	20 cR
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 +25 to the maximum Energy Shield Strength. Only usable with variants that do not give a Bonus to a Shield's Strength, Delay, or Recharge.	5 Chest	250 cR
Collar/Breacher	This armor variant addition adds a heavy collar to the chestplate and gives room to store and quickdraw 7 Shotgun Shells. +1 Armor for the Chest, and the Neck and Mouth Sublocations.	3 Chest	80 cR
Assault/Commando	The Commando Permutation adds an extreme-range Radio Transmitter and a Tactical Hard Case. This also adds a large Tactical Softcase backpack on the back.	3 Chest	100 cR
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 Hard Cases (two on each side).	4 Chest	110 cR
Tactical/Softcase	This Large Tactical Softcase can hold up to 7 Magazines, grenades, or the size equivalent.	1 Chest	10 cR
Docking Cable	This additive is placed on the lower back of the armor near the waist that holds a tether cable used to not drift away in vacuum and zero gravity. This cable is able to withstand weights of up to 12,000kg, and is stackable with any other Lower Back Permutation.	1 Chest	30 cR
Rucksack	An armored M/LBE Hard Case armored backpack. Has 20 Armor.	2 Chest	40 cR
TAC/Aegis Puck	The Aegis Puck can generate a minor Energy Shield with 30 Shield Integrity, a Delay of 3, and 15 Recharge. The Aegis Puck takes a Half Action to activate and cannot be activated if another Energy Shield is active. At any point another Energy Shield is activated on the user, the Aegis Puck is disabled and cannot recharge and any delay is reset.	5 Chest	155 cR
TAC/Laceweb TRM Core	A self-contained Forerunner Node that is able to scan for and trace any Forerunner technology within 30 Meters. The Laceweb can interact and connect to any Forerunner device within half a Meter of the Character. It will also warn the user if any Sentinels or Prometheans have come within its radius and the direction they are coming from.	4 Chest	320 cR
UTIL/project RA ZPEC	A specialized Forerunner Zero-Point Energy Cell unit that attaches to the front and back. When active, the ZPEC gives +10 Armor to the Chest Location and can only be active for 6 Rounds. Once deactivated, it takes 12 Rounds to recharge. If the Armor the ZPEC is attached to has Energy Shields, the Energy Shields can be converted into the ZPEC, giving the ZPEC 1 more Round to be active or to reduce the recharge by 1 Round.	5 Chest	500 cR
AAP/Granit	A Magazine Quickdraw device that allows the user to Quickdraw one of 3 Magazines that can be attached to the chest.	2 Chest	20 cR
PRO TEK Second Chance	The PRO TEK Second Chance is a Biofoam and Medigel storage unit that is placed on the back and chest of the User. As a Full Action, the Second Chance can refill an emptied Biofoam container and as a Half Action, the Second Chance can refill an emptied Medigel container. The Second Chance cannot use its Biofoam or Medigel on themselves or other Characters. The Second Chance holds 10 Biofoam canisters worth of material and 20 Medigel worth of material. It costs 8 cR to refill each charge of Biofoam material and 3 cR for each charge of Medigel material.	4 Chest	100 cR
Voltspark Hub	The Voltspark Hub is capable of recharging spent UNSC/Grindel Batteries within 1 hour. The Hub can also recharge or power human electronics as long as they do not take up immense amount of power, like a vehicle or powerful devices.	4 Chest	265 cR

THE COVENANT ARMORY

PISTOLS AND SMALL CARBINES

[DW] [UD]	Eos'Mak Pattern Plasma Pistol			Semi-Auto (3) or Auto (1) with Charge (X)		"Type-25 Directed Energy Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	1D10	+12	25	100	5m-40m	Plasma Battery	35	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. Built-in Covenant 2x Sight. When charging the Plasma Pistol, it may be released at any time. Each Half Action Charged, the Pistol's Base Damage is increased by +5. The Pistol can be charged up to 3 Half Actions. When fully charged, the Charge can still be held longer, but will no longer increase the Base Damage. For every Half Action the Plasma Pistol charges, 5 Ammunition is consumed. Shots Charged for 3 Half Actions gain the EMP (4) Special Rule and the Homing Special Rule. When the Charged Shot is released, instantly gains Overheat (2).							WEIGHT (KG):	3.5

[DW] [UD]	Zo'klada Pattern Plasma Pistol			Semi-Auto (3) or Auto (1) with Charge (X)		"Type-54 Directed Energy Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	1D10	+13	23	100	5m-40m	Plasma Battery	35	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. Built-in Covenant 2x Sight. When charging the Plasma Pistol, it may be released at any time. Each Half Action Charged, the Pistol's Base Damage is increased by +6. The Pistol can be charged up to 3 Half Actions. When fully charged, the Charge can still be held longer, but will no longer increase the Base Damage. For every Half Action the Plasma Pistol charges, 5 Ammunition is consumed. Shots Charged for 3 Half Actions gain the EMP (4) Special Rule and the Homing Special Rule. When the Charged Shot is released, instantly gains Overheat (2).							WEIGHT (KG):	3.6

[TH] [UD]	Paegaas Workshop Spiker			Auto (6)		"Type-25 Carbine"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	2D10	+18	9	40	20m-125m	Tungsten Spike	71	5
Spike, Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight, Jiralhanae Bayonet. The Spiker has a Jiralhanae Combat Knife bayonet.							WEIGHT (KG):	6.4

[OH] [UD]	Ukala Workshop Mauler			Semi-Auto (1)		"Type-52 Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	2D10	+17	7	5	10m-50m	7.9mm Bolt	57	6
Cauterize, Spread Special Rule. Comes with: Built-in Covenant 2x Sight, Jiralhanae Bayonet. The Mauler has a Jiralhanae Combat Knife bayonet. Fires the 7.9mm Bolt, but shatters as it is released.							WEIGHT (KG):	8.4

[DW] [UD]	Pelka'nán Pattern Needle Pistol			Semi-Auto (2)		"Type-33 Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	1D10	+5	20	20	30m-100m	Blamite Needle	38	4
Needle (4), Homing Special Rule. Comes with: Built-in Covenant 2x Sight. Homing Special Rule below 50 Meters.							WEIGHT (KG):	3.2

RIFLES AND LARGE CARBINES

[OH] [UD]	Okarda'phaa Pattern Plasma Rifle			Semi-Auto (3) or Auto (8)		"Type-25 Directed Energy Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+10	19	250	25m-130m	Plasma Battery	46	6
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Firing 16 shots within two Rounds gains the Overheat (2) Special Rule.							WEIGHT (KG):	5.9

[OH] [UD]	Kewu R'shi'k Pattern Plasma Rifle			Semi-Auto (4) or Auto (10)		"Type-25 Blood Hand Directed Energy Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	16	250	25m-130m	Plasma Battery	48	6
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Firing 12 shots within two Rounds gains the Overheat (2) Special Rule.							WEIGHT (KG):	5.9

[UD] [TH]	Kelos'vaarda Pattern Storm Rifle			Auto (11)		"Type-25 Directed Energy Rifle/Advanced"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+11	20	200	20m-115m	Plasma Battery	53	6
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Firing 18 shots within two Rounds gains the Overheat (2) Special Rule.							WEIGHT (KG):	7.9

[UD] [TH]	Nakata'vho Pattern Plasma Repeater			Auto (12)		"Type-51 Directed Energy Rifle/Improved"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	20	200	20m-115m	Plasma Battery	50	6
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Recharge (X). For every Round being fired consecutively, the Plasma Repeater's Rate of Fire is reduced by 2. For every Round being fired consecutively, the Plasma Repeater's Recharge gets +1, beginning at 0. Once the weapon stops firing, it must Recharge for however many Rounds it was firing for.							WEIGHT (KG):	6.9

[UD] [TH]	Erudo'ma'keth Pattern Pulse Carbine			Burst (5)		"Type-55 Directed Energy Rifle/Burst Fire"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	2D10	+9	25	125	20m-125m	Plasma Battery	50	6
Cauterize, Homing Special Rule. Comes with: Built-in Covenant 4x Sight. Firing 15 shots within three Half Actions gains the Overheat (5) Special Rule. The Player may use a Full Action to vent the Pulse Carbine to stop the weapon from Overheating any longer.							WEIGHT (KG):	6.8

[TH] [UD]	Wukrshuz-Pattern Particle Rifle			Semi-Auto (4)		"Type-25 Advanced Particle Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	2D10	+15	28	100	40m-265m	Plasma Battery	44	6
Cauterize and Headshot Special Rule. Comes with: Built-in Covenant 3x Sight. Firing 10 shots within two Rounds gains the Overheat (3) Special Rule.							WEIGHT (KG):	7.1

[OH] [UD]	Nahle'Hax Pattern Needler			Auto (6)		"Type-33 Guided Munitions Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	1D10	+5	22	30	5m-65m	Blamite Needle	52	5
Needle (6), Homing Special Rule. Comes with: Built-in Covenant 2x Sight.							WEIGHT (KG):	3.7

[OH] [UD]	Muket'lon Pattern Needler			Auto (6)		"Type-56 Guided Munitions Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	1D10	+4	24	22	10m-85m	Blamite Needle	53	5
Needle (6), Homing Special Rule. Comes with: Built-in Covenant 2x Sight.							WEIGHT (KG):	3.7

[UD] [TH]	Gadulo Pattern Needle Rifle			Semi-Auto (2) or Auto (5)		"Type-31 Needle Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	1D10	+10	28	21	100m-850m	Blamite Needle	57	6
Needle (3) Special Rule. Comes with: Built-in Covenant 3x Sight. Fires a High-velocity non-homing Blamite shard.							WEIGHT (KG):	7.9

[UD] [TH]	Vostu Pattern Covenant Carbine			Semi-Auto (2) or Auto (5)		"Type-51 Carbine"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	3D10	+9	14	18	100m-1,000m	8.7x60mm CRP	52	6
Headshot Special Rule. Comes with: Built-in Covenant 2x Sight. Fires radioactive caseless charges.							WEIGHT (KG):	7

[UD] [TH]	Mosa Pattern Covenant Carbine			Semi-Auto (2) or Auto (5)		"Type-57 Carbine"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	3D10	+10	15	20	115m-1,250m	8.7x60mm CRP	59	6
Headshot Special Rule. Comes with: Built-in Covenant 3x Sight. Fires radioactive caseless charges.							WEIGHT (KG):	7

[UD] [TH]	Bes'Ril'no Pattern Gravity Rifle			Auto (1) with Charge (2)		"Type-31 Gravimetric Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	2D10	--	40	20	80m-850m	Plasma Battery	31	8
Recharge (2), Cauterize, Gravity (1), Blast (4) Special Rule. Comes with: Built-in Covenant 2x Sight.							WEIGHT (KG):	7.8

[UD] [TH]	Bet'a Pattern Disintegrator			Sustained (3)		"Type-25 Directed Energy/Projector"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Chemical Sprayer	1D10	+5	30	50	5m-20m	Plasma Battery	63	8
Flame (1D5), Cryo (1D5), Cauterize, Spread Special Rule. Comes with: Built-in Covenant 2x Sight. Fires a spray of flaming plasma material that sticks to most surfaces. Releases a 45-degree cone of plasma that hits multiple targets. Point Blank Attacks with the Disintegrator causes the User to hit themselves with the Attack, as well.							WEIGHT (KG):	35.5

TURRETS

[HW] [UD] [TH]	Shepsu Pattern Plasma Cannon			Auto (9)		"Type-42 Directed Energy Support Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+11	18	(X)	100m-550m	Plasma Battery	125	15
Cauterize, Long barrel Special Rule. Comes with: Built-in Covenant 2x Sight, Tripod. Comes with a built-in 3.1 KG Tripod. This weapon cannot fire if removed from the tripod. The Tripod acts as a powerful generator that keeps the Plasma Cannon charged indefinitely.							WEIGHT (KG):	20.2

[HW] [UD] [TH]	Pi'lk Pattern Plasma Cannon			Auto (8)		"Type-44 Directed Energy Support Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+13	18	200	100m-500m	Plasma Battery	98	15
Cauterize, Long barrel Special Rule. Comes with: Built-in Covenant 2x Sight, Tripod. Comes with a 5.4 KG Anti-Gravity Tripod.							WEIGHT (KG):	13.6

[HW] [UD] [TH]	Gris Pattern Plasma Cannon			Auto (5)		"Type-46 Directed Energy Support Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+12	18	200	100m-500m	Plasma Battery	79	15
Cauterize, Long barrel Special Rule. Comes with: Built-in Covenant 2x Sight, Tripod. Comes with a 5.4 KG Anti-Gravity Tripod.							WEIGHT (KG):	13.6

[HW] [UD] [TH]	Pek Pattern Plasma Cannon			Auto (7)		"Type-52 Directed Energy Support Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+9	19	200	100m-500m	Plasma Battery	113	15
Cauterize, Long barrel Special Rule. Comes with: Built-in Covenant 2x Sight, Tripod. Comes with a 5.4 KG Anti-Gravity Tripod. The Tripod acts as a powerful generator that keeps the Plasma Cannon charged indefinitely. Has an Energy Shield that protects the Head with a Shield Integrity of 50, a Recharge Rate of 50, and a Recharge Delay of 6.							WEIGHT (KG):	30.3

[HW] [UD] [TH]	Shea'p Pattern Plasma Cannon			Auto (10)		"Type-58 Directed Energy Support Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Heavy Machine Gun	3D10	+8	21	250	100m-350m	Plasma Battery	124	15
Cauterize, Long barrel Special Rule. Comes with: Built-in Covenant 2x Sight, Tripod. Comes with a 5.4 KG Anti-Gravity Tripod. The Tripod acts as a powerful generator that keeps the Plasma Cannon charged indefinitely.							WEIGHT (KG):	40.5

SNIPER RIFLES

[HW] [TH] [UD]	Zubo Pattern Beam Rifle			Semi-Auto (2)		"Type-27 Special Application Sniper Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+10	22	10	50m-2,500m	Plasma Battery	120	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 4x/10x Sight. If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.							WEIGHT (KG):	18

[HW] [TH] [UD]	Sulok Pattern Particle Beam Rifle			Semi-Auto (2)		"Type-50 Sniper Rifle System"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+8	22	18	50m-2,750m	Plasma Battery	122	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 5x/10x Sight. If this weapon fires two times within a Half Action, it gains the Overheat (3) Special Rule.							WEIGHT (KG):	18

[HW] [TH] [UD]	M'tara Pattern Focus Rifle			Sustained (4)		"Type-52 Special Applications Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	1D10	+25	30	100	25m-2,000m	Plasma Battery	117	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 4x/10x Sight. If this weapon fires at least once per Round, for two Rounds, the weapon gains the Overheat (3) Special Rule.								WEIGHT (KG): 17.1

EXPLOSIVE LAUNCHERS

[HW] [UD] [TH]	Jovokada Workshop Death Lobber			Semi-Auto (2)		"Type-25 Brute Shot Grenade Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+8	16	4	15m-85m	45mm HIE	73	8
Blast (4), Kill (2) Special Rule. Comes with: Built-in Covenant 2x Sight. Shots ricochet off angled surfaces and explode at the beginning of the next Round or when a second surface is struck.								WEIGHT (KG): 19

[HW] [UD] [TH]	Jovokada Workshop Death Lobber Type 2			Semi-Auto (2)		"Type-25B Brute Shot Grenade Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+8	16	6	15m-85m	45mm HIE	74	8
Blast (4), Kill (2) Special Rule. Comes with: Built-in Covenant 2x Sight.								WEIGHT (KG): 19

[UD] [TH]	Tufo'simi Pattern Concussion Rifle			Semi-Auto (1) or Auto (3)		"Type-50 Heavy Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+5	13	6	25m-80m	Plasma Battery	61	6
Cauterize, Gravity (2), Blast (2), Kill (1) Special Rule. Comes with: Built-in Covenant 2x Sight. Uses detachable Plasma Battery Clips.								WEIGHT (KG): 7

[UD] [TH]	Tufasumo Pattern Plasma Caster			Semi-Auto (2) or Auto (1) with Charge (2)		"Type-53 Plasma Bolt Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	3D10	+3	14	5	20m-100m	20mm PSR	59	8
Cauterize, Blast (3), Kill (2) Special Rule. Comes with: Built-in Covenant 2x Sight. The Plasma Caster has two firing modes, a Semi-Auto mode and a Charge mode. When Charged, the shot will gain the Sticky Special Rule and the Homing Special Rule. When Charged, Blast and Kill Radius are increased be 2.								WEIGHT (KG): 9

[HW] [UD] [TH]	Kopasa'mada Pattern Plasma Launcher			Burst (X) with Charge (X)		"Type-52 Guided Munitions Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	--	--	--	12	25m-150m	Plasma Grenade	87	13
Sticky, Homing, Vehicle lock Special Rule. Comes with: Built-in Covenant 2x Sight. For every Half Action Charged, the weapon fires a Plasma Grenade, to a maximum of 4 Plasma Grenades in a single Burst. Once the Plasma Grenades have made impact, the Grenades will detonate at the beginning of the Character's next Round. Deals the damage of a Plasma Grenade on each detonation.								WEIGHT (KG): 21.6

[HW] [UD] [TH]	Zasqi Pattern Fuel Rod Gun			Semi-Auto (3)		"Type-33 Light Anti-Armor Weapon Variant 1"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	5D10	+5	19	5	10m-200m	Plasma Battery	88	17
Blast (5), Kill (2) Special Rule. Comes with: Built-in Covenant 2x Sight. Shots will detonate once they reach the 300 Meters. Firing 7 shots within two Rounds gains the Overheat (2) Special Rule.								WEIGHT (KG): 20.8

[HW] [UD] [TH]	Pez'tk Pattern Fuel Rod Gun			Semi-Auto (3)		"Type-33 Light Anti-Armor Weapon Variant 2"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+5	19	5	20m-300m	38mm RadEXP	106	13
Comes with: Built-in Covenant 2x Sight. If the weapon impacts or detonates under a 15 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 15 Meters, the shot gains Blast (5), Kill (2). Shots will detonate once they reach the 300 Meters. Homing Special Rule when within 100 Meters.								WEIGHT (KG): 20.8

[HW] [UD] [TH]	Korva Pattern Fuel Rod Gun			Semi-Auto (2)		"Type-33 Light Anti-Armor Weapon Variant 3"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	4D10	12	20	5	20m-310m	38mm RadEXP	102	13
Comes with: Built-in Covenant 2x Sight. If the weapon impacts or detonates under a 5 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 5 Meters, the shot gains Blast (5), Kill (2). Shots will detonate once they reach the 300 Meters.								WEIGHT (KG): 24

[HW] [UD] [TH]	Gespu Pattern Fuel Rod Gun			Semi-Auto (3)		"Type-58 Light Anti-Armor Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+15	19	5	20m-325m	38mm RadEXP	117	13
Comes with: Built-in Covenant 2x Sight. If the weapon impacts or detonates under a 10 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 10 Meters, the shot gains Blast (5), Kill (2). Shots will detonate once they reach the 300 Meters.								WEIGHT (KG): 18.7

[HW] [UD] [TH]	Epleam Pattern Beam Assault Cannon			Sustained (4)		"Type-33a Anti-Materiel/Personnel Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+7	19	60	10m-150m	Incendiary Gel	54	11
Flame (2D5), Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight.								WEIGHT (KG): 133.5

[HW] [UD] [TH]	Epl'ast Pattern Blast Assault Cannon			Auto (3)		"Type-33b Anti-Materiel/Personnel Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	5D10	+5	8	30	15m-100m	Incendiary Gel	78	13
Blast (6), Kill (3) Special Rule. Comes with: Built-in Covenant 2x Sight.								WEIGHT (KG): 133.5

[HW] [UD] [TH]	Mga'linsu Pattern Assault Cannon			Auto (9) or Auto (3)		"Type-57 Anti-Materiel/Personnel Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	5D10	+5	8	100	15m-125m	Incendiary Gel	90	13
Machine Gun	2D10	+1	25					
Comes with: Built-in Covenant 2x Sight. The Type-57 Assault Cannon has two firing modes: an explosive Blast and an Automatic spitfire. Both Firing Modes have the Homing Special Rule. The Automatic firing mode has Auto (9), while the Explosive mode has Auto (3). When firing the Rocket Launcher firing mode, each shot takes up 2 from the Magazine and has Blast (6), Kill (2).								WEIGHT (KG): 144.2

EXPLOSIVES AND GRENADES

[UD]	Anskum Pattern Plasma Grenade		"Type-1 Antipersonnel Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Grenade	2D10	+10	20	Blast (7), Kill (2)	12	
Sticky Special Rule and Cauterize Special Rule. The Plasma Grenade can distinguish between targets and environment using heat signatures. The Plasma Grenade has a 6-second fuse. Once stuck, the grenade will detonate at the beginning of the Character's next Turn.						WEIGHT (KG): 0.9

[UD]	Orgudam Workshop Firebomb		"Type-3 Antipersonnel/Antimateriel Incendiary Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Grenade	2D10	+6	10	Blast (10), Kill (1)	14	
Flame (1D10) Special Rule. Breaks on Impact and burns for Two Rounds. Cauterize Special Rule.						WEIGHT (KG): 3.6

[UD]	Jovokada Workshop Spike Grenade		"Type-2 Antipersonnel Fragmentation Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Grenade	3D10	+10	12	Blast (8), Kill (2)	12	
Spike Special Rule when thrown. Melee attacks using this grenade share the Jiralhanae Combat Knife's Damage and Piercing. The Spike Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.						WEIGHT (KG): 1.9

[UD]	Riruku Pattern Antimatter Grenade		"Type-4 Antipersonnel Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Grenade	3D10	+20	3	Blast (11), Kill (1)	12	
The Antimatter Grenade has a 6-second fuse. Once released, the grenade will detonate at the beginning of the Character's next Turn.						WEIGHT (KG): 1

[UD]	Slin-gasa Pattern Covenant Charge		"Type-4 Door Charge"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Satchel Charge	3D10	+5	15	Blast (6), Kill (2)	11	
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape. Cauterize Special Rule. Doubles Base Damage and Pierce against structures and surfaces.						WEIGHT (KG): 1.6

[UD]	Orepto Pattern Plasma Charge		"Type-9 Ordnance"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Satchel Charge	12D10	+15	15	Blast (10), Kill (2)	18	
Satchel Charge that explodes outward in one direction, only. Uses powerful adhesive to seal to any surface. Used to blow down doors and holes in walls. Safe to stand behind even during detonation. Blasts outward in a 45-degree cone shape. Cauterize Special Rule. Doubles Base Damage and Pierce against structures and surfaces.						WEIGHT (KG): 12

[UD]	Molitdem Pattern Plasma Bomb		"Type-1 Ordnance"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Demolitions	9D10	+7	30	Blast (20), Kill (15)	59	
Keypad-armed large explosive device. Comes with an armored Backpack with an Armor Rating of 6. An extremely powerful and large-range explosive that's adjustable for time-based remote detonation. Creates powerful shockwaves up to 30 Meters. -20 Strength Test if inside Shockwave or take 1D10 Damage that ignores Armor and Toughness and fall Prone. Cauterize Special Rule. Doubles Base Damage and Pierce against structures and surfaces.						WEIGHT (KG): 14.5

[UD]	Tasndrap Workshop Brute Landmine		"Type-2 Antimateriel Landmine"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Landmine	2D10	+25	18	Blast (9), Kill (5)	19	
Able to detonate from proximity and set timers. Can be detonated via proximity even when buried up to a meter deep. Launches 2 Meters into the air and then detonates. If launches under a vehicle or Character, the Brute Landmine gains the Spike Special Rule.						WEIGHT (KG): 6

[UD]	Lo'stro Pattern Plasma Landmine		"Type-1 Proximity Trap"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Landmine	3D10	+20	20	Blast (12), Kill (3)	17	
Able to detonate from proximity and set timers. Cauterize Special Rule.						WEIGHT (KG): 5

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[DW] [SD] [PD]	Standard Curveblade					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Knife	2D10	Half Strength Modifier +6	Half Strength Modifier +6	--	34	
Covenant curved knife with a 25cm blade. -10 Penalty when throwing. Hand Guard gives a +4 Armor to Melee Attacks to the hand holding this weapon						WEIGHT (KG): 0.6

[OH] [SD] [PD]	Sangheili Curveblade					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Dagger	3D10	Half Strength Modifier +5	Half Strength Modifier +6	--	40	
Enlarged curved knife with a 45cm blade. -10 Penalty when throwing. Hand Guard gives a +4 Armor to Melee Attacks to the hand holding this weapon						WEIGHT (KG): 0.9

[OH] [SD] [PD]	Jiralhanae Combat Knife					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Dagger	2D10	Strength Modifier +7	Half Strength Modifier +5	--	40	
A large 55cm blade. -10 Penalty when throwing. Has a protective handguard that gives a 10 Armor Rating to Attacks against the hand wielding the blade.						WEIGHT (KG): 0.9

[OH] [SD] [PD]	Qikost Pattern Burnblade					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR	
Sword	2D10	Strength Modifier +6	Half Strength Modifier +7	--	113	
A rare Sabre-like Sword with a heated, red blade. Hand Guard gives a +4 Armor to Melee Attacks to the hand holding this weapon. Cauterize Special Rule and Flame (1). The rarity and status that comes from owning and using a Burnblade in Combat gives +10 to Social Skill Tests with other Covenant members.						WEIGHT (KG): 1.0

[OH] [UD] Chiss-teh Pattern Painglass Saber					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Sword	2D10	Half Strength Modifier +3	Strength Modifier +16	+1	42
Covenant estoc. Has an energy projector that houses micro shards of Subanese Crystals. With each successful hit, the Subanese Crystals are released into the Opponent. Needle (1) Special Rule. Once the weapon has made 30 successful Hits, it loses the Needle (1) Special Rule and cannot be repaired or recharged.				WEIGHT (KG):	0.9

[OH] [UD] En'gor Pattern Energy Cutlass					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Sword	2D10	Half Strength Modifier +8	Half Strength Modifier +9	+1	41
A cutlass sword with a blade of Blamite-infused plasma. When an Attack is landed and deals Damage, the Cutlass gains the Needle (1) Special Rule and instantly detonates. The Energy Cutlass is not damaged or destroyed during this. A Thrust Attack can be made that is Slow Special Rule and instantly detonates the sword if it deals Damage to a Character, destroying it. This gives the Attack Needle (7) Special Rule that gets Damage Resistance to reduce the Damage rolled.				WEIGHT (KG):	1.1

[TH] [BD] [HW] Akelus Workshop Gravity Hammer					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Hammer	6D10	Strength Modifier +14	--	+2	144
When activated, the Gravity Hammer has the Gravity (4) Special Rule. The Gravity Hammer must physically hit the Hammer against a surface or with a Successful Attack for it to Activate. The User is not affected by the Gravity (4) Special Rule. Slow Special Rule.				WEIGHT (KG):	38.7

[OH] [UD] Pelotos Pattern Energy Dagger					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Dagger	2D10	15	25	--	124
Cauterize Special Rule. Deactivates when not held. 46cm blade when activated.				WEIGHT (KG):	0.8

[OH] [UD] Domotos Pattern Energy Sword					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Sword	2D10	20	30	+1	134
Cauterize Special Rule. Deactivates when not held. 128cm blade when activated.				WEIGHT (KG):	2.3

[TH] [UD] [HW] Vii'bold Pattern Energy Stave					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Polearm [UD]	3D10	28	30	+3	127
Deactivated, Metal Only [BD]	2D10	Strength Modifier +12	--	+2	
Cauterize Special Rule. Deactivates when not held. If attacking using this weapon when deactivated, it deals the Deactivated Type damage set. Slow Special Rule.				WEIGHT (KG):	9.1

[TH] [UD] [HW] Thebetem Pattern Energy Lance					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Polearm [UD]	3D10	25	30	+2	135
Deactivated, Metal Only [BD]	2D10	Strength Modifier +12	--	+2	
Cauterize Special Rule. Deactivates when not held. A dual-sided Lance with a metal pole. If attacking using this weapon when deactivated, it deals the Deactivated Type damage set. If the UserF has the Modern Army Combative Ability, the User gains +1 to their total Melee Attacks per Full Action. Slow Special Rule.				WEIGHT (KG):	9.1

[TH] [UD] 'Liss Pattern Energy Garrote					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Strangling Wire, Grappling-based	--	Half Strength Modifier	Strength Modifier +12	--	19
Cauterize Special Rule. Two small cylinders unravel into a garrote. +20 to Grapple and Hold Tests. Damage dealt from Holds gain the Cauterize Special Rule.				WEIGHT (KG):	0.2

[OH] [BD] Mistrom Pattern Point Defense Gauntlet					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield	--	+6 Damage to Punch Melee	--	--	80
A Shield that has a 1.2 Meter diameter and can cover 3 body locations on Normal sized Characters, where one must be the arm holding the Shield. Has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 7. Gives an extra -10 Penalty To Hit when using with weapons that do not come with the [OH] Tag before modification. Slow Special Rule when used as a Melee Weapon.				WEIGHT (KG):	2.7

[OH] [BD] Murmifo Pattern Wrist Point Defense Gauntlet					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield	--	+3 Damage to Punch Melee	--	--	75
A set of two small wrist-mounted Shields for each wrist that cover one body location alongside the Forearm sublocations. Has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 6. Each weigh 1.9 kg.				WEIGHT (KG):	1.9

[OH] [BD] B'nall Pattern Sangheili Point Defense Gauntlet					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield	--	+8 Damage to Punch Melee	--	--	90
A Shield that has a 1.5 Meter diameter and can cover 3 body locations on Large sized Characters, where one must be the arm holding the Shield. Has a Shield Integrity of 225, a Recharge Rate of 225, and a Recharge Delay of 7. Slow Special Rule when used as a Melee Weapon.				WEIGHT (KG):	1.8

[OH] [BD] [HW] Ratent Pattern Hunter Heavy Metal Shield					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield	6D10	Strength Modifier + 37	--	+2	139
The Hunter Heavy Metal Shield has 1,000 Breakpoints and gives 50 Armor. The Heavy Metal Shield cannot be Parried and can only swing once per Half Action by a Mgalekgolo, or once per Full Action by any other Soldier Type. The Hunter Shield covers 3 Locations on Hulking size Characters. Kinetic Special Rule.				WEIGHT (KG):	2,000

[TH*] [BD] [PD] Paegaas Workshop Combat Shield					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield [BD]	2D10	Strength Modifier +12	--	+1	58
A hidden circular shield that replaces the gauntlet of the armor being worn. Takes one Half Action to fold out and back in. The Combat Shield has 250 Breakpoints and gives 20 Armor for protection. The shield can protect the Arm using the Shield alongside two chosen Body Locations on Large Characters. * Characters with 40+ Strength and 3 or more Mythic Strength may hold their [TH] Jiralhanae Combat Shield as [OH].				WEIGHT (KG):	9.4

COVENANT VEHICLE WEAPONRY

CANNONS

Type-25 Heavy Plasma Cannon				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+8	20	120	250m-1,000m	Plasma Battery	98	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (4).								WEIGHT (KG):

Type-31 Heavy Plasma Cannon				Auto (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+8	22	120	250m-900m	Plasma Battery	137	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (1).								WEIGHT (KG):

Murien-pattern Heavy Plasma Cannon				Auto (4)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+8	22	120	250m-900m	Plasma Battery	137	Autoloader (15)
Primary Armament of the Covenant Spirit vehicle. Cauterize Special Rule. Blast (3). Each time the Murien Plasma cannon Attacks, it will deal 2 sets of Damage and reduce the Magazine by 2.								WEIGHT (KG):

Type-44 Heavy Plasma Cannon				Auto (4)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+7	24	120	300m-1,500m	Plasma Battery	140	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (2).								WEIGHT (KG):

Type-47 Heavy Plasma Cannon				Auto (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+8	21	120	300m-1,500m	Plasma Battery	154	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (6), Kill (2).								WEIGHT (KG):

Type-52 Heavy Plasma Cannon				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+7	22	120	300m-1,250m	Plasma Battery	117	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (7)								WEIGHT (KG):

Type-57 Heavy Plasma Cannon				Auto (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+8	18	120	300m-1,750m	Plasma Battery	147	Autoloader (15)
Primary Armament of the Covenant Phantom vehicles. Cauterize Special Rule. Blast (8), Kill (4).								WEIGHT (KG):

Fuel Rod Cannon				Auto (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	4D10	+12	18	100	20m-1,100m	58mm RadEXP	81	Autoloader (17)
Secondary Armament of the Banshee vehicle. If the weapon impacts or detonates under a 10 Meter Range, the Fuel Rod's RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (6), Kill (3). Shots will detonate once they reach the 300 Meters.								WEIGHT (KG):

Class-2 Medium Plasma Mortar				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	5D10	+20	44	125	300m-1,000m	Plasma Battery	103	Autoloader (17)
Primary Armament of the Covenant Revenant vehicles. Cauterize Special Rule. Blast (6), Kill (2).								WEIGHT (KG):

Type-26 35cm Plasma Mortar				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	6D10	+32	80	40	300m-1,000m	Plasma Battery	149	Autoloader (17)
Primary Armament of the Covenant Wraith vehicles. Cauterize Special Rule. Blast (12), Kill (4).								WEIGHT (KG):

Type-58 35cm Plasma Mortar				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	6D10	+30	86	40	300m-1,250m	Plasma Battery	152	Autoloader (17)
Primary Armament of the Covenant Antlion Turret. Cauterize Special Rule. Blast (12), Kill (4).								WEIGHT (KG):

Antlion Long-Range Plasma Mortar				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	5D10	+30	86	40	450m-5,250m	Plasma Battery	214	Autoloader (17)
Primary Armament of the Covenant Wraith vehicles. Cauterize Special Rule. Blast (12), Kill (5).								WEIGHT (KG):

Weevil Heavy Plasma Mortar				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	6D10	+30	96	40	300m-4,750m	Plasma Battery	224	Autoloader (20)
Cauterize Special Rule. Blast (18), Kill (9). Recharge (4). Cannot fire within 150 Meters of itself and has a -20 Penalty To Hit against ground targets.								WEIGHT (KG):

Type-47 Heavy Beam Rifle				Semi-Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	6D10	+45	90	10	500m-8,000m	Plasma Battery	200	Autoloader (8)
Cauterize Special Rule, Kinetic Special Rule, Penetrating Special Rule, and Kill (1). If this weapon fires two times within a Full Action, it gains the Overheat (10) Special Rule.								WEIGHT (KG):

Class-4 Stasis cannon				Sustained (2)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	3D10	--	25	20	30m-200m	Plasma Battery	125	Autoloader (17)
Primary Armament of the Covenant Vampire vehicles. EMP (6) Special Rule when damaged is caused to the Opposing Vehicle. Reduces Opposed Vehicle's movement by Half during the Opponent Vehicle's next Turn.								WEIGHT (KG):

Mantis Ultra-Heavy Plasma Bolt Cannon				Charge (8) with Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	6D10	+20	72	125	300m-6,400m	Plasma Battery	130	Autoloader (17)
Cannot fire within 150 Meters from the turret. Gains a -30 Penalty To Hit ground targets. Caulterize and Vehicle Lock Special Rule. Blast (5), Kill (2).								WEIGHT (KG):

Burst Cannon				Burst (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Mortar Cannon	4D10	+25	26	96	300m-4,000m	Plasma Battery	222	Autoloader (17)
Cannot fire within 150 Meters from the turret. Gains a -30 Penalty To Hit ground targets. Caulterize and Homing Special Rule. Blast (5), Kill (3). Recharge (3).								WEIGHT (KG):

AUTOCANNONS

35mm Autocannon				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+14	10	240	35m-550m	35mm Bolt	65	Autoloader (15)
Primary Armament of the Covenant Chopper. Spike and Caulterize Special Rule. Blast (2).								WEIGHT (KG): 13.2

Type-52 Rapid-Fire Plasma Flak Cannon				Auto (2)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+14	26	250	25m-2,500m	Plasma Battery	41	Autoloader (15)
Primary Armament of the Covenant Anti-Air Wraith vehicles. Vehicle Lock Special Rule against Air Vehicles. Caulterize Special Rule. Blast (1)								WEIGHT (KG):

Type-58 Rapid-Fire Plasma Flak Cannon				Auto (2)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+14	28	250	25m-2,750m	Plasma Battery	43	Autoloader (15)
Primary Armament of the Covenant Anti-Air Wraith vehicles. Vehicle Lock Special Rule against Air Vehicles. Caulterize Special Rule. Blast (1)								WEIGHT (KG):

Type-32 Class-2 Directed Energy Cannons				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+14	18	600	30m-550m	Plasma Battery	56	Autoloader (15)
Primary Armament of the Covenant Ghost vehicles. Caulterize Special Rule.								WEIGHT (KG):

Type-54 Class-2 Directed Energy Cannons				Auto (7)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+14	19	600	50m-600m	Plasma Battery	67	Autoloader (15)
Primary Armament of the Covenant Ghost vehicles. Caulterize Special Rule.								WEIGHT (KG):

Shrike Directed Energy Cannons				Auto (8)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+18	30	600	50m-600m	Plasma Battery	92	Autoloader (15)
Primary Armament of the Covenant Shrike Turret. Caulterize Special Rule.								WEIGHT (KG):

Class-3 Directed Energy Cannons				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+16	18	600	50m-1,600m	Plasma Battery	147	Autoloader (15)
Primary Armament of the Covenant Ghost vehicles. Caulterize Special Rule.								WEIGHT (KG):

Type-29 Anti-Infantry Weapon				Auto (12)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+11	14	600	20m-400m	Plasma Battery	93	Autoloader (15)
Primary Armament of the Covenant Spectre245 vehicles. Caulterize Special Rule.								WEIGHT (KG):

Type-46 Directed Energy Cannons				Auto (11)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+15	17	600	40m-650m	Plasma Battery	92	Autoloader (15)
Primary Armament of the Covenant Ghost vehicles. Caulterize Special Rule.								WEIGHT (KG):

Type-31 Pulse Laser				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	6D10	+12	18	600	50m-2,500m	Plasma Battery	51	Autoloader (15)
Secondary Armament of the Covenant Seraph vehicles. Caulterize Special Rule.								WEIGHT (KG):

Heavy Plasma Repeater				Auto (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	5D10	+25	28	300	150m-5,500m	Plasma Battery	98	Autoloader (15)
Secondary Armament of the Covenant Scarab Walker. Caulterize Special Rule. Vehicle Lock Special Rule against air vehicles.								WEIGHT (KG):

HEAVY NEEDLERS

Heavy Needle Cannon				Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+15	8	250	50m-250m	Heavy Blamite	78	Autoloader (15)
Needle (5) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles.							WEIGHT (KG):	

Heavy Needle Autocannon				Burst (12)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	1D10	+15	16	250	20m-150m	Heavy Blamite	348	Autoloader (15)
Needle (9) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles.							WEIGHT (KG):	

Heavy Needle Launcher				Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+20	14	25	120m-1,000m	Heavy Blamite	153	Autoloader (15)
Needle (1) Special Rule and Homing Special Rule. Needle Rule able to impale and damage Vehicles, and Needle (1) multiplies damage by 5.							WEIGHT (KG):	

FOCUS CANNONS

Type-30 Focus Cannon				Sustained (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	2D10	+25	30	300	5m-600m	Plasma Battery	60	Autoloader (11)
Primary Armament of the Covenant Locust Walker. Cauterize Special Rule. Blast (2) . Recharge (4).							WEIGHT (KG):	

Type-47 Heavy Focus Cannon				Sustained (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	4D10	+35	100	300	5m-1,000m	Plasma Battery	244	Autoloader (11)
Primary Armament of the Covenant Scarab Walker. Cauterize Special Rule. Blast (10), Kill (2). Recharge (4).							WEIGHT (KG):	

Ultra-Heavy Focus Drill				Sustained (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	6D10	+44	100	100	5m-1,200m	Plasma Battery	310	Autoloader (11)
Primary Armament of the Covenant Scarab Walker. Cauterize Special Rule. Blast (12), Kill (5). Recharge (4).							WEIGHT (KG):	

Heavy Beam Cannon				Sustained (3) with Charge (X)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	(X)D10	(X)*5	35 + (X)	10	500m-100,000m	Plasma Battery	887	Autoloader (11)
Cauterize Special Rule, Blast (10), Kill (10). This weapon has Charge (X), where (X) is how many Half Actions that are charged before firing. Charge (X) cannot surpass 35.							WEIGHT (KG):	

Tyrant Heavy Bolt Cannon				Burst (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Energy Weapon	4D10	+35	100	300	500m-12,00m	Plasma Battery	157	Autoloader (11)
Cauterize Special Rule. Blast (10), Kill (5). Recharge (8).							WEIGHT (KG):	

AMMUNITION FOR RELOADABLE COVENANT WEAPONS STANDARD AMMUNITION

AMMUNITION	COST	AMMUNITION	COST
Needler Blamite	5 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.	Heavy Blamite	25 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.
7.9mm Bolt	1 cR per 30 Rounds	38mm RadEXP	35 cR per 10 RadEXP Cases
8.7x60mm CRP	1 cR per 25 Rounds	58mm RadEXP	45 cR per 10 RadEXP Cases
45mm HIE	10 cR per 5 HIE Grenades	Incendiary Gel	10 cR per 5 Gel Cases
20mm PSR	15 cR per 5 PSR Grenades	12.5mm Bolt	1 cR per 20 Rounds
Tungsten Spike	1 cR per 30 Rounds		
Plasma Battery	Plasma Batteries cost 1/4 th of the Weapon's Price that it goes to.		

TYPE-25 GRENADE LAUNCHER "BRUTE SHOT" AMMUNITION TYPES

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Explosive	--	--	The default Brute Shot ammunition type.	--
EMP	-5	-2	Creates an EMP (3) within the Blast Radius of the weapon.	+12 cR
Fire	+5	-2	Removes the weapon's Kill Radius but replaces it with Flame (2D5).	--

COVENANT PILOTED GUN PODS

Rizsheda-Pattern Gun Pod



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
1.3 M	0.8 M	3.1 M	303 KG	
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
23	20	20	20	20
RIZSHEDA GUN POD				COST
Two Type-32 Class-2 Directed Energy Cannons				185 cR
Two Type-32 Class-2 Directed Energy Cannons +6 Front Armor				195 cR

Mamua'uda-Pattern Gun Pod



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
4.4 M	3.1 M	3.2 M	364.4 KG	
HULL				
HULL INTEGRITY				
85				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
20	26	27	--	25
MOVEMENT				
This Turret is able to walk using its legs that also act as a stabilizing stand. The Shade can walk 3 Meters as a Half Action. When walking, any Attacks made with the Turret are at a -30 Penalty To Hit.				
MAMUA'UDA GUN POD				COST
Type-25 Heavy Plasma Cannon				195

Eeo'pimu-Pattern Gun Pod



DIMENSIONS			
LENGTH	WIDTH	HEIGHT	WEIGHT
2.6 M	0.7 M	1.1 M	50.1 KG
HULL			
HULL INTEGRITY			
65			
ENERGY SHIELD			
SHIELD RATING	RECHARGE DELAY	RECHARGE RATE	
350	10	75	
EEO'PIMI GUN POD			COST
Type-57 Heavy Plasma Cannon			370

Sho'riru-Pattern Gun Pod



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
4.5 M	3.2 M	2.6 M	373.6 KG	
HULL				
HULL INTEGRITY				
95				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
26	27	--	--	20
MOVEMENT				
This Turret is able to walk using its legs that also act as a stabilizing stand. The Shade can walk 3 Meters as a Half Action. When walking, any Attacks made with the Turret are at a -30 Penalty To Hit.				
SHO'RIRU GUN POD				COST
Type-54 Class-2 Directed Energy Cannon				235

COVENANT AUTOMATED MORTARS AND TURRETS

All Covenant Automated Mortars and Turrets have the Heavy Plating Special Rule

Zo'op Pattern Sky Striker Weevil



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
19 M	19 M	21.3 M	40.5 Tonnes	
HULL				
HULL INTEGRITY				
145				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
58	58	58	58	60
CHARACTERISTICS				
WFR		INT		PER
65		30		45
WEEVIL			EXP	COST
Weevil Heavy Mortar Cannon			260 Exp	1,260 cR

Upisa'weri Pattern Sky Striker Shrike



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
13.3 M	10.3 M	9.6 M	34.8 Tonnes	
HULL				
HULL INTEGRITY				
125				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	40	40	40
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
SHRIKE			EXP	COST
Two Linked Shrike Directed Energy Cannons			165 Exp	800 cR

Ra'aam-Pattern Burst Cannon



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
10.7 M	10.7 M	35.5 M	30 Tonnes	
HULL				
HULL INTEGRITY				
150				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	45	45	45	45
CHARACTERISTICS				
WFR		INT		PER
65		30		45
Burst Cannons have three power cores that keep it from overcharging or overheating. These cores have 55 Breakpoints with 15 Armor. Each one that is destroyed increases the Recharge of the Burst Cannon by 2. If all 3 are destroyed, the weapon will overheat and explode for 4D10 +20 Damage with a Pierce of 20. Blast (15), Kill (5).				
RA'AAM CANNON			EXP	COST
Burst Cannon			150 Exp	720 cR

Skar'wa Pattern Sky Striker Mantis



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
59.8 M	24.1 M	36.9 M	170.1 Tonnes	
HULL				
HULL INTEGRITY				
180				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
60	60	60	60	60
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
MOVEMENT				
The Mantis can walk, allowing it to move 5 Meters per Half Action. When walking, the Mantis cannot fire its weapon.				
The Mantis has a core with 15 Armor and 60 Breakpoints that is exposed at the bottom of the Turret while the Charging. The Mantis will explode if the core's Breakpoints are reduced to 0. Explodes for 4D10 +20 Damage with a Pierce of 20. Blast (15), Kill (5).				
MANTIS			EXP	COST
Mantis Ultra-Heavy Plasma Bolt Cannon			270 Exp	1,265 cR

Cheru-Pattern Sky Striker Tyrant



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
42.6 M	45.6 M	45.6 M	408.2 Tonnes	
HULL				
HULL INTEGRITY				
275				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	75	75	75	65
CHARACTERISTICS				
WFR		INT		PER
65		30		45
Within the structure, which can only be accessed on foot, is a core with 16 Armor and 80 Breakpoints. When destroyed, the Tyrant will begin to overload. If the Tyrant fires while it is Overloading, a countdown begins. This countdown is 6D10 Turns, which it will detonate on the Turn after.				
TYRANT			EXP	COST
Tyrant Heavy Bolt Cannon			470 Exp	2,265 cR

EMP'SEAM PATTERN SKY STRIKER ANTLION



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
10.0 M	6.0 M	9.8 M	227 Tonnes	
HULL				
HULL INTEGRITY				
135				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
58	58	58	60	60
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
ANTLION			EXP	COST
Antlion Long-Range Plasma Mortar			255 Exp	1,270 cR

CHWICH-PATTERN SKY STRIKER SAKER



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
6.4 M	3.8 M	6.3 M	900 KG	
HULL				
HULL INTEGRITY				
65				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	28	25	25	22
CHARACTERISTICS				
WFR		INT		PER
65		30		45
SAKER			EXP	COST
Type-57 Heavy Plasma Cannon			55 Exp	245 cR

COVENANT MANUFACTURING ALTERATIONS

Covenant weapons are built off standardized Design Patterns that have remained unchanged for centuries. Patterns were eventually used by the Covenant to heavily restrict modification, later classified as heretical by the hierarchs. This is to enforce standardization to minimize the possibility of uprisings or those who may seek to move from the Covenant Byzantine ways.

Covenant Characters may only use Manufacturing Alterations if they have received approval by the High Prophets, High Council members, High-Caste Politicians, and high-ranking members of the various Ministries of the Covenant. This basically involves

getting GM approval to use these Manufacturing Alterations when getting a new weapon, even though these are considered pre-approved Manufacturing Alterations by the powers at be of the Covenant. If the Character wishes to go through the Covenant black markets, the price is doubled and any high ranking official who finds out the weapon has been modified may try the Character to be put to death.

When choosing a Manufacturing Alteration, the Character may only choose one of each type of Primary, Secondary, and Tactical.

PRIMARY SYSTEMS

PATTERN	EFFECT	PRICE
Base Pattern	The standard weapon Pattern.	--
Assault pattern	The weapon gains +5 Damage, -8 Pierce.	Weapon price x2
Guard Pattern	An energy bayonet is added to the weapon. The blade is a Covenant Energy Dagger with +1 reach.	Weapon price x2
Heavy Pattern	The weapon gains the Dice Minimum (3) Special Rule.	Weapon price x2
Marauder Pattern	Can only be used with Needle-based weaponry. Reduces the needle(X) of a weapon by 1, minimum of 1.	Weapon price x2
Officer Pattern	The weapon gains +1D10 Damage, -5 Pierce.	Weapon price x3
Ranger Pattern	The weapon gains -4 Damage, +12 Pierce.	Weapon price x3
Stalker Pattern	Reduces the Damage and Pierce by 3. And allows the weapon to be fired without affecting Active Camo.	Weapon price x2
Support pattern	The weapon loses all Kill and doubles its Blast.	Weapon price x2
Tracker Pattern	The weapon gains the Homing Special Rule but is at a -10 Penalty To Hit.	Weapon price x1

SECONDARY SYSTEMS

PATTERN	EFFECT	PRICE
Base Pattern	The standard weapon Pattern.	--
Assault pattern	When making Charge or Run actions, the Penalty To Hit is reduced by 15.	Weapon price x1
Guard pattern	Can only be used with Plasma-based weaponry. Increases projectile velocity and decay rate. Grants the weapon a +10 To Hit.	Weapon price x1
Heavy Pattern	The Magazine capacity of the weapon is doubled.	Weapon price x1
Marauder Pattern	The weapon gains a +20 to concealment and allows [HW] weapons to be concealed as [TH] weapons. the weapon must be rebuilt before use. Rebuilding the weapon takes as long as its base reload in actions.	Weapon price x1
Officer Pattern	The weapons furniture is replaced with Decorated plating and symbols which give a +10 to leadership and charisma checks against characters of your own faction.	Weapon price x1
Ranger Pattern	The Maximum Range of the weapon is doubled.	Weapon price x1
Stalker Pattern	The Close Range and Maximum range of the weapon increases by 50%.	Weapon price x1
Support pattern	Explosive launchers only. When fired indirectly the weapon's max range is quadrupled and its projectile only detonates when it hits an object or terrain.	Weapon price x1
Tracker Pattern	The weapon gains a +10 Bonus to Strength Tests to not drop the weapon when firing. Halves the weapons Breakpoints and Weight.	Weapon price x1

TACTICAL SYSTEMS

PATTERN	EFFECT	PRICE
Base Pattern	The standard weapon Pattern.	--
Assault pattern	The weapon gains a +5 Bonus To Hit when in Close Range.	16
Guard Pattern	Any weapon that has the Homing Special Rule or the Vehicle Lock Special Rule gains an extra +5 To Hit.	60
Heavy Pattern	The weapons scope gains Thermal Imaging Capability and can automatically mark weak spots on known vehicles, reducing the Penalty to hit sublocations by 5.	42
Marauder Pattern	The weapon gains a 1x Ironsight and loses its Smartlink scope.	--
Officer Pattern	Gives other Characters a +10 for firing at targets hit with this weapon in Combined Actions.	28
Ranger Pattern	The weapon gains a +5 Bonus To Hit when using its optics in Optimal Range or Long Range.	56
Stalker Pattern	The weapon gains a holographic display which can automatically scan and track targets. The module can track targets for up to 4 Rounds after the Character is no longer within the User's sight. This includes Cloaked and hidden targets.	70
Support pattern	So long as the weapon is pointed towards the target and a spotter has a SmartLink capable designator pointed at the target a target indicator can be streamed into a linked device. This gives a +40 to Indirect fire and allows the weapon to be fired remotely using Smartlink.	80
Tracker Pattern	The weapon is fitted with a holographic display which displays the radius of its effective blast and kill. Explosives fired by the weapon reduce their scatter by 1 degree of failure to a minimum of 1.	48

COVENANT INFANTRY FIREARM MANUFACTURING ALTERATIONS

These upgrades are available only after 2554, two years after the Great Schism. Each weapon can be given up to 2 Upgrades. The second upgrade is at a +25% increase in price from what it would have been as a single upgrade.

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Automatic Upgrade	--	--	Any non-Automatic Semi-Automatic weapon is modified to become Fully Automatic, replacing Semi-Auto(X) with Auto (X). If a weapon already has an Automatic firing mode, it cannot receive this Modification. To figure the weapon's new Rate of Fire, you multiply Semi-Auto (X) by 2, and then add +1. For example, a weapon with Semi-Auto (3) becomes Auto (7). The cost of this modification is the weapon's cost.	(X)
Blood of Suban	+1	-3	Any Covenant Carbine rifle is able to be modified to replace their 8.7x60mm CRP Round with a Subanese Blamite Crystal shard. This upgrade gives the weapon the Needle (5) Special Rule. The weapon must be reloaded with Needle Rifle Blamite Crystals and no longer works with the 8.7x60mm Rounds.	70 cR
Urs' Gift	-1	-1	The weapon's Rate of Fire is increased by 50% of its original Rate of Fire. If the weapon has Auto (6), it will be increased to Auto (9). If 50% is not enough to increase the Rate of Fire by 1, it will increase the Rate of Fire by 1. Price is +20 cR for every +1 added to the Rate of Fire.	(X)
Radiance	--	--	Explosive Launcher weaponry are compatible with the Radiance Modification. This Modification increases the distance in which Blast and Kill radius reach. For every 4 Meters the Weapon's Blast reaches, it gains an extra +1 Meter to that range. For every 3 Meters of the Weapon's Kill reaches, it gains an extra +1 Meter to that range. If either Blast or Kill are below the number needed to be increased by Radiance, they are increased by 1 Meter. The price of this modification is the weapon's original cost, multiplied by 2.	(X)
Twin Attendants	--	--	Any Plasma-based weapon can gain the Twin Attendants modification. This modification is highly unstable, but for every shot the weapon would make, it makes two, instead. For example, a weapon that would fire one Plasma bolt would fire two at that time. This also means that every shot made takes double the magazine cost. Each shot fired needs to be Evaded separately. Due to being unstable, after every Round, the weapon gains a 2% chance of overheating for every shot taken that turn. If the weapon does overheat, it gains the Overheat (X) Special Rule, where (X) is how many shots were fired that Round. The price of this modification is the weapon's original cost multiplied by 2.	(X)
Slumber	--	--	Any Plasma-based weapon can gain the Slumber modification. The weapons is fitted with fission-induced plasma cyclers. On impact, Slumber Plasma reaches near-critical plasma fission causing a blast of energy. Each time a Character is struck with this, they are pushed back 1 Meter. The Weapon's Pierce is reduced by 1/4 th of its original Pierce. The Price of this modification is the weapon's Rate of Fire multiplied by 10.	(X)
Jiralhanae Bayonet	--	--	Adds a Jiralhanae Combat Knife as a Bayonet to the weapon. This modification is not illegal within the Covenant, but heavily looked down upon by all races except Jiralhanae. The Jiralhanae will also look down on Sangheili Characters who use it. This drops the Disposition of these Characters towards the User by two.	28 cR

ADDING A SCOPE TO COVENANT WEAPONS

MODIFICATION	ABILITY	COST
Custom Smartlink Scope	A Smartlink-capable Scope can be added to Covenant ranged weapons. This Scope can have up to two magnifications that can be switched as a Reaction, or a Half Action to not receive a Reaction Penalty. The price of the Scopes purchased is the magnification of the scope in cR multiplied by 2. The Scope Upgrade Modification does not add a physical scope but installs it into the weapon. Any existing scope the weapon has is replaced. The GM may decide if a Character is able to get the Scope Upgrade for their weapon, depending on race, rank, and story. Magnification cannot surpass 12x. If purchasing a dual-magnification scope, the price is the highest magnification scope plus half (rounding up) of the lower magnification scope, multiplied by 2. A 4x/10x scope would be 24 cR (10 + 2 multiplied by 2).	(X)

COVENANT ENERGY BLADE MANUFACTURING ALTERATIONS

Once an upgrade is taken, it is permanent. Only a maximum of 2 Modifications may be put on one Energy Sword, Energy Dagger, Energy Lance, and Energy Stave.

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Unstable	--	--	The energy blade's color changes to a purple, red, or white. The sword rolls Special Damage on a 9 or 10. An Unstable sword cannot cloak with the Character using it.	125
Incursion	--	--	The energy blade's length is increased, giving the weapon +1 Meter to the Melee Reach.	150
Refraction	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	100
Devotion	+10	-10	The energy blade glows incredibly bright and has a less stable magnetic-field generator, causing the blade to warp and send out arcs of plasma when the weapon is used in an Attack. Other characters within a Meter of the Target of this weapon must make an Evasion Roll or also be damaged by the energy blade's plasma arcs. This Attack does not figure in the energy blade's Pierce when Damaging the other Characters. This Modification also gives others a +10 to Visual Perception Tests to spot the Weapon.	175
Weightless	--	-4	The weapon is made 25% lighter. Due to the lighter-weight modification, the weapon also glows dully and deals less Pierce, overall.	50
Blind	--	+15	The weapon is made 25% heavier and is made nearly invisible to the naked eye unless you are up close to the weapon. This gives Characters a -30 Penalty to Visual Perception Tests to spot the weapon. The sword is given a -10 Penalty to Parrying and a -10 Penalty to being Parried.	400
Night	-5	-5	The weapon is built with a cloaking unit, which counts as the Character using it to have a Cloaking Unit when held. The weapon and the User are both cloaked when activated.	400
Fireblade	--	--	Serrated edges are added to the middle of each side of the Energy Sword. These are designed to allow the Energy Sword to catch and parry, giving a +10 Bonus to Parrying.	100

COVENANT GRAVITY HAMMER MANUFACTURING ALTERATIONS

Once an upgrade is taken, it is permanent. Only a maximum of 2 Modifications may be put on one Gravity Hammer.

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Crushing	+10	--	The large blade of the Gravity Hammer is removed and replaced with powerful thrusters. When the Hammer's Gravity effect is activated, the Hammer gains a +10 Bonus to Base Damage to that Attack.	100
Power	--	--	The Hammer is larger and bulkier. The hammer weighs an extra 12 KG and is given a +1 Meter to Melee Reach. The weapon also gains Gravity (5), instead of Gravity (4).	200
Edge	--	--	The blade on the Gravity Hammer is increased in size, similar to a Battle Axe. This gives the blade of the weapon -3 to Damage and +10 to Pierce. This increases the weight of the Hammer by 3 KG.	200
Respite	--	--	The Hammer is given a longer handle. This gives the weapon a +1 Meter to Melee Reach.	100
Guard	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	100
Lightweight	--	--	The Hammer's length is reduced, reducing the weight of the Hammer by 17 KG. This also reduces the weapon's Melee Reach by -1 Meter.	150
Volatile	--	--	The Hammer's Gravity Special Rule no longer hits as a radius, but instead strikes as if it were a Flame (2D10) effect. The Hammer's Flame (2D10) effect reaches out to 8 Meters long and 2 Meters wide when activated.	300
Fate	--	--	The Hammer loses the Gravity Special Rule and is replaced with the Gravimetric (10) Special Rule.	400
Burning	-3	+12	The Hammer's blade is removed, but the weapon is given 4 Plasma Blades. This gives the Hammer +12 to Pierce and +4 KG to the Hammer's Weight. Cauterize Special Rule.	350

COVENANT EQUIPMENT

HELMET AND FACIAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	CR
B-Net Support Interface	Can be mounted to almost any surface such as helmets and weapons. Lowers scatter when calling in Ordnance.	0.3	42
Communications Transmitter	Emergency communicator that fits over the ear or a Character. Can be used to communicate with all Covenant communication relays and stations.	0.4	5
Heads Up Display Contact	This microcomputing unit fits in a small lens is inserted over the Character's eyes. It displays Radar, IFF Tags, and other information that can be sent from a wireless data network. The weight of these is so minute, it would take hundreds of sets to even be 0.1kg. Can be fitted to any Soldier Type except for Mgalekgolo and Prometheans.	--	45
Holographic Eyepiece	Allows the Character access to the Covenant equivalent of VISR. Comes with all the benefits of VISR but no communication to UNSC Equipment.	0.4	20
Night Vision Device	Halves all Light-based Darkness and Low Light Penalties.	0.6	25
Rebreathing Safety Mask	Allows the Character to breathe while in toxic locations. Able to filter and keep the Character safe for 48 hours before needing recharged. The device is able to recharge in one hour while in a breathable atmosphere. Covers only the mouth and has a special hose attachment that hooks into a Sangheili's mouth.	1.6	15
Tactical Headpiece	The Covenant equivalent of the UNSC VISR that replaces the Character's helmet. It offers 10 Armor.	2	34
Targeting Headgear	A specialized headpiece that is polarized and has a 3x and 5x Zoom function and can connect to Smartlink scopes. Only takes half Penalties in bright Lights.	1	30

CARRYING DEVICES

EQUIPMENT	BENEFITS	WEIGHT	CR
Ammunition Pouch	An ammunition pouch that can carry 1 Plasma Battery or 6 Magazine, Grenades, and Clips.	0.3	2
Equipment Carrier	Soft skinned Carrying Device similar to a duffel bag. Carries 20 Magazines or Grenades, or the size equivalent.	1	3
Equipment Pouch	An Armored carrying case with an Armor Rating of 8. Able to carry 5 Magazines, Grenades, and Clips. Once the Hardened Equipment Pouch takes 15 Damage, it no longer offers an Armor Rating. This does not stack with the Character's Armor.	1	4
Gravitational Holster	A small, localized gravitational field that can be used to hold a weapon to the Character's Armor in a desired location. Will move the weapon to the Character's Hand when attempting to reach for it, giving the Character the effects of the Quick Draw Ability when used.	1.1	35
Gravity Carrier Rig	Armor mountable gravity weapons carrier. Can hold 2 weapons or 10 magazines, grenades, and clips. Allies can take weapons or items from the carrier as if they had the quickdraw ability.	3	23
Hardened Equipment Pouch	An armored carrying device with an Armor Rating of 11. Able to carry 5 Magazines, Grenades, and Clips. Once the Hardened Equipment Pouch takes 15 Damage, it no longer offers an Armor Rating. This does not stack with the Character's Armor.	1.3	15
Standard Holster	A strong leather-like bond that holds the weapon to the Character.	0.4	4
Thigh Rig	An armored carrying device that connects to the Armor on a Character's Thigh. The Rig has 13 Armor but does not stack with the Character's Armor. Able to carry 3 Magazines, Grenades, and Clips, or sidearm.	1.1	15
Antigravity Grappler	A gravity-powered set of pincer arms that can carry its own weight and up to 1,500 Kilograms. A Character must be focused to using the Tool and it can only work with both hands. When used against a Character, the Antigravity Grappler adds +60 Strength to any Opposed Strength Tests. Gives a +30 Bonus to Grappling Tests against a single Target. If the User has their Arms targeted or is forced to let go of the Antigravity Grappler, it will instantly turn off and drop anything it was holding.	103	200
Weapon Holder	A stationary weapon holster device that sits on the ground or affixes to a wall. Allows a Character to store a single Weapon or Equipment in a small antigravity field. Can hold up to 40 kg. Commonly used by Covenant forces as a way to show and brag of their prized weapons out of combat.	2.9	20

COMPUTING AND COMMUNICATIONS

EQUIPMENT	BENEFITS	WEIGHT	CR
Covenant-Comm	Emergency Communicator that fits in the ear. Useful for when helmets and other tech no longer work. Small, untraceable communication ranged at 10 Kilometers.	0.1	15
Emergency Beacon	A small handheld device with the ability to request emergency support. The Emergency Beacon transmits an Emergency Code to all units within 1 Kilometer of the User. If tethered and nearby a Transmitter Frequency Admitter Array, the Beacon will be able to transmit the distress signal to nearby Ships and Stations.	0.1	15
Long Range Communication Suite	This small package can magnetically attach to most covenant armor and contains a transmitter array with a communications range of 25km. Able to transmit to smart link devices up to 1km away.	2	25
Malakost tracker	A marble-sized ball attached to a microfiber sling. The sling allows the marker to be flung up to 120m away as if it were thrown. Once thrown the marker can magnetically attach to objects and vehicles and may be tracked with communications equipment up to a range of 12km.	0.1	53
Multi Spectrum Scanning Array	Once deployed this 5m tall sensor tower is able to detect air vehicles of size huge or larger within 10km of the tower. Once it has detected a target the scanner can relay the information to nearby networked devices such as visors and holographic tables.	24.5	80

EQUIPMENT	BENEFITS	WEIGHT	CR
Portable Computer	A small handheld computer used by the Covenant. The Portable Computer is able to record video, text, and audio from itself or any tethered Smartlink scopes, Probes, and other devices that have a Smartlink system or camera. The device is able to store 400 hours of video. The Portable Computer also is able to send and receive files, do real-time communication with local Covenant outposts and units within 3 Kilometers of the User, and anything else a GM would see an advanced, but small portable computer to be able to do. Firewall (50)	0.5	70
Race Infinitely Variable Translator	A tablet-like computer that translates text, speak, and radio waves to and from Covenant languages.	2.5	70
Eye Spy Probe	A small flying probe that scans and records video, sound, and energy signals. The Spy Probe flies up to 30 Meters per Turn and can store up to 100 hours of material before needing to transmit saved data to a larger device. The probe can project a holographic image of footage they capture. Firewall (70)	6.7	15 0
Sweeper	A small device capable of magnetically mounting to most covenant armor. Once the sweeper is connected to a Smartlink capable device it can detect explosives within 10m of the device. If the connected Smartlink device is turned off the sweeper will automatically shut down.	1.4	37
Transmitter Frequency Admitter Array	A 3-Meter-tall station that extends the range of Communication devices to reach Ships within the Solar System the User is in. Connects to all Covenant devices and can transmit the signal within 5 Rounds of being sent. Firewall (60)	33	10 0
A'uo'i-Pattern Sensor Emplacement	This Sensor Emplacement tool is a 1.5 Meter tall sensor turret system. This Sensor will create a Killzone with a range of 300 Meters. If a Character or Vehicle with a non-Friendly IFF tag enters the Killzone, the Sensor Emplacement will sound an alarm and will allow any Covenant Automated Turrets within 10 Meters of the Sensor Emplacement to join the Killzone and fire a Half Action of Attacks against the Targeted Character.	54	13 3

OTHER

EQUIPMENT	BENEFITS	WEIGHT	CR
Armor Mounted Anti-Ablation Unit	A small magnetically mounted shield modulator which releases pulses of energy to mitigate the effects of incoming explosives. While the emitter is active, Explosive weapons do not apply any Pierce to damage to the user's shields. The emitter has a 1 round Recharge for every turn used to a maximum of 5 Rounds.	3.1	85
Armor Mounted Shield Generator	An oval-shaped Shield Generator that attaches to Armor to give them a weak Energy Shield. This does not stack with other Energy Shields or with any type of Active Camouflage. Has its own power source.	5.3	140
	SHIELD INTEGRITY	DELAY	RECHARGE RATE
	75	5	25
Basic Universal Survival Tool	A small multitool equipped for entrenchment and survival situations. The multitool comes with a Shovel, Saw, Hypergolic lighter and Flashlight.	1.2	8
Camping Stool	A small anti-gravity adjusted stool for sitting on. The stool's height can be set by using a small anti-gravity tool built in that hovers the seat above the ground.	1.9	4
Gravity Belt	When worn, Gravity Belts remove Penalties gained from high Gravity.	1.9	46
Laser-Cutter	A high-power laser which can cut through almost anything, commonly found on Kiy-Yar vessels. Can be used for 100 consecutive Rounds. Ranged weapons attacks made with the Laser-Cutter have a Maximum and Close Range of 10 meters at Sustained (2), 2D10 +14 Damage, with 40 Pierce. If not against a Helpless or Stunned Character, Attacks with this weapon gain a -15 To Hit. [UD] [TH] Cauterize Special Rule.	10	60
Methane Recharge Station	A station that cycles methane out of the atmosphere for the use of recharging Methane Tanks for Unggoy Characters. A Methane Recharge Station is able to fill a Methane Tank within 20 seconds (5 Rounds). Each Methane Recharge Station can fill 4 Tanks at once and has 20 uses before it empties. The Methane Recharge Station recovers 1 Use per hour, if it is in an atmosphere with methane that can be siphoned.	13	30
Methane Tank	A tank for feeding Methane gas into the Oxygen that an Unggoy Character breathes. The Tank holds 120 hours of breathable Methane. Able to be recharged by the Methane Recharge Station. An Unggoy can use their Methane Tank as a jump-pack. They're able to multiply their Jump and Leap from 2x to 5x. Using this depletes the Methane by (X) hours, where (X) is the multiplier chosen, multiplied by 2. The Methane may be put into a recharge mode that filters methane from the atmosphere. While doing this, the Unggoy must be inactive and will recharge 1 hour of Methane every 10 minutes.	9	10
Plasma Recharge Station	A Plasma Recharge Station is a Battery recharging unit for many Covenant weapons. Each Plasma Recharge Station can recharge 100 Plasma batteries before emptied. If a Plasma Recharge Station takes 20 points of Damage, it explodes as if it were a Covenant Charge explosive.	15.4	30
Repair Multi Tool	This tool is roughly the size of a large wrench. It contains a laser cutter capable of cutting through thin sheets of nanolaminate. A scanner capable of diagnosing electrical faults within covenant vessels. And tools for the field repair of weapons and vehicles.	3.2	28
Rope	A metallic-like rope that can withstand up to 4,500 KG of weight without breaking. 2 cR per 1 Meter of Rope. Each Meter of Rope weighs 0.4 KG.	--	--
Species MRE	"Meals, Ready to Eat." Species-specific prepackaged foods that do not go bad as long as they stay packaged. One meal is enough to fill a Normal Sized Character. Comes with 5 meals.	0.2 per	1

GENERAL AND SURVIVAL EQUIPMENT SUBSTITUTION

Characters may take Human General and Survival Equipment sections without paying any extra, as long as the GM allows it.

DEPLOYABLE EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	CR
Active Camo Cloaking System	A large older variant of the Active Cloaking systems used by the Covenant. This Unit provides a +50 Bonus to Camouflage that lasts for 5 Rounds. The Active Cloaking Unit has a 1 Round Recharge for every Turn used to a maximum of 5 Rounds. Used with Armors that do not currently have a cloaking system. The Active Cloaking Unit does not mask or hide weapon effects and sounds. Can be used with larger-scale Armor, such as with Mgalekgolo armor, but will only give a +30 Bonus to Camouflage.	2.1	300
Bubble Shield	A 3 foot tall device that forms a circular protective barrier in a 3 Meter Radius. The barrier has a Shield Integrity of 1,500. The Bubble Shield lasts for 6 Rounds, before shorting out and exploding. Explosion caused by the Bubble Shield's detonation is 2D10+10 Damage, Blast (1).	20	35
Deployable Cover	Deployable Energy Shield, 3 Meters tall and 2 Meters wide. The Shield has a Shield Rating of 200, a Shield Delay of 5, and a Shield Recharge of 50. The Deployable Cover can be deactivated and activated in a Half Action.	5.1	110
Flare	A blinding light is active for 3 Rounds. Characters within 10 Meters take a -60 Visual Perception Penalty and a -50 Warfare Range and Warfare Melee Penalty. After 3 Rounds, the Flare explodes, dealing the damage equivalent to the M9 Grenade in the Human Armory.	3.1	40
Holo-Drone	A small sphere drone half a Meter wide that travels 30 Meters per Turn. The Holo-Drone has 20 Breakpoints. The Holo-Drone projects images of the user, which can also project and simulate a weapon. The Holo-Drone perfectly copies the Character being used in a 3D, holographic image. When the image is struck in any way, it causes static and ripples to form across it. When the Holo-Drone detects the user firing their weapon, it creates an electro-magnetic hard-light replica of the ammo, which can damage Energy Shields for 1 point of damage.	4.4	350
Invincibility generator	When activated the generator creates a nearly solid electromagnetic layer which instantly stops or reverses the trajectory of almost anything that meets it. Turns the user immune to any weapon that deals less than 200 damage for one round. The emitter is destroyed after use. While the emitter is active the user glows a bright blue and loses the benefit of active camo.	2.4	140
Kindler GPS	Kindler Global Positioning System (KGPS) is used to find the current location on any supported planet. The Kindler UGPS displays maps as a hologram that is projected above a handheld device.	0.4	20
Kindler Unit	The Kindler Unit uses laser scanning systems to create 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. Sends improved mapping functions to the Kindler GPS.	0.4	50
Pirate Gravity lift	A 7-Meter-long Tri Legged gravity lift with a pinch fusion reactor in its center. Capable of moving men and material multiple kilometers into the air. The direction of the lift can be altered using a Battlenet interface, The legs can be folded up to allow for easier transport.	286	260
Portable Gravity Lift	A half a meter long Deployable Gravity lift used to assist in climbing hillside cliffs rapidly. The gravity lift is able to lift objects 20 Meters into the air, reduced by 1 Meter per 100 kg the object weighs.	0.6	44
Power Drain Device	A device that shorts out electronics. Drains Energy Shields within a 4 Meter Radius. Every Round an Energy Shield is within the radius of the Power Drain Device, it loses 50 Shield Rating. Vehicles and Equipment that are within the Power Drain's Radius are affected by the EMP (3) Special Rule. The Power Drain lasts for 4 Rounds, before shorting out and exploding. Explosions caused by the Power Drain Device deal the damage equivalent to the Plasma Grenade, alongside the EMP (2) Special Rule.	2.9	40
Radar Jammer	Tricks all enemy IFF Tags and Radars to display 15 Enemy Tags for 4 Rounds. One-time use.	2.1	15
Regenerator	The Regenerator doubles any Energy Shield's Shield's Recharge Rate, while halving the Shield's Shield Delay. The Regenerator has a 3 Meter Radius that lasts for 4 Rounds before shorting out. One-time use.	1.9	30
Shock device	An Electric Immobilization Device that, when attached to any Powered or Semi-Powered Armor, will shock the armor disabling it. When used against Powered Armor, the Character cannot move or take any Actions except for Speech Actions. When used against Semi-Powered Armor, the Armor can no longer perform its functions or hold its own weight, but the Character can still move and take Actions as normal. If the Armor has Energy Shields, the Energy Shields will shut down at the beginning of the next Round. The Armor also cannot perform any of its Actions or Abilities or use its attached Equipment or Permutations.	0.2	500

MEDICAL EQUIPMENT

EQUIPMENT	BENEFITS	WEIGHT	CR
Artificial Limb	A bionic limb replacement for destroyed or removed limbs. The Artificial Limb has 80 Breakpoints. When at 0, the limb is destroyed.	--	60
Dream-Shaper	<p>A stimulant concoction of multiple drugs that allow a Character to go a day without sleep and gain no Fatigue from sleep-related issues. The Dream-Shaper can be used three times, allowing a Character to not need sleep for 4 total days straight, until debilitating effects kick in. Comes with 4 uses.</p> <p>When on a Dream-Shaper, Characters take -10 to Intellect and Charisma Tests. When on Dream-Shapers for a second day in a row, the Character also gains a -10 Penalty to Leadership Tests. On the third day, the Character is at -20 to Intellect, Charisma, and Leadership Tests. The Character also has difficulty discerning what needs to be done, causing them to become focus-locked on a specific and sometimes pointless goal. The Character will still attempt to protect themselves and others but are not suicidal to complete whatever strange goal they might set out to do. On the fourth day, the Character is at a -30 Penalty to Intellect and Charisma Tests, and a -40 to Leadership Tests. They are still focus-locked on their obsession from the third day. If the Character takes another dose on the fourth, they take 10D10+10 Fatigue that cannot be reduced by Toughness.</p> <p>Once 20 hours have passed and the Character has not taken more of the Dream-Shaper, they take (X)D10 Fatigue. (X) is +3 for each Dream-Shaper used without rest, and then subtracted by their Toughness Modifier, to a minimum of 5 Fatigue.</p>	1.5	40
Hyper Coagulant	This gel-like substance rapidly seals and sedates wounds. Allows a character to ignore all side-effects of Special Damage, not including broken and destroyed body parts for 3 rounds. Each dose first gives a character 3 degrees of fatigue. If the user passes their Fatigue maximum and attempts to apply Coagulant, they must pass a -10 Toughness test or slip into a coma for 1D5 hours per every dose given. Each purchase comes with 5 uses.	0.1	10
Magnetic Splint	Reduces any Movement and Attack Penalties from a broken or heavily damaged leg by half.	2	10
Medical Kit	A kit that offers all needed tools to perform medical actions on the battlefield.	1.7	10
Medical Scanner	Scans bodies to allow a Medic to see the character's Wounds, Fatigue, and any Special Damage. Also gives advanced information about how an injury can best be cured giving a +5 to Medical Tests.	0.3	32
Mending Stimulants	Contained in a small vial and applied with a rag this water like substance can greatly aid in accelerating the healing of external injuries. Increases the number of wounds healed during an extended test by 1D10. Can be applied a maximum of 5 times before causing 1D5 Fatigue per use.	0.2	20
Respirator Pack	A pack that contains breathable Oxygen or an Oxygen-Methane mix for Characters who cannot breathe on their own, or when there is a lack of a breathable atmosphere. Has enough air to last 4 hours and can recharge in four Full Actions when in a breathable atmosphere.	2.1	12
Sealant Mesh	Used as a Full Action, Sealant Mesh is an expanding antiseptic skin that removes 3D5 Fatigue and heals 4D10 Wounds. Using Sealant Mesh removes the Character's ability to naturally heal any Wounds or recover Fatigue until they receive an Extended Medical Test. Each time a Sealant Mesh Skin is used, any Sealant Mesh used after will heal one less dice roll for both Fatigue and Wounds, to a minimum of 0.	0.7	10
Syringe Set	A simple syringe set for any use deemed necessary. +5 to surgical or advanced Medical Tests.	0.2	10
Thermal Blanket	Allows characters to stay warm in harsh colds. Treats Extreme Heat as up to 20 degrees cooler, and Extreme Cold as up to 20 degrees warmer, as close to the users' body temperature as possible.	4.2	5
Wound Sealant	As a Full Action, reduces a Character's Bleedout to 2 Wounds per Turn.	0.4	15
Wound Sterilizer	A small sterilizing and sealing tool that heals Wounds. Takes a Full Action to apply and heals 4 Wounds 2 Rounds after being applied.	0.2	6

The GM may allow the Covenant Players access to Human Medical Equipment at no extra cost.

CHEMICAL AND RADIOLOGICAL WEAPONS

EQUIPMENT	BENEFITS	WEIGHT	CR
Ostanelus Gas Canister	A chemical gas weapon that targets Characters that aren't Kig-Yar. Characters inside the Ostanelus Gas gain a -5 Penalty to their Strength and Toughness Characteristics for each Half Action. Ostanelus Gas has no Counteragent, but the effects will be reversed if the Character is given an Extended Medical Action for a minimum of 4 hours. Ostanelus gas will last in an area for 10 Rounds and fill an area up to a 10 Meter radius, reduced by half with strong winds in an open area.	6.3	300
Element 120V	Randomly compromises Human DNA. Human Characters within the 100 Meter Radius will die within 10D10 Rounds. Burning a Luck will render the Element 120V harmless on a per-Character basis.	2.4	1,305

COVENANT ARMOR VARIANTS

Covenant Characters are able to select up to two variants for their Harness. Selecting a second variant costs an extra 50 cR alongside its listed Cost. If both Variants offer the same type of benefit, such as +(X) to Armor Locations, only the highest Bonus and Penalty will be taken. For example, if both Variants offer Vacuum Sealing, the Character only gains the benefits of the one with the highest amount of air available.

ARMOR	HARNESS VARIANTS	COST
Accord	The results of cooperative effort between the UNSC and Swords of Sanghelios. This Variant can only be taken Post-War and gives you the following Bonuses: A +1 to all Armor Locations, the armor's built-in VISR can connect to both UNSC and Covenant devices. This armor can accept human armor Permutations and has 3 Head, 4 Chest, 2 Arms, and 3 Leg Hardpoints.	44 cR
Artifact Retrieval	The Artifact Retrieval Armor is a variant built for prolonged periods of time within vacuums and harsh atmospheric conditions. This variant is vacuum sealed and has a specialized rebreathing unit that has 96 hours of breathable oxygen. This suit also has a temperature regulation unit that keeps the Character at a constant 22 degrees Celsius.	30 cR
Artisan	Artisan variants are rare due to being specially crafted by Covenant smiths not under the watch of the Covenant Empire. Artisan offers +10 to Agility, +25 Shield Integrity, and +1 Armor to all Locations. Artisan also stacks its benefits to other Variants when a Secondary variant is taken.	141 cR
Ascetic	Worn by troops during major and internal crisis, the Ascetic Harness is built on Intimidation and keeping order. This variant gives +30 to Intimidation against Covenant Soldier Types and Races. The suit gives +20 to Shield Integrity and +10 to Shield Recharge Rate and is Vacuum Sealed with 60 Minutes of breathable air and has an Enclosed Helmet.	100 cR
Assault	Featuring reinforced aligned composite and Buttress Principle Protective Stratum. This gives +4 Armor to all Locations and adds +10 KG to the Harness' weight. This variant is Vacuum Sealed with 60 Minutes of breathable air and has an Enclosed Helmet.	108 cR
Ceremonial	The Ceremonial variant is a religious design built for those of Zealot type ranks or higher. This variant gives no real benefit beyond existing as proof of extremely high status and power. The Ceremonial variant is adorned with hard-light decorative bands and gives +20 to Charisma and +10 to Leadership when dealing with Covenant races.	224 cR
Commander	Commander-Class is a heavily ornate variant that can only be worn by Characters of "O-2" or higher. Commander gives +10 to all Charisma and Leadership Tests and increases Disposition by 1 among Covenant Characters.	56 cR
Commando	The Commando variant includes an EMP-proof communications gear and a more lightweight harness system designed for better mobility, giving +5 to Athletics Tests.	21 cR
Executioner	The Executioner variant is designed for close-range execution, mostly used against heretics of the Covenant. This variant gives +10 to all Warfare Melee Tests made.	25 cR
Fleet Maintenance	The Fleet Maintenance variant comes with a built-in Repair Multi Tool and a hardened Undersuit which reduces Damage from Fire, Flame, Electricity, and Cryo Special Rules by half. This variant is Vacuum Sealed with 60 Minutes of breathable air and has an Enclosed Helmet.	95 cR
Flight	The Flight Variant Harness offers a Vacuum Suit that features a Hyper-Wave Link (HWL) that allows for Piloting, while the user goes into a paralyzed state, offering +20 to any Pilot Test in Covenant vehicles. This variant is Vacuum Sealed with 60 Minutes of breathable air and has an Enclosed Helmet.	66 cR
Headlong	Headlong is a variant built for units to rush into battle, regardless of terrain. Headlong reduces Penalties from Rough and Dangerous Terrain, as well as reduces Falling Damage by two D10s.	83 cR
High Council	High Council is a politics-based variant that can only be taken by Covenant Characters of 0-5 and higher. This variant offers +2 Armor on all Locations and +20 to Leadership Tests against Covenant Characters.	74 cR
Imperial Admiral	Admiral is the most ornate variant of armor available to those in the Covenant. This armor may only be gained if the GM approves the Character has earned it. This may be done either through high rank, great wealth, or powerful standing within the Covenant empire. Admiral gives +5 Armor on all Locations, +25 Shield Integrity and Recharge Rate, and +20 to Leadership Tests against Covenant Characters.	272 cR
Invader	A suit based on hunting and Infiltration; the Invader Harness offers the user a +60 Bonus to Visual Investigation Tests. This variant's mechanical boosting system offers +15 to Athletics for moving Silently. The Helmet of this Harness holds incredibly thick plating, giving it an Armor of 30, but adds +20 KG to the weight.	300 cR
Keepward	A variant for those in similar roles for Honor Guardsmen, bodyguards of those who are important to the Sangheili. Keepward adds +10 Armor to all Locations but reduces the Character's Agility Characteristic by 15. The weight of the Harness is doubled.	500 cR
Officer	An ornate variant that creates beautiful patterns of dark golden red and matte burgundy. This Harness variant is used by those who command respect. The Officer variant gives +10 to all Leadership and Charisma Tests against other Covenant Characters.	36 cR
Outrider	Built for surveillance and survival, Outrider includes a host of sensor enhancements and structural composites. The Harness comes with Built-in VISR, Motion Tracker, Battlenet HUB, Spotter Assist Target System, and an Onboard Computer similar to those in Mjolnir suits. The suit's Helmet gains +2 Armor due to being enclosed. Due to using a camera, EMP effects are treated as a Flashbang, visually.	91 cR
Ranger	A special Harness for those with the Ranger Rank, the Ranger Harness has two separate variants. For those with the Minor Ranger Rank, this variant has a built-in Covenant Thrust Pack Armor Ability. For those with the Rank of Major Ranger, the suit has a built in Anti-Gravity Pack Armor Ability. This variant is Vacuum Sealed with 60 Minutes of breathable air and has an Enclosed Helmet.	120 cR
Scion	The incredibly rare Scion Armor is granted seldom to the Covenant. Those who have it are seen as a status symbol, giving +20 to all Social Skill Tests dealing with other Covenant Characters. GMs should only allow this to Characters who recently lost high-status loved ones in battle.	36 cR

ARMOR	HARNESS VARIANTS	COST
Silent Shadow	A modification system that is applied as a secondary to other variants. Comes with built-in VISR equivalent and is designed to make better use of any Active Camo systems being used with it. Gives a Bonus +10 to all Camouflage Tests.	115 cR
Stealth	This variant trades the Harness' Shields for a permanent built-in Cloaking System that offers +60 to Camouflage Tests. When not Cloaking, the suit has a Shield Integrity of 60 if it has Energy Shields. Those with the Minor Rank do not get the Shields with this variant, and it can only cloak. Can only be used by Spec-Ops unless stated otherwise by the GM.	75 cR
Storm	Featuring reinforced heavy Buttruss Principle Protective Stratum, this variant improves structural integrity greatly, at the expense of +20 KG and reduces Arms armor by 7. This variant adds +7 Armor to the Head, +9 to the Chest Armor Locations, and +6 Armor to the Legs. The Storm variant adds a skin-tight Undersuit that regulates temperature so the character can survive in frigid colds and dangerous heats.	68 cR
Warrior	The Warrior-Class Variant modification adds Shield-bolstering Pauldrons that give +50 to Shield Integrity and +25 to Recharge Rate.	29 cR

SANGHEILI POWERED COMBAT HARNESSES

ARMOR	WEIGHT	PRICE	ARMOR RATING				SHIELD		
Minor Combat Harness	22.5 kg	94 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			20	21	22	21	100	3	50
Major Combat harness	23.3 kg	100 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			21	22	23	22	125	3	50
Ultra Combat Harness	24.1 kg	104 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			21	22	23	22	150	3	50
Honor Guard Harness	26.7 kg	134 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			23	24	25	24	175	4	75
Special Operations Harness	20.4 kg	145 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			20	19	21	21	90	3	30
Zealot Combat Harness	22.7 kg	178 cR	HEAD	ARMS	CHEST	LEGS	Built-in T-3 Active Camouflage Armor Ability. Shield Delay +1 while cloak is active		
			20	21	22	21	SHIELD INTEGRITY	DELAY	RECHARGE RATE
Kaidon Combat Harness	31.9 kg	314 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			24	24	26	26	175	3	50

UNGGGOY COMBAT HARNESSES

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION		
Minor Combat Harness	9 kg	38 cR	HEAD	ARMS	CHEST	LEGS	--		
			18	19	20	19			
Major Combat Harness	10 kg	39 cR	HEAD	ARMS	CHEST	LEGS	--		
			19	19	20	19			
Ultra Combat Harness	11 kg	40 cR	HEAD	ARMS	CHEST	LEGS	--		
			20	19	22	19			
Heavy Combat Harness	14 kg	41 cR	HEAD	ARMS	CHEST	LEGS	-5 Agility when worn.		
			22	23	24	22			
Mule Harness	20 kg	49 cR	HEAD	ARMS	CHEST	LEGS	Has a magnetic weapon rack fixated to the back of the Harness. Holds up to 4 weapons, including Heavy Weapons.		
			21	19	20	19			
Mobility Harness	18 kg	50 cR	HEAD	ARMS	CHEST	LEGS	Micro-mobility Exosuit, gives +10 to Agility.		
			17	17	20	17			
Imperial Harness	13 kg	58 cR	HEAD	ARMS	CHEST	LEGS	--		
			25	18	20	18			
Suicide Harness	10 kg	60 cR	HEAD	ARMS	CHEST	LEGS	A built-in Covenant Charge that detonates when in radius of another explosive or triggered by the wearer. 40 Breakpoints, will explode when at 0 Breakpoints.		
			21	21	21	21			
Shielded Harness	12 kg	62 cR	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
			19	20	21	19	75	3	25
Spec-Ops Harness	12 kg	110 cR	HEAD	ARMS	CHEST	LEGS	Built-in T-3 Active Camouflage Armor Ability.		
			17	18	18	17			
Deacon Harness	6.4 kg	234 cR	HEAD	ARMS	CHEST	LEGS	A Holy variant for Deacons only. The Harness has an enclosed heavy helmet with a built-in projector that displays a Covenant holy symbol above their head. Has a tunic over the Harness.		
			22	14	18	14			

YANME'E HARNESS

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION			
Minor Combat Harness	7 kg	28 cR	HEAD	ARMS	CHEST	LEGS	--			
			13	15	15	14				
Major Combat Harness	8 kg	49 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			13	15	16	15		50	3	25
Ultra Combat Harness	9 kg	54 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			14	15	17	16		75	3	25
Captain Combat Harness	10 kg	58 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			14	16	17	16		100	3	25
Captain Major Combat Harness	10 kg	63 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			15	16	17	16		125	3	25

KIG-YAR COMBAT HARNESS

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION			
Minor Combat Harness	11 kg	38 cR	HEAD	ARMS	CHEST	LEGS	--			
			18	19	20	19				
Sniper Combat Harness	9 kg	39 cR	HEAD	ARMS	CHEST	LEGS	The Sniper Combat Harness counts as having VISR.			
			20	19	20	19				
Major Combat Harness	13 kg	40 cR	HEAD	ARMS	CHEST	LEGS	--			
			20	19	21	20				
Zealot Combat Harness	12 kg	43 cR	HEAD	ARMS	CHEST	LEGS	--			
			23	21	22	21				
Murmillo Combat Harness	11 kg	72 cR	HEAD	ARMS	CHEST	LEGS	Built-in Kig-Yar Tactical Headpiece.			
			21	22	22	21				
Commando Harness	13 kg	92 cR	HEAD	ARMS	CHEST	LEGS	Built-in Hologram Armor Permutation.			
			21	21	21	21				
Spec-Ops Harness	13 kg	114 cR	HEAD	ARMS	CHEST	LEGS	Built-in T-3 Active Camouflage Armor Ability.			
			20	19	21	19				
Champion Combat Harness	16 kg	221 cR	HEAD	ARMS	CHEST	LEGS	-15 Penalty to Agility when Worn.			
			24	23	24	23				

HURAGOK HARNESSES

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION			
Protective Harness	12 kg	34 cR	HEAD	ARMS	CHEST	LEGS	When the Slave Explosive Harness takes 50 Damage in a single Attack, or when the Huragok dies, it explodes, dealing the damage of a Covenant Charge. The Slave Explosive Harness can also be remote detonated by whoever is commanding the Huragok.			
			20	12	24	12				
Heavy Harness	24 kg	39 cR	HEAD	ARMS	CHEST	LEGS				
			24	14	26	14				
Slave Explosive Harness	9 kg	40 cR	HEAD	ARMS	CHEST	LEGS				
			20	--	24	--				

VACUUM SUITS

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION
Sangheili Vacuum Suit	3 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Unggoy Vacuum Suit	1 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Jiralhanae Vacuum Suit	4 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Kig-Yar Vacuum Suit	2 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Yanme'e Vacuum Suit	2 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Mgalekgolo Vacuum Suit	6 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
Huragok Vacuum Suit	2 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	
San'Shyuum Vacuum Suit	3 kg	30 cR	HEAD	ARMS	CHEST	LEGS	Can stack with Combat Harness and Armor. Has 60 minutes of breathable air and Thrusters to give +10 when Maneuvering in Space.
			1	0	0	0	

PRE-SCHISM JIRALHANA COMBAT HARNESSES

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION
Minor Combat Harness	20 kg	32 cR	HEAD	ARMS	CHEST	LEGS	--
			15	16	17	16	
Major Combat Harness	24 kg	33 cR	HEAD	ARMS	CHEST	LEGS	--
			15	17	18	16	
Ultra Combat Harness	27 kg	35 cR	HEAD	ARMS	CHEST	LEGS	--
			17	17	18	18	
Captain Major Harness	29 kg	36 cR	HEAD	ARMS	CHEST	LEGS	--
			18	18	18	18	
Captain Ultra Harness	31 kg	38 cR	HEAD	ARMS	CHEST	LEGS	--
			19	19	20	19	
Stalker Combat Harness	50 kg	108 cR	HEAD	ARMS	CHEST	LEGS	Built-in T-3 Active Camouflage Armor Ability.
			16	16	17	17	
Chieftain Harness	33 kg	240 cR	HEAD	ARMS	CHEST	LEGS	--
			20	19	22	20	

SCHISM JIRALHANA COMBAT POWER ARMOR

SCHEM: XRAY/ANAL COMBAT POWER ARMOR										
ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION			
Minor Armor	70 kg	52 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			15	16	17	16		50	3	25
Major Armor	80 kg	40 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			17	17	19	16		75	3	25
			-10 Penalty to Agility when worn.							
Captain Major Armor	95 kg	63 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			19	19	20	19		120	3	20
Captain Ultra Armor	100 kg	70 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			20	19	20	20		125	3	25
Honor Guard Harness	105 kg	72 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			21	19	21	20		125	3	25
Stalker Armor	85 kg	125 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			17	17	18	18		50	3	20
			Built-in T-3 Active Camouflage Armor Ability. Shield Delay +1 while cloak is active							
Chieftain Armor	110 kg	276 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			21	22	25	22		125	3	25
War Chieftain Armor	115 kg	310 cR	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
			22	22	27	22		175	3	50

MGALEKGOLO ARMOR

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION
Standard Armor	1,200 kg	115 cR	HEAD	ARMS	CHEST	LEGS	--
			40	40	50	40	
Ironclad Armor	2,400 kg	155 cR	HEAD	ARMS	CHEST	LEGS	-5 Agility when worn.
			50	45	60	50	
Ultra Armor	2,900 kg	175 cR	HEAD	ARMS	CHEST	LEGS	Glows, easily Spotted in Low-Light and Darkness.
			55	45	55	50	
Banished Captain Armor	4,000 kg	190 cR	HEAD	ARMS	CHEST	LEGS	-10 Agility when worn.
			60	50	65	55	
SPECIAL RULES							
Bunker Down	As a Half Action, the Mgalekgolo gives up their Reaction and bunkers down for an Extended Action that can be held as long as the Mgalekgolo needs. Coming out of Bunker Down also takes a Half Action. Bunker Down removes a Character’s ability to attack the Exposed Locations within the Armor unless they are firing at the Mgalekgolo’s backside. The Hunter may only move their Half Action in movement and cannot take any Agility Modifiers or Abilities that would allow them to move faster. The Mgalekgolo may still make attacks but can only turn 90 degrees per Turn. The Mgalekgolo may take a Full Action to Charge Attack out of Bunker Down or use a single Melee Attack to come out of Bunker Down that ignores the turn limitations. This Attack may also be used with Decapitating Strike or Guillotine Strike.						
Exposed Locations	Mgalekgolo Armor has several exposed locations that offer half Armor for protection. These Locations are the Mgalekgolo’s back Torso, neck, and all limb joints. To Hit an Exposed Location, the Opponents must make a Called Shot against these locations at a -40 Penalty. If the Attack is unsuccessful but would have still hit without the Called Shot Penalty, the Attack will still strike the Armor. Successfully striking the Exposed Locations reduce the Armor by half for the Attack.						

SAN'SHYUUM POWER HARNESS

ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION			
San'Shyuum Combat Harness	10 kg	38 cR	HEAD	ARMS	CHEST	LEGS	--			
			18	19	20	19				
Prophet Harness	19 kg	85 cR	HEAD	ARMS	CHEST	LEGS				
			20	19	21	20				
							SHIELD INTEGRITY		DELAY	RECHARGE RATE
				175		4	50			
-10 Penalty to Agility when worn.										

THE BANISHED ARMORY

PISTOLS AND SMALL CARBINES

[OH] [UD]	Rohakadu Pattern Plasma Pistol			Semi-Auto (3) or Auto (1) with Charge (X)		"Type-25 Directed Energy Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+12	5	100	5m-40m	Plasma Battery	42	4
The Plasma Pistol has two firing modes, a semi-auto rapid fire and a single charged shot. Cauterize Special Rule. Built-in Covenant 2x Sight. When charging the Plasma Pistol, it may be released at any time. Each Half Action Charged, the Pistol's Base Damage is increased by +5. The Pistol can be charged up to 3 Half Actions. When fully charged, the Charge can still be held longer, but will no longer increase the Base Damage. For every Half Action the Plasma Pistol charges, 5 Ammunition is consumed. Shots Charged for 3 Half Actions gain the EMP (4) Special Rule and the Homing Special Rule. When the Charged Shot is released, instantly gains Overheat (2).								WEIGHT (KG): 3.7

[OH] [UD]	Balaknass Workshop Handgun			Semi Auto (4)		"Spike Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+11	9	12	10m-85m	7.9mm Bolt	72	5
Spike, Cauterize Special Rule. Comes with: Jiralhanae Bayonet.								WEIGHT (KG): 5.1

[OH] [UD]	Sicatt Workshop Disruptor			Semi Auto (3)		"Disruptor Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	2D10	+3	25	10	20m-115m	Plasma Battery	73	5
Comes with: Built-in Covenant 2x Sight. If the Disruptor hits 4 shots in a Round on its Target, the 4 th shot deals EMP (2). Electrified (X) Special Rule, where (X) is +3 for each shot landed in a Round. The Electrified Special Rule for the Disruptor will not activate until the end of the Round.								WEIGHT (KG): 3.4

[TH] [UD]	Grenflect Workshop Spiker			Auto (6)		"Type-25 Carbine"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	2D10	+19	6	40	20m-125m	Tungsten Spike	70	5
Spike, Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight, Jiralhanae Bayonet.								WEIGHT (KG): 6.5

[OH] [UD]	Udfek Workshop Mauler			Semi-Auto (1)		"Type-52 Pistol"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	2D10	+19	4	5	5m-60m	7.9mm Bolt	52	5
Cauterize, Spread Special Rule. Comes with: Jiralhanae Bayonet. Fires the 7.9mm Bolt, but violently explodes as it is released. Deals +5 damage if fired 2 Meters or less from the Opponent.								WEIGHT (KG): 8.9

[TH] [UD]	Ukala Workshop Mangler			Semi-Auto (2)		"Mangler"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	3D10	+18	10	8	30m-145m	Tungsten Spike	58	5
Cauterize, Headshot Special Rule. Comes with: Built-in Covenant 2x Sight, Jiralhanae Bayonet.								WEIGHT (KG): 8.5

RIFLES AND LARGE CARBINES

[OH] [UD]	Prom'shi'k Pattern Plasma Rifle			Auto (10)		"Type-25 Directed Energy Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+12	13	250	25m-130m	Plasma Battery	44	6
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Firing 16 shots within two Rounds gains the Overheat (3) Special Rule.								WEIGHT (KG): 6

[UD] [TH]	Kilfis'vepta Pattern Storm Rifle			Auto (12)		"Type-25 Directed Energy Rifle/Advanced"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+6	19	200	20m-115m	Plasma Battery	49	7
Cauterize Special Rule. Comes with: Built-in Covenant 2x Sight. Firing 18 shots within two Rounds gains the Overheat (2) Special Rule.								WEIGHT (KG): 8

[TH] [UD]	Grenflect Workshop Rifle			Auto (8)		"Type-28 Medium Range Spike Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	3D10	+12	6	40	30m-255m	Tungsten Spike	91	6
Spike, Cauterize Special Rule. Comes with: Jiralhanae Bayonet.								WEIGHT (KG): 12.1

[OH] [UD]	Posu'gelka Pattern Needler			Auto (6)		"Type-33 Guided Munitions Launcher"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	2D10	+15	4	30	5m-65m	Blamite Needle	69	5
Needle (6), Homing Special Rule. Comes with: Built-in Covenant 2x Sight.								WEIGHT (KG): 3.8

[UD] [TH]	Modified Mosa Pattern Carbine			Semi-Auto (2) or Auto (6)		"Type-51 Carbine"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Carbine	3D10	+9	10	18	100m-1,000m	8.7x60mm CRP	55	6
Headshot Special Rule. -10 Penalty To Hit. Comes with: Built-in Covenant 4x Sight. Fires radioactive caseless charges.								WEIGHT (KG): 7.1

[UD] [TH]	Elutuzem Pattern Stalker Rifle			Semi-Auto (3)		"Stalker"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	4D10	+2	19	25	100m-1,000m	Plasma Battery	59	7
Headshot Special Rule. Comes with: Built-in Covenant 3x/6x Sight. For every shot made, this weapon gains an overheat counter. Once this weapon reaches 6 overheat counters, the weapon gains the Overheat (5) Special Rule. At the beginning of every Turn, remove 2 overheat counters, or use a Half Action to remove all of them.								WEIGHT (KG): 7.2

[UD] [TH]	Sicatt Workshop Shock Rifle			Sustained (5)		"Shock Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+15	4	20	40m-600m	Plasma Battery	69	7
Electrified (1), Headshot, EMP (2) Special Rule. Comes with: Built-in Covenant 3x Sight. Arcs 3D10 +4 Damage to Characters within 3 Meters of the Vehicle, Character, Shield or other metallic objects.								WEIGHT (KG): 7.1

[HW] [UD] [TH]	Flaktura Workshop Heavy Speargun			Auto (1)		“Skewer”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	3D10	+40	10	1	60m-300m	Tungsten Spike	108	15
Cauterize, Kinetic, Penetrating, Headshot, and Long Barrel Special Rule. Impacted objects, vehicles, and Characters are thrown (X) Meters, where (X) is 50 Meters subtracted by 1 Meter for every 200kg it weighs.							WEIGHT (KG):	22.2

TURRETS

[HW] [UD] [TH]	Modified Pek Pattern Plasma Cannon			Auto (10)		“Type-2 Directed Energy Support Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+13	13	200	100m-350m	Plasma Battery	111	15
Cauterize, Long barrel Special Rule. Comes with Tripod.							WEIGHT (KG):	20.3

[HW] [UD] [TH]	Grenflect Workshop Spike Cannon			Auto (12)		“Super Spiker”		
TYPE	D11AMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	3D10	+11	5	200	60m-300m	Tungsten Spike	113	15
Spike, Cauterize, Long barrel Special Rule. Comes with Tripod.							WEIGHT (KG):	25.8

[HW] [UD] [TH]	Grenflect Workshop Scrap Cannon			Auto (X)		“Gatling Mortar”		
TYPE	D11AMAGE ROLL	BASE DAMAGE	PIERCING	BELT	RANGE	AMMUNITION	cR	RELOAD
Machine Gun	2D10	+19	1	500	50m-250m	7.9mm Bolt	118	15
Cauterize, Long barrel Special Rule. Comes with Tripod. Auto (X) begins at 10 and is increased by 2 for every Full Action fired, to a maximum of 16.							WEIGHT (KG):	29.3

SNIPER RIFLES

[HW] [TH] [UD]	Modified Sulok Pattern Particle Beam Rifle			Semi-Auto (2)		“Type-50 Sniper Rifle System”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+14	16	10	50m-2,500m	Plasma Battery	122	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 5x/10x Sight.							WEIGHT (KG):	18.1

[HW] [TH] [UD]	Modified Zubo Pattern Beam Rifle			Semi-Auto (2)		“Type-27 Special Application Sniper Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+12	18	10	50m-2,750m	Plasma Battery	123	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 5x/10x Sight.							WEIGHT (KG):	18.2

[HW] [TH] [UD]	Modified M’tara Pattern Focus Rifle			Sustained (4)		“Type-52 Special Applications Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam Rifle	1D10	+20	12	32	25m-2,000m	Plasma Battery	112	10
Cauterize, Penetrating, Kinetic, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 5x/10x Sight.							WEIGHT (KG):	17.2

[OH] [UD]	Paegaas Workshop Spike Sniper			Semi-Auto (1)		“Spike Sniper”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	4D10	+10	12	4	100m-1,000m	Tungsten Spike	74	10
Spike, Cauterize, Headshot, Long barrel Special Rule. Comes with: Built-in Covenant 5x/10x Sight.							WEIGHT (KG):	17.7

EXPLOSIVE LAUNCHERS

[HW] [UD] [TH]	Modified Jovokada Workshop Death Lobber			Semi-Auto (3)		“Type-25 Grenade Launcher Brute Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	2D10	+11	13	6	15m-85m	45mm HIE	91	8
Blast (5), Kill (1) Special Rule. Comes with: Built-in Jiralhanae Bayonet.							WEIGHT (KG):	19.1

[HW] [UD] [TH]	Jovokada Workshop Heavy Mortar System			Auto (1)		“Mortar”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	6D10	+11	13	15	100m-200m	45mm HIE	75	8
Blast (6), Kill (4) Special Rule. -10 Penalty To Hit. Cannot fire within 50 Meters of the User. Each shot uses 3 ammo from the Magazine, as it fires a powerful bundle of the 45mm HIE. Fires a large mortar shot upwards in an arc, allowing for the explosive to hit targets behind cover. Scatters 1D10 Meters for every 200 Meters fired, before Long and Extreme Range Penalties.							WEIGHT (KG):	39.6

[HW] [UD] [TH]	Veporokk Workshop Ravager			Burst (3) or Auto (1) with Charge (2)		“Ravager”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	2D10	+10	15	5	10m-60m	Plasma Battery	72	12
Grenade Launcher	4D10	+15	15		20m-100m			
Cauterize, Special Rule. When fired Burst, weapon has Blast (2), Kill (1). When fired Charge, weapon has Blast (10), Kill (2). Charge Attack will create a 10 Meter Radius pool of incendiary plasma on the ground that deals Flame (1D10) each Half Action a Character is in contact with it. This lasts for 3 Full Actions. Ravager will Overheat (3) after 3 Burst shots in a row or Overheat (4) after one Charge shot.							WEIGHT (KG):	18.3

[HW] [UD] [TH]	Modified Rez’tk Pattern Fuel Rod Gun			Semi-Auto (3)		“Type-33 Light Anti-Armor Weapon V-M”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rocket Launcher	3D10	+8	9	5	20m-300m	38mm RadEXP	88	13
If the weapon impacts or detonates under a 20 Meter Range, the Fuel Rod’s RadEXP shot will not explode, and will only gain Blast (1). If impacting further than 20 Meters, the shot gains Blast (5), Kill (2). Shots will detonate once they reach the 300 Meters.							WEIGHT (KG):	20.9

EXPLOSIVES AND GRENADES

[UD] Veporakk Workshop Stasis Field Grenade		"Stasis Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	--	--	--	Blast (4)	50
A large grenade that employs a Stasis Field that traps any Character or Vehicle within its Blast (4) radius for 2 Full Actions from use. Characters and Vehicles stuck cannot make any Actions until the Stasis Field wears off. Only effects Vehicles and Characters that fit completely inside the Stasis Field.					WEIGHT (KG): 3.6

[UD] Sicatt Workshop Dynamo Grenade		"Shock Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	1D10	--	30	Blast (8)	12
The Dynamo Grenade is a bouncing Grenade that lasts for 2 Rounds. Each Round it is active, it scatters 2 Meters in a random direction. Electrified (3) Special Rule and EMP (2) Special Rule.					WEIGHT (KG): 1.1

[UD] Sicatt Workshop Infusion Grenade		"Infusion Grenade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	4D10	+7	6	Blast (7), Kill (2)	8
Infusion Grenade detonate on impact and are without a timer.					WEIGHT (KG): 1.6

MELEE WEAPONRY AND CLOSE COMBAT UTILITIES

[OH] [SD] [PD] Akelas Workshop Combat Knife					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Knife	2D10	Strength Modifier +8	Half Strength Modifier +3	+1	41
A large 55cm knife. -10 Penalty when throwing. Has a protective handguard that gives +6 Armor to Attacks against the hand wielding the blade.					WEIGHT (KG): 0.9

[OH] [SD] [PD] Halbashi Workshop Plasma Gloves					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Other	--	--	+15	--	84
A rare device that attaches to the back of the Character's hand that emits a plasma gauntlet. This weapon adds +15 Piercing to the Character's Punch Melee Attacks and gives it the Cauterize Special Rule.					WEIGHT (KG): 2.2

[DW] [SD] [PD] Paegaas Workshop Gauntlet Retractable Blade					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Knife	2D10	Half Strength Modifier +7	Half Strength Modifier	--	30
A gauntlet that adds +1 Armor to the Wrist Sublocations. The blade takes one Half Action to extend and retract. The weapon cannot be used when retracted. The Gauntlet may be used to make one single Attack in a Full Action where the blade is extended during a melee attack. This doubles the Piercing of the Attack and gives +1 to Base Damage.					WEIGHT (KG): 2.3

[TH][BD][HW] Halbashi Workshop Gravity Hammer					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Hammer	5D10	Strength Modifier +19	--	+2	135
When activated, the Gravity Hammer has the Gravity (4) Special Rule. The Gravity Hammer must physically hit the Hammer against a surface or with a Successful Attack for it to Activate. The User is not affected by the Gravity (4) Special Rule. Slow Special Rule.					WEIGHT (KG): 39

[TH][BD][HW] Halbashi Workshop Gravity Axe					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Axe	4D10	Strength Modifier +12	Strength Modifier +17	+2	134
When activated, the Gravity Axe has the Gravity (4) Special Rule. The Gravity Axe must physically hit the Axe against a surface or with a Successful Attack for it to Activate. The User is not affected by the Gravity (4) Special Rule. Slow Special Rule. Gravity Special Rule is not improved by the weapon's Pierce.					WEIGHT (KG): 35.9

[TH][BD][HW] Sepulo'tez Workshop Gravity Mace					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Mace	2D10	Strength Modifier +11	30	+1	137
When activated, the Gravity Mace has the Gravity (3) Special Rule and several Plasma blades are emitted from the Mace. The Gravity Mace must physically hit the Mace against a surface or with a Successful Attack for it to Activate. The User is not affected by the Gravity (4) Special Rule. Slow Special Rule. Gravity Special Rule is not improved by the weapon's Pierce.					WEIGHT (KG): 13.5

[TH] [BD] Paegaas Workshop Tower Shield					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Shield	3D10	Strength Modifier +7	--	+1	80
The Tower Shield has 400 Breakpoints and gives 35 Armor for protection. For Large sized Characters and smaller, it can protect the entire Body. The Tower Shield is able to be deployed like mobile cover and be implanted into the ground. One Attack per Half Action when making Melee Attacks.					WEIGHT (KG): 32.1

VEHICLE WEAPONRY

CANNONS

[UD]	Gorespike Cannon			Charge (3) with Auto (1)				
TYPE	D11AMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Cannon	6D10	+53	6	1	250m-7,500m	Gorespike	254	Autoloader (17)
Cauterize, Blast (20), Kill (10). Autoloader holds 20 shots.							WEIGHT (KG):	--

AUTOCANNONS

[UD]	Grenflect Workshop Heavy Spike Cannon			Auto (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	6D10	+24	12	40	125m-850m	Tungsten Spike	86	Autoloader (15)
Spike, Cauterize Special Rule.							WEIGHT (KG):	--

MISSILE LAUNCHERS

[UD]	Annihilator Missile Pod			Semi Auto (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	4D10	+22	19	2	275m-4,000m	Annihilator Missile	218	Autoloader (13)
Cauterize, Blast (9), Kill (3), Homing, Vehicle lock Special Rule. Primary Armament of the Banished Blisterback vehicles. Autoloader holds 20 Missiles.							WEIGHT (KG):	--

[UD]	Thrasher Missile Pod			Burst (2)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Autocannon	3D10	+12	14	2	275m-4,000m	Annihilator Missile	191	Autoloader (13)
Cauterize, Blast (9), Kill (3), Homing, Vehicle lock Special Rule. Primary Armament of the Banished Reaver vehicles. Autoloader holds 12 Missiles.							WEIGHT (KG):	--

ENERGY WEAPONS

[UD]	Beam Cannon			Sustained (4)				
TYPE	D11AMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	1D10	+22	45	200	100m-2,000m	Plasma	103	Autoloader (15)
Cauterize, Blast (2) Special Rule.							WEIGHT (KG):	28.8

STANDARD AMMUNITION

AMMUNITION	COST	AMMUNITION	COST
Needler Blamite	5 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.	Heavy Blamite	25 cR per 1 Block. Each Block is one full Reload for any weapon that uses this Ammunition.
7.9mm Bolt	1 cR per 30 Rounds	38mm RadEXP	35 cR per 10 RadEXP Cases
8.7x60mm CRP	1 cR per 25 Rounds	58mm RadEXP	45 cR per 10 RadEXP Cases
45mm HIE	10 cR per 5 HIE Grenades	Incendiary Gel	10 cR per 5 Gel Cases
20mm PSR	15 cR per 5 PSR Grenades	12.5mm Bolt	1 cR per 20 Rounds
Annihilator Missile	50 cR per 10 Missiles	Tungsten Spike	1 cR per 25 Rounds
Plasma Battery	A Plasma Battery is a Plasma weapon's source of ammunition and is replaceable and rechargeable. These batteries cost 1/4th of the weapon's total cR cost, rounding up.		

BANISHED RANGED WEAPON MODIFICATIONS

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Armored	--	--	The weapon, when used as a melee weapon, deals an extra +8 Damage. Doubles the Weapon's weight and doubles the Weapon's Breakpoints.	100
Charged	+50%	--	The weapon's Base Damage is increased by 50% of the original Base Damage, but the Rate of Fire is halved. The price is 20 cR for every Rate of Fire reduced. If the weapon's Rate of Fire cannot be halved, no Rate of Fire changes are made, but an extra 200 cR is added to the Price. Semi Auto (1) will become Auto (1).	(X)
Explosive	-4	-4	The weapon's ammunition is modified to explode on impact with Blast (1). This Modification only works on non-explosive weaponry.	50
Gravitational Grip	--	--	The weapon's grip has a gravitational field that holds it tightly to the User's hand. The weapon cannot be Disarmed unless the Weapon takes 50 Breakpoints of Damage.	20
Rapid	--	--	The weapon's rate of fire is increased by 50% of its original Rate of Fire. If a Weapon has Auto (4), it will be increased to Auto (6). If 50% is not enough to increase the Rate of Fire by 1, it will increase the Rate of Fire by 1. This gives the Weapon a -15 To Hit. Price is +10 cR for every +1 added to the Rate of Fire.	(X)

BANISHED MELEE WEAPON MODIFICATIONS

MODIFICATION	DAMAGE	PIERCE	ABILITY	COST
Burning	-3	+12	The Hammer's blade is removed, but the weapon is given 4 Plasma Blades. This gives the Weapon a +12 to Pierce and +4 KG to the Weight. Caulterize Special Rule.	200
Electrified	--	--	Electrified (1D5) Special Rule that can only stun up to 3 Half Actions.	70
Extended	--	--	Extends Melee Reach by +1 Meters and increases the weapon's weight by 25%.	80
Guard	--	--	The weapon is outfitted with a protective hand guard. This gives the Character's Hand that is holding the weapon a +5 Bonus to Armor. This hand guard also gives the Character a +10 Bonus to defending against being Disarmed.	90
Weighted	+1D10	--	Increases the weapon's weight by 50%. The price of this Modification is the price of the weapon it is being applied to.	(X)

ARMOR CREATION

ARMOR	MASS	COST	ARMOR RATING	SPECIAL
Banished Light Harness	8 kg	34 cR	HEAD	Armor weight increased +5 kg per Size Increment from Normal.
			17	
Banished Medium Harness	14 kg	38 cR	HEAD	Armor weight increased +8 kg per Size Increment from Normal.
			19	
Banished Heavy Harness	26 kg	41 cR	HEAD	Armor weight increased +12 kg per Size Increment from Normal. -10 Penalty to Agility.
			20	
Banished Super Heavy Harness	35 kg	43 cR	HEAD	Armor weight increased +15 kg per Size Increment from Normal. -20 Penalty to Agility.
			21	

ARMOR PERMUTATIONS

Only available for Banished Armor listed in the table above.

MODIFICATION	MASS	COST	SPECIAL
Crush Gauntlet	4 kg	120 cR	Adds a powered Gauntlet to the chosen hand. Adds +2 Mythic Strength to unarmed Melee Attacks and gives +10 to Grappling Tests.
Energy Shields	1.5 kg	60 cR	Energy Shields unit that can be purchased 3 times. Each purchase adds 50 Energy Shields to the armor. Shield Delay is 3 and Recharge Rate is 25.
Heavy Powered Exosuit	(X) kg	300 cR	A heavy Powered Exosuit that is built over the Armor, giving it a +3 to Mythic Strength and +2 to Mythic Toughness. Also gives +3 to all Armor Locations. Agility is reduced by 10 when worn. Weight begins at 100 kg at Normal and is increased by 150 kg for every size increment larger.
Powered Exosuit	(X) kg	200 cR	A lighter weight Powered Exosuit is built into the Armor, giving it a +1 to Mythic Strength, Mythic Toughness, and Mythic Agility. Also gives +2 to all Armor Locations. Weight begins at 30 kg at Normal and is doubled for every size increment larger.
Razor Gauntlet	2 kg	50 cR	Adds several sharp blades across a chosen forearm of the armor. All Unarmed Melee Attacks are considered to be using the Jiralhanae Combat Knife and cannot be disarmed or dropped.
Reinforced	1 kg	10 cR	Armor Value at chosen location is increased by 1, can be taken up to 3 times per Location.
Shield Guard	16 kg	80 cR	Attaches a smaller version of the Banished Tower Shield to a chosen forearm of the Armor. This Shield weighs half of the Tower Shield and has half of the Breakpoints, but still offers 20 Armor.
Shoulder-Mounting	1 kg	20 cR	Allows the attachment of non-melee, non-vehicle weapons to the shoulder of the armor. The weapon may not be used if the Character is making any other Attacks with other weapons during the same Round. This weapon can be detached and reattached in a Full Action.
Weapon Gauntlet	1 kg	10 cR	Allows one weapon to be attached to the arm of the Armor. Can be detached and reattached in a Half Action. The mounted weapon can only be fired if the Character is not holding something in the same hand that the Weapon Gauntlet is on, including other weapons.

BANISHED PILOTED GUN PODS

BOLROCI WORKSHOP GUN POD



DIMENSIONS				
LENGTH	WIDTH		HEIGHT	WEIGHT
1.3 M	0.8 M		3.1 M	303 KG
HULL				
HULL INTEGRITY				
80				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
23	20	20	20	20
BOLROCI GUN POD				COST
Two Type-32 Class-2 Directed Energy Cannons				185 cR
Two Type-32 Class-2 Directed Energy Cannons +6 Front Armor				195 cR

BANISHED AUTOMATED TURRETS

KYWASKY WORKSHOP GORESPIKE SHIPBREAKER



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
42.6 M	21.6 M	40.0 M	644 Tonnes	
HULL				
HULL INTEGRITY				
275				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	75	75	75	65
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
Within the structure, which can only be accessed on foot, is a core with 16 Armor and 80 Breakpoints. When destroyed, the Tyrant will begin to overload. If the Tyrant fires while it is Overloading, a countdown begins. This countdown is 6D10 Turns, which it will detonate on the Turn after.				
GORESPIKE SHIPBREAKER			EXP	COST
Gorespike Cannon			460 Exp	2,240 cR

EKLON'DAL WORKSHOP ANTLION



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
10.0 M	6.0 M	9.8 M	231 Tonnes	
HULL				
HULL INTEGRITY				
120				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
60	60	60	57	60
CHARACTERISTICS				
WFR		INT	PER	
65		30	45	
Within the structure, which can only be accessed on foot, is a core with 16 Armor and 80 Breakpoints. When destroyed, the Tyrant will begin to overload. If the Tyrant fires while it is Overloading, a countdown begins. This countdown is 6D10 Turns, which it will detonate on the Turn after.				
GORESPIKE SHIPBREAKER			EXP	COST
Burst Cannon			250 Exp	1,255 cR

FORERUNNER ARMORY

PISTOLS

[OH] [UD]	Boltshot Variation 1			Semi-Auto (4) or Auto (1)		"Z-110 Directed Energy Pistol/Exotic Variation 1"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol (Semi-Auto)	2D10	+14	3	10	15m-175m	Ionized Particles	56	4
Shotgun (Auto)	1D10	+20	3		10m-20m			
Hard Light Special Rule. The Automatic Rate of Fire is a Shotgun-pistol hybrid that has Charge (1) and the Spread Special Rule.								WEIGHT (KG): 1.9

[OH] [UD]	Boltshot Variation 2			Burst (3)		"Z-110 Directed Energy Pistol/Exotic Variation 2"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Pistol	2D10	+14	3	24	30m-150m	Ionized Particles	60	4
Hardlight, Homing Special Rule. Comes with: Built-in Forerunner Smartlink Red Dot.								WEIGHT (KG): 1.7

RIFLES

[TH] [UD]	Suppressor Variation 1			Automatic (10)		"Z-130 Directed Energy Automatic Weapon Variation 1"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+15	8	48	25m-500m	Light Mass	80	4
Hard Light Special Rule. Comes with: Built-in Forerunner Smartlink Red Dot.								WEIGHT (KG): 4

[TH] [UD]	Suppressor Variation 2			Automatic (8)		"Z-130 Directed Energy Automatic Weapon Variation 2"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	3D10	+17	6	42	35m-350m	Light Mass	76	4
Hardlight, Homing Special Rule. Comes with: Built-in Forerunner Smartlink Red Dot.								WEIGHT (KG): 4.2

[TH] [UD]	Homing Rifle			Burst (4)		"Z-150 Directed Energy Burstfire Weapon"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	2D10	+20	2	48	25m-500m	Light Mass	88	8
Hardlight, Spread, Homing Special Rule.								WEIGHT (KG): 8.8

[TH] [UD]	Cindershot Rifle			Semi-Auto (1)		"Cindershot"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle	2D10	+5	12	6	30m-300m	Light Mass	74	4
Cauterize, Hardlight, Gravity (2), Blast (6), Kill (1), Homing Special Rule. Bounces off walls without detonating and will explode on impact of whatever second surface is struck. Will also detonate on contact with any Vehicle or Character.								WEIGHT (KG): 14.1

[TH] [UD]	Light Rifle Variation 1			Semi-Auto (2) or Burst (3)		"Z-250 Directed Energy Weapon Variation 1"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle (Semi-Auto)	3D10	+20	5	36	50m-975m	Light Mass	76	6
Rifle (Burst)	3D10	+16	7		30m-1,400m	Light Mass		
Hardlight, Headshot Special Rule. Comes with: Built-in Forerunner Smartlink 4x. When firing in Semi-Auto, each shot uses up 3 rounds from the Magazine.								WEIGHT (KG): 13.2

[TH] [UD]	Light Rifle Variation 2			Semi-Auto (2) or Semi-Auto (3)		"Z-250 Directed Energy Weapon Variation 2"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Rifle Semi-Auto (2)	4D10	+18	7	12	10m-1,500m	Light Mass	73	6
Rifle Semi-Auto (3)	3D10	+14	8		50m-825m	Light Mass		
Hardlight, Headshot Special Rule. Comes with: Built-in Forerunner Smartlink 4x. When the Scope 4x Sight is deployed, the weapon fires in Semi-Auto (2) and deals greater damage per shot. When the scope is not in use, the weapon fires Semi-Auto (3).								WEIGHT (KG): 13.2

MACHINE GUNS

[HW] [TH] [UD]	Splinter Turret			Automatic (3)		"Z-520 Encounter-Mitigation System"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Grenade Launcher	2D10	+22	15	30	10m-150m	Light Mass	70	13
Hardlight, Blast (3), Kill (1), Long barrel Special Rule. On hit, releases multiple Reactive Explosives that create a second blast. The Reactive Explosives deal its own set of Damage and cannot be evaded if the main attack was not evaded. If the first attack was Evaded, the Character must still attempt to Evade the Reactive Explosives unless they were able to move out of range.							WEIGHT (KG):	27.7
Reactive Explosives								
TYPE	DAMAGE ROLL		BASE DAMAGE		PIERCING		RANGE	
Special	3D10		+15		8		Blast (2), Kill (1)	
Hard Light Special Rule, Blast (5), Kill (3).								

SHOTGUNS

[TH] [UD]	Scattershot			Semi-Auto (2)		"Z-180 Close Combat Rifle/Asymmetric Engagement"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun	3D10	+20	5	5	15m-110m	Ionized Particles	78	Single Loading
Hardlight, Spread, Homing Special Rule. Comes with: Built-in Forerunner Smartlink 2x. Shots are able to ricochet against surfaces, tracking down a Target or Enemy IFF within 30 Meters of the User. When shots are ricocheted against non-organic objects like walls and floors, the Attack gains a +10 Bonus To Hit on an Attack, as it tracks down the closest target.								WEIGHT (KG): 6.2

[TH] [UD]	Heatwave			Semi-Auto (2)		"Z-170 Close Combat Rifle/Asymmetric Engagement"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Shotgun Hybrid	2D10	+15	10	8	20m-150m	Ionized Particles	71	Single Loading
Hardlight, Spread, Homing Special Rule. Comes with: Built-in Forerunner Smartlink 2x. Shots are able to ricochet against surfaces. When shots are ricocheted against non-organic objects like walls and floors, the Attack gains a -30 Penalty To Hit on an Attack but can fire around corners.								WEIGHT (KG): 6.7

BEAMS

[HW] [TH] [UD]	Sentinel Beam Cannon			Sustained (8)		“Z-530 Encounter-Mitigation System/Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	3D10	+17	4	120	25m-650m	Ionized Particles	85	10
Built-in Smartlink-capable 2x Sight. Hard Light Special Rule.							WEIGHT (KG):	12.1

[HW] [TH] [UD]	Focus Turret			Sustained (5)		“Z-510 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	1D10	+30	8	200	20m-200m	Ionized Particles	178	8
Automated Defense Beam Turret. Automatically targets enemy IFF Tags or can be set to attack anything that comes within a 200 Meter radius. The Focus Turret has a Warfare Range of 45 and a Perception of 75. Hard Light Special Rule.							WEIGHT (KG):	35

[HW] [TH] [UD]	Rapid Machine Turret			Burst (5)		“Z-590 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	2D10	+20	4	200	20m-1,000m	Ionized Particles	88	13
Built-in Smartlink-capable 2x/5x Sight. Hard Light Special Rule.							WEIGHT (KG):	16.4

[TH] [UD]	Sentinel Beam			Sustained (4)		“Z-500 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	3D10	+17	14	100	25m-650m	Ionized Particles	54	8
Built-in Smartlink-capable 3x Sight. Hard Light Special Rule.							WEIGHT (KG):	10.3

[TH] [UD]	Safeguard Sentinel Beam			Sustained (4)		“Z-520 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	3D10	+21	9	100	25m-650m	Ionized Particles	53	8
Built-in Smartlink-capable 2x Sight. Hard Light Special Rule.							WEIGHT (KG):	10.3

[TH] [UD]	Safeguard Sentinel Beam Variant 2			Sustained (5)		“Z-520 Directed Energy Focus Weapon Variant 2”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	2D10	+14	15	250	20m-600m	Ionized Particles	67	8
Hard Light Special Rule. The beam this variant fires is able to Pierce through any Character or Vehicle, as if it had an infinite amount of Pierce.							WEIGHT (KG):	10.3

[HW] [TH] [UD]	Shard Cannon			Auto (9)		“Z-540 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	2D10	17	6	250	25m-650m	Ionized Particles	87	8
Built-in Smartlink-capable 3x Sight. Hard Light Special Rule.							WEIGHT (KG):	11.1

[HW] [TH] [UD]	Guardian Beam			Sustained (6)		“Z-690 Directed Energy Focus Weapon”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	5D10	+20	11	400	50m-1,200m	Ionized Particles	145	10
Built-in Smartlink-capable 2x, 4x, 12x, and 15x Sight. Hard Light Special Rule.							WEIGHT (KG):	38.2

[HW] [TH] [UD]	Floodgate			Sustained (4)		“Z-750 Directed Energy Pulse/Exotic”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	2D10	+25	20	400	50m-1,500m	Ionized Particles	125	13
Built-in Smartlink-capable 2x, 4x, 12x, and 15x Sight. Hard Light Special Rule.							WEIGHT (KG):	11.8

SNIPER RIFLES

[HW] [TH] [UD]	Binary Rifle Variation 1			Auto (1)		“Z-750 Special Application Sniper Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	8D10	+22	18	2	50m-3,000m	Ionized Particles	110	8
Built-in Smartlink-capable 5x/10x Sight. Headshot, Kinetic, Hard Light, and Long Barrel Special Rule. Sniper Rifles gain no Close Range benefits when within 30 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	16.1

[HW] [TH] [UD]	Binary Rifle Variation 2			Sustained (3)		“Z-750 Special Application Sniper Rifle”		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Sniper Rifle	2D10	+22	16	2	50m-3,000m	Ionized Particles	118	8
Built-in Smartlink-capable 4x/9x Sight. Headshot, Kinetic, Hard Light, and Long Barrel Special Rule. Sniper Rifles gain no Close Range benefits when within 30 Meters of the Target, as well as taking a -20 Penalty To Hit when used within 20 Meters of the Target.							WEIGHT (KG):	16.1

GRENADES

[UD] Pulse Grenade		"Z-040 Attenuation Field Generator/Localized"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	2D10	+14	6	Blast (5), Kill (1)	12
A Grenade that detonates and stays active for 4 Rounds. Any Character that enters the Blast of the weapon continues to take damage per Round. Hard Light and Kinetic Special Rule.					WEIGHT (KG): 0.3

[UD] Splinter Grenade		"Z-400 Pursuit Disruption Grid Generator"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Grenade	2D10	+13	5	Blast (8)	14
The Splinter Grenade activates once it meets any surface. Once activated, 25 Splinter Shards are spawned within an 8 Meter sphere. When inside the Blast Radius, Characters must make a -10 Agility Test or be hit by 1D10+3 Splinter Shards. When hit by a Shard, it dissipates. Each Splinter Shard that hits the Character deals 1D5 Damage, ignoring Damage Resistance. Hard Light Special Rule.					WEIGHT (KG): 0.4

EXPLOSIVE LAUNCHERS

[HW] [TH] [UD]	Enforcer Missile Launcher			Auto (4)		"Z-440 Weapon/Anti-Materiel/High Explosive"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Missile Launcher	3D10	+10	18	12	50m-1,000m	Enforcer Missile	69	13
Built-in Smartlink-capable 5x Sight. Recharge (1) after 4 Shots fired. Blast (5), Kill (1).							WEIGHT (KG):	18.6

[HW] [TH] [UD]	Incineration Cannon Variation 1			Semi Auto (1)		"Z-390 Weapon/Anti-Material Explosive Munitions"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Explosive Launcher	4D10	+26	13	6	50m-600m	Ionized Particles	83	13
Built-in Smartlink-capable 5x Sight. Recharge (2). Hard Light Special Rule. Blast (9), Kill (3)							WEIGHT (KG):	14.5

[HW] [TH] [UD]	Incineration Cannon Variation 2			Burst (2) or Auto (1) with Charge (1)		"Z-390 Weapon/Anti-Material Explosive Munitions"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Explosive Launcher	2D10	+20	13	6	50m-600m	Ionized Particles	119	13
Built-in Smartlink-capable 3x Sight. When Charged, the Incineration Cannon adds +2D10 Damage to the Damage Roll. Each Burst fire only reduces the Magazine by 1, instead of 2. Hard Light Special Rule. Blast (4), Kill (2) when Burst-fired. Blast (8), Kill (4) when charged.							WEIGHT (KG):	14.5

MELEE WEAPONS

[OH] [UD]	Hardlight Blade				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Sword	2D10	Strength Modifier +23	20	+1	148
A sword made of Hard Light that can be deactivated and activated as a Half Action. When activated, the Hardlight Blade is 133cm long. Hard Light Special Rule.					WEIGHT (KG): 3

[TH] [UD]	Cavalier Hardlight Blade				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Sword	2D10	Strength Modifier +22	20	+3	158
A dual-sided sword made of Hard Light that can be deactivated and activated as a Half Action. When activated, the Hardlight Blade is 155 cm long. Hard Light Special Rule. If the User has the Modern Army Combative Ability, the User gains +1 to their total Melee Attacks per Full Action.					WEIGHT (KG): 4.5

[TH] [HW] [UD]	Gravity Wrench				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Hammer (Misc.)	4D10	Strength Modifier +16	--	5m – 25m	130
A two-handed wrench-like device used to move objects that the Character would not normally be able to use. The Gravity Wrench has the ability to switch between Gravimetric (3) and Gravity (5) as a Half Action. The Gravimetric and Gravity Special Rules can only target one Object or Character of up to 350kg. Characters will take half Damage from the Gravimetric and Gravity Special Rules. Slow Special Rule. Characters trapped within these Special Rules will be able to make a -40 Strength Test to escape. They may also use Evasion to avoid being caught. Both the Gravimetric and Gravity Special Rules cannot reach out further than the Gravity Wrench's Range.					WEIGHT (KG): 10.8

FORERUNNER VEHICLE WEAPONS

[UD]	Cleansing Beam			Sustained (4)					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD	
Beam	4D10	+25	5	400	50m-8,000m	Ionized Particles	106	Autoloader (15)	
Hard Light Special Rule. Comes with: Built-in Forerunner Smartlink 2x/4x.								WEIGHT (KG):	18.2

[UD]	Gravitic Beam			Sustained (3)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	7D10	+35	8	200	40m-1,000m	Ionized Particles	132	Autoloader (15)
Hardlight, Penetrating, Spread, EMP (6), Gravity (1) Special Rule.							WEIGHT (KG):	38.2

[UD]	Z-8250 Ionized Artillery			Auto (5)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	3D10	+30	5	200	40m-1,000m	Ionized Particles	172	Autoloader (15)
Hardlight, Penetrating Special Rule.							WEIGHT (KG):	38.2

[UD]	Containment Pulse			Charge (6) with Automatic (1)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	2D10	+25	45	15	80m-200m	Ionized Particles	496	Autoloader (15)
Recharge (6), Hardlight, Penetrating, Blast (30), Kill (30) Special Rule. Can only be used to fire directly below the Sentinel using this Weapon.								WEIGHT (KG): 533.6

[UD]	Particle Cannon			Sustained (6)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	5D10	+25	35	350	150m-2,000m	Ionized Particles	130	Autoloader (15)
Hard Light Special Rule. Comes with: Built-in Forerunner Smartlink 2x/4x.								WEIGHT (KG): 98.9

[UD]	Heavy Energy Projector			Sustained (10)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD
Beam	7D10	+13	25	150	200m-2,500m	Ionized Particles	173	Autoloader (15)
Hard Light Special Rule.							WEIGHT (KG):	92.3

FORERUNNER ARMOR

SUBLOCATION WEAKNESS

All Promethean Armor has very high protection, but there is a glowing Sub-Location on both the front and back of the Chest. To Hit a sub-Location, the Opponents must make a Called Shot against these locations at a -40 Penalty. If the Attack misses but would have still hit without the Called Shot Penalty, the Attack will still strike the Armor. Successfully striking the sub-Location reduce the Armor by half for the Attack.

SHIELD VARIANT ARMOR

A Shielded variant of armor can be selected for any Promethean Armor. This gives a -10 to Head and -15 to Chest Locations but adds an Energy Shield.

SHIELD INTEGRITY	DELAY	RECHARGE RATE
150	3	50

PROMETHEAN SOLDIER ARMOR

ARMOR	PRICE	ARMOR RATING				EXTRA INFORMATION
Standard	--	HEAD	ARMS	CHEST	LEGS	The standard variant of the Promethean Soldier.
		25	25	35	25	
Officer	57 cR	HEAD	ARMS	CHEST	LEGS	--
		27	25	37	26	
Enforcer	57 cR	HEAD	ARMS	CHEST	LEGS	--
		26	26	35	27	
Captain	59 cR	HEAD	ARMS	CHEST	LEGS	--
		28	26	37	27	
Commando	61 cR	HEAD	ARMS	CHEST	LEGS	+5 Wounds to the Soldier
		25	25	35	25	
Sniper	64 cR	HEAD	ARMS	CHEST	LEGS	+10 Agility
		22	22	30	22	
Guard	64 cR	HEAD	ARMS	CHEST	LEGS	+5 Wounds to the Soldier
		27	26	36	27	

PROMETHEAN KNIGHT ARMOR

ARMOR	PRICE	ARMOR RATING				EXTRA INFORMATION
Standard	--	HEAD	ARMS	CHEST	LEGS	The standard variant of the Promethean Knight.
		40	30	45	30	
Lancer	103 cR	HEAD	ARMS	CHEST	LEGS	+2 Mythic Agility
		38	28	40	28	
Battlewagon	72 cR	HEAD	ARMS	CHEST	LEGS	-10 Agility
		46	40	55	35	
Noble Commander	74 cR	HEAD	ARMS	CHEST	LEGS	-5 Agility
		42	35	50	35	
Commander	83 cR	HEAD	ARMS	CHEST	LEGS	--
		42	42	48	35	
Excavator	92 cR	HEAD	ARMS	CHEST	LEGS	+10 Wounds to the Knight
		40	30	45	30	
Luminary	92 cR	HEAD	ARMS	CHEST	LEGS	+10 Wounds to the Knight
		50	30	55	30	

PROMETHEAN CAVALIER ARMOR

ARMOR	PRICE	ARMOR RATING				EXTRA INFORMATION
Warden	--	HEAD	ARMS	CHEST	LEGS	The standard variant of the Promethean Cavalier.
		40	30	30	30	
Steward	71 cR	HEAD	ARMS	CHEST	LEGS	A very bulky, heavy, and wide body. Doubles weight. -20 Agility, -2 Mythic Agility, +3 Mythic Strength.
		42	35	45	35	
Marshal	75 cR	HEAD	ARMS	CHEST	LEGS	Sleek, fast body. Halves weight. +20 Agility, -10 Strength, +2 Mythic Agility, -2 Mythic Toughness.
		35	25	35	25	
Custodian	82 cR	HEAD	ARMS	CHEST	LEGS	+5 Wounds to the Cavalier.
		40	35	30	30	
Stanchion	64 cR	HEAD	ARMS	CHEST	LEGS	Increases the Character's Size to Immense, at 16 Meters tall. Triples weight. -30 Agility, -2 Mythic Agility, +2 Mythic Strength, -2 Mythic Toughness, +10 Toughness, +10 Strength.
		50	25	50	35	
Stalwart	83 cR	HEAD	ARMS	CHEST	LEGS	--
		45	45	45	45	
Director	101 cR	HEAD	ARMS	CHEST	LEGS	Very ornate, with many moving pieces. All Leadership and Charisma Skill Tests are at a +20 Bonus.
		40	30	30	30	

FORERUNNER AUTOMATED TURRETS

Z-8250 HEAVY ARTILLERY



DIMENSIONS				
LENGTH	WIDTH	HEIGHT	WEIGHT	
76.7 M	25.1 M	21.9 M	4,530.3 Tonnes	
HULL				
HULL INTEGRITY				
255				
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	55	60	60	55
ENERGY SHIELDS				
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE
400		10		50
CHARACTERISTICS				
WFR		INT		PER
65		30		45
HEAVY ARTILLERY			EXP	COST
Gravitic Beam Heavv Plating Special Rule			380 Exp	1,830 cR

Z-8060 PARTICLE CANNON



DIMENSIONS					
LENGTH	WIDTH		HEIGHT	WEIGHT	
489.7 M	320.5 M		277.5 M	12,842 Tonnes	
HULL					
HULL INTEGRITY					
450					
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
70	80	75	75	75	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
1,000		25		250	
CHARACTERISTICS					
WFR		INT		PER	
65		30		45	
HEAVY ARTILLERY				EXP	COST
Particle Cannon				1,080 Exp	3,940 cR
Heavy Plating Special Rule					

Z-8250 LIGHT ARTILLERY



DIMENSIONS					
LENGTH	WIDTH	HEIGHT	WEIGHT		
72.4 M	37.1 M	26 M	3,215.1 Tonnes		
HULL					
HULL INTEGRITY					
165					
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	25	35	40	40	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
350		10		75	
CHARACTERISTICS					
WFR		INT		PER	
65		30		45	
LIGHT ARTILLERY				EXP	COST
Z-8250 Ionized Artillery Heavy Plating Special Rule				380 Exp	1,815 cR

Z-510 FOCUS TURRET



DIMENSIONS					
LENGTH	WIDTH	HEIGHT	WEIGHT		
3.5 M	1.5 M	3.5 M	19 KG		
HULL					
HULL INTEGRITY					
65					
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
20	17	17	17	17	
CHARACTERISTICS					
WFR		INT		PER	
45		25		35	
ANTI-PERSONNEL				EXP	COST
Sentinel Beam				20 Exp	95 cR

SUPPORT POINTS AND THE SUPPORT SYSTEM

SUPPORT POINTS

Support points (SP) are a spendable 'currency' that allows a Character to make use of Military support. Support Points, like Luck, regenerate. Unlike Luck, Support Points only regenerate after a Mission or a GM-specified checkpoint in a Mission.

Every non-Civilian Character begins with 1 Support Point. For every 4 Ranks a Character has, they gain one more Support Point.

TYPES OF SUPPORT

There are three types of Support Point drops: Package, Backup, and Ordnance. Both Package and Backup Support is affected by how dangerous the battlefield's current state is.

To gain the requested Support drop, both the Support Point and cR must be spent. Any extra costs must also be paid based on delivery, how dangerous the battlefield currently is, and so on.

PURCHASES MADE ON THE BATTLEFIELD

Characters can purchase Weapons, Equipment, Ammunition, and Vehicles while they are on the battlefield if they have the communication needed to do so. The Support System will allow the Character to request the newly purchased item be dropped to them.

CALLING IN STORED EQUIPMENT

Characters may keep items in storage, if the GM allows, and can then use their Support Points to call them in as drops while on a mission. This would still be handled under Package Drops.

PICKUP AND DELIVERY

Characters may also use their Support Points to pick up and deliver equipment from the battlefield. This could include hauling away vehicles to be repaired, moving equipment from one location to another, etc. The GM may decide whether this should cost SP and cR or be free for the Characters to use.

SUPPORT AVAILABILITY

It is up to the GM on whether Support is available, and what kind of Support the players can have access to. GMs need to make the choice of what the Players are allowed to use based on the situation, the rank of the Characters, etc.

A low-ranking Character should not be allowed to call in Spartans, ONI Agents, or Ordnance, as an example. Though, an ONI Agent would be free to do as they please, regardless of rank. The GM has final say in what Support Points can be used in in any given situation.

ADDITIONAL SP

A GM may also supply a squad of players with additional Support Points based on the mission ahead. Longer missions will generally have more support and denser warzones will have more types of support available.

CONDITION	EXAMPLE	COST
Light Enemy Presence	More than 3 squads of enemies are active in the area.	--
Heavy Enemy Presence	More than 5 squads of enemies are active in the area.	+1 SP
Light Vehicle Presence	The enemy has light vehicles such as armed scout vehicles.	+3 SP
Heavy Vehicle Presence	The enemy has heavy vehicles such as tanks.	+5 SP

SUPPORT AND ORDNANCE SCATTER

Ordnance and Drops will Scatter 4D10 Meters on the location requested. Attack runs automatically reduce their scatter to 2d10 as the pilot can guide their shots.

If the Character making the call uses a Target Designator or B-Net Support Interface, the Ordnance will only Scatter 1D10 Meters.

PACKAGE DROPS

Cost: 1 Support Point

A Package Support Drop is when a Character requests Equipment, Armor, Weaponry, and Ammunition. There are multiple ways to have the Equipment delivered, each costing various amounts of cR to do so.

CONDITION	EXAMPLE
Weapons, Equipment, Ammunition	Weapons, Equipment and Ammunition are dropped for the Characters. A single drop like this can store up to 100 kg per SP spent.
Vehicles	A single vehicle can be dropped for 1 SP, but for every 4 Size Points of the Vehicle, it will cost an extra 10 cR.

CONDITION	EXAMPLE	COST
Clear	The battlefield is clear or nonexistent.	--
Light	The battlefield is under light fire.	+5 cR
Moderate	The Battlefield is under fair amount of fire.	+10 cR
Risky	There are nearby anti-air weaponry or enough firepower to put others in risk.	+15 cR
Dangerous	There is difficulty in getting equipment to the Characters due to heavy resistance.	+20 cR

DELIVERY	INFORMATION	COST
Cargo Ship	A standard unarmed delivery ship is dispatched. Takes 5 Minutes (50 Rounds).	--
Gunship	Depending on the faction, a Pelican, Phaeton, or Phantom is dispatched to deliver the package. A Gunship can defend itself. A Gunship will leave as soon as the package has been delivered. Takes 3 Minutes (30 Rounds).	+5 cR
Ordnance Launch	The package is loaded into a drop pod and launched to the surface. An Ordnance Launch has no possibility of being shot down or intercepted. Must be nearby an available Ship or Station to request an Ordnance Launch. Ordnance Launch is unaffected by how dangerous the Battlefield is. Takes 2 Minutes (20 Rounds).	+15 cR
Stealth Drop	A hidden stealth-ship launches the requested Package in drop pods from sub-orbit. A Stealth Drop is not limited to being nearby a Ship or Station. Stealth Drop price is unaffected by Battlefield Condition. Takes 1 Minutes (10 Rounds).	+50 cR

BACKUP DROPS

Cost: (X) Support Points

Characters have the option to call in Infantry and Vehicles to assist in the Battlefield. Backups have specific limitations, as they are only available for the Mission or until the GM specifies otherwise.

When Infantry are being called in, they need to have a transport system to the Character. Different factions offer different transportation options.

TRANSPORT	EXAMPLE	COST
On Foot	The Troops are dispatched on-foot. Roll 3D10 to find how many Minutes this takes. There are 10 Rounds per Minute.	--
Dropship	A standard infantry dropship. Takes 5 Minutes (50 Rounds).	+5 cR
Gunship	An armed Dropship is dispatched to deliver the package. A Gunship can defend itself. A Gunship will leave as soon as the Infantry are dropped off. Takes 3 Minutes (30 Rounds).	+10 cR
Ordnance Launch	Human Troops are sent via Drop Pod, Covenant Troops are sent via Gravity Lift, and Forerunner Troops are sent via Slipspace teleportation. Takes 2 Minutes (20 Rounds).	+15 cR
Stealth Transport	A hidden stealth-ship transports the requested Package. A Stealth Transport is not limited to being nearby a Ship or Station. Stealth Transport has no possibility of being intercepted or destroyed. Takes 2 Minutes (20 Rounds).	+20 cR
Ground Vehicle	The Troops are dispatched via a vehicle such as a Warthog or a Specter. The Characters can protect themselves. The Ground Vehicle Backup must be paid for this. Takes 6 Minutes (60 Rounds)	+(X) cR
Aerial Vehicle	The Troops are dispatched via an aerial vehicle, such as a Pelican or a Phantom. The Characters are able to protect themselves using the Aerial Vehicle. The Aerial Vehicle Backup must be paid for this. Takes 3 Minutes (30 Rounds).	+(X) cR

CHOOSING INFANTRY

All Infantry have Support Point prices needed to be called in. Each Infantry Character called in has an Equipment Pack, a Specialization Kit, and uses the Heroic Bestiary Characteristics. All Covenant Characters come as Combat Trained.

Characters must purchase from their Infantry Support unless the GM specifies otherwise.

Characters are not suicidal and will not follow commands too dangerous to follow.

INFANTRY AND BESTIARY LEVEL

When calling in Infantry, players may spend an extra Support Point to call in a Nemesis level Squad of their choosing.

UNSC INFANTRY SUPPORT

INFANTRY	INFORMATION	SP COST
Militiaman	A Fireteam of 4 Militia.	2
Army	A Fireteam of 4 Army Personnel.	2
Marine	A Fireteam of 4 Marines.	2
Air Force	A Fireteam of 4 Air Force Soldiers.	2
Navy	A Fireteam of 4 Navy Personnel.	2
ODST	A Fireteam of 3 ODST.	2
ONI	Two ONI Specialists. GM Discretion.	2
ONI-ODST	Three ONI-ODST. GM discretion.	2
ORION	Two ORION Soldiers. GM discretion.	2
Spartan II	A single Spartan II.	3
Spartan III	A single Spartan III.	3
Spartan IV	A single Spartan IV.	3
Smart AI	A single Smart AI. GM discretion.	3
Police	GM discretion.	1

INSURRECTIONIST SUPPORT

INFANTRY	INFORMATION	SP COST
Militiaman	A Fireteam of 4 Militia.	2
Army	A Fireteam of 4 Army Personnel.	2
Marine	A Fireteam of 4 Marines.	2
Air Force	A Fireteam of 4 Air Force Soldiers.	2
Navy	A Fireteam of 4 Navy Personnel.	2
Police	GM discretion.	1

POLICE AND CIVILIAN SUPPORT

INFANTRY	INFORMATION	SP COST
Police	6 Police Officers. Free to Civilians.	1

COVENANT

INFANTRY	INFORMATION	SP COST
Unggoy	A File of 4 Unggoy.	2
Kig-Yar	A File of 4 Kig-Yar of any species.	2
Yanme'e	A File of 4 Yanme'e.	2
Huragok	A single Huragok.	2
Sangheili	A File of 2 Sangheili.	3
Jiralhanae	A File of 2 Jiralhanae.	3
Mgalekgolo	A File of 2 Mgalekgolo.	4
San Shyuum	A single San'Shyuum.	1
Sharquoi	A single Sharquoi. GM Discretion	3
Prelate	A single Prelate. GM Discretion.	3

VEHICLE BACKUP SUPPORT

Like calling in Infantry with Support Points, the same thing can be done for calling in Vehicle support. When calling in Vehicle support, vehicles must be paid for, alongside the Support Points needed to make the call.

The price for calling in Vehicles is the chosen Vehicle's price, divided by 5. A Character may spend up to 1,000 cR per Support Point when calling Vehicles. Ground vehicles take 4D10 +2 Rounds to arrive, while Aerial vehicles take 2D10 +1 Rounds to arrive.

Vehicles will stay with the Characters until they are destroyed or until the Mission is over. A Vehicle is not suicidal and will back off for repair if it becomes too heavily damaged.

VEHICLE PILOT

Each Vehicle called in will come in with a default Pilot unless the Character specifies otherwise. All Pilots are initially at the Easy level from the Bestiary. The default Pilot's Bestiary Level may be increased for 10 cR per Bestiary Level.

The standard UNSC and Insurrectionist Pilot for any Vehicle is the Air Force Soldier Type at Easy Bestiary Level.

The standard Covenant and Banished Pilot for any Vehicle is an Unggoy Soldier Type at Easy Bestiary Level.

The standard Promethean Pilot for and Vehicle is the Promethean Soldier at Easy Bestiary Level.

CHOOSING A PILOT

When calling in a Pilot for the chosen Vehicle, the Character may choose a non-default Pilot. To do so, you can simply just choose a new Character from the Infantry Support list, which is also modifiable from the Bestiary Level modifiers. All cR must be spent alongside the Vehicle's cost. This does not cost any extra Support Points.

STRAFING AND STRIKING ORDNANCE

There are two types of Ordnance, Strafe and Strike. Strafe Ordnance are Ordnance that cover a wide area denoted with the Carpet rule. Strike Ordnance are long-range artillery and explosives that strike in wide radii denoted with Blast and Kill.

Ordnance takes one half action to designate and call in.

ORDNANCE TIMING

For every 5 kilometers between the destination and the location it's being fired / launched from, it will take 1 Round to arrive.

STRAFE ORDNANCE

Strafe Ordnance are vehicle strafing runs, attacking using the Carpet range rule. Strafing Runs last for one Round. Characters within the Carpet Range will be struck (X) number of times, where (X) is Strafe (X). Each Attack automatically hits the Characters and Vehicles and deals damage separately for each.

Characters attempting to evade these Attacks must evade once for each time they were struck. To do so, they must make an unopposed Evasion at -(X) Penalty, where (X) is Strafe (X) multiplied by 10. These Penalties are halved if the Character Spotted the incoming Vehicle.

Once the vehicle finishes its run, it will leave to rearm and resupply and return to the battlefield after its reload is complete.

CARPET RANGE

Carpet Range is shown as Carpet (X,Y), where X is the length of the Attack in Meters, and Y is the width of the attack in Meters. Everything within the Carpet Range will be hit by the Attack. Carpet Range deals its Pierce 3 times to Energy Shields.

STRIKE ORDNANCE

Weapons with Strike (X) will deal (X) sets of Damage to all Characters within the Attack's Blast and Kill radius. For example, a weapon with Strike (2) will deal 2 sets of Damage to any Character in the weapon's Blast and Kill radius.

Characters attempting to Evade these Attacks must attempt to use their Evasion to move out of range of the Explosive.

LIGHT ORDNANCE

Light Ordnance are a common type of field support used for clearing target-rich battlefields and slow heavy armor. This can include vehicle strafing and bombing runs, mortar system strikes, and long-range artillery.

The following page gives multiple examples of Strike and Strafe Ordnance that Characters can have access to. The GM may make their own based on any type of Vehicle that could make attack runs.

MANUALLY FIRING ORDNANCE

Most Ordnance is called in using an artillery computer on an automated platform. These systems handle all the calculations required and fire as per the rules list prior.

If a character wishes to fire Ordnance manually or the ballistics computer / telemetry is unavailable the character must succeed on a Navigation Land / Air check at -20 to calculate the ballistic trajectory of the Ordnance. If the Ordnance is a strike the character must then make a +20 Warfare Ranged check to set the gun to the calculated settings.

For every degree of failure on the Navigation or the Warfare ranged test the ordnance will scatter by an additional 1d10 meters. On top of the normal Scatter from calling in Ordnance. Both tests may be repeated as many times as desired without the weapon being fired to ensure accuracy.

(OPTIONAL) SCATTER DUE TO CONDITIONS

A planet's atmospheric conditions add a significant factor to airstrikes and artillery. Lighter atmospheres reduce the random variance of a shell of bomb while a denser atmosphere will offer significantly more turbulence as the shell cuts through. Using the two tables below a GM can determine the firing conditions on different planets and atmospheres.

ATMOSPHERIC CONDITIONS	SCATTER
Normal or no atmosphere (≤ 1 atm)	--
Thick atmosphere (4 atm)	+1D10
Extreme atmosphere (20 atm)	+3D10
Near liquid atmosphere (1000 atm)	+5D10

WINDSPEED	SCATTER
Clear conditions (no wind)	--
Windy conditions (40kph)	+1d10
Stormy conditions (80kph)	+2d10
Hurricane conditions (120kph)	+3d10
Hellish conditions (160kph)	+4d10

(OPTIONAL) RANGE DUE TO GRAVITY

Gravity can greatly affect the range of ground-based ordnance systems.

- every 0.5x increase of Gravity halves the Range of artillery.
- every 0.5x decrease in Gravity doubles the Range of artillery.

LIGHT ORDNANCE

UNSC / INSURRECTIONIST LIGHT ORDNANCE EXAMPLES

Man-Portable SSM Strike

Strike (3)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+16	12	150m-2,500m	3 Turns	1
Blast (12), Kill (4).				

Semi Guided HEAT Artillery Strike

Strike (1)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
6D10+30	40	1,000m-25,000m	2 Turns	1
Kill (2), Kinetic. If a target designator is used to guide this shell it will not scatter. Range is limited to 500m-2,500m without Satellite Telemetry.				

Pelican Anvil-II Attack Run

Strafe (4)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+17	14	--	4 Turns	2
Carpet (40,18).				

Heavy SSM Strike

Strike (2)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+28	14	200m-3,000m	4 Turns	3
Blast (18), Kill (8).				

ALCM AC Cruise missile strike

Strike (3)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+18	8	--	10 Turns	4
Kill (8), Deals triple damage to structures and ignores their armor.				

Longsword 120mm Ventral Attack Run

Strafe (2)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
5D10+58	14	--	6 Turns	4
Carpet (100,2).				

Zeus 320mm Plasma Cannon Strike

Strike (2)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+40	74	500m-12,000m	4 Turns	5
Cauterize Special Rule. Blast (15), Kill (5).				

Longsword Mark 208 Attack Run

Strafe (1)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
8D10+10	18	--	10 Turns	6
Carpet (100,20).				

M197 Artillery Cannon

Strike (1)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
6D10+79	16	1,000m-25,000m	8 Turns	6
Blast (25), Kill (10). Range is limited to 500m-2,500m without Satellite Telemetry.				

Portable Rapid Dispersal Plasma Mortar Strike

Strike (4)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+18	25	200m-1000m	3 Turns	1
Blast (16), Cauterize.				

Class 2 Energy Cannon Attack Run

Strafe (5)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+14	19	--	1 Turns	1
Carpet (15,1), Cauterize. Will not scatter when called in.				

Class 2 Medium Plasma Mortar Strike

Strike (3)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+10	30	300m-1000m	4 Turns	2
Blast (12), Kill (4), Cauterize.				

Banshee Twin-Linked Fuel Rod Cannon Attack Run

Strike (3)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+12	18	--	4 Turns	2
Blast(12), Kill(6).				

Type-57 Heavy Plasma Cannon Attack Run

Strike (3)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+8	18	--	2 Turns	3
Blast(16), Kill(4), Cauterize.				

Type-26 35cm Plasma Mortar Strike (Wraith)

Strike (4)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
5D10+14	35	300m-1,750m	4 Turns	4
Blast(24), Kill(8), Cauterize.				

Type-26 35cm Plasma Mortar Attack Run (Phantasm)

Strafe (5)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
5D10+14	35	--	6 Turns	5
Carpet (60,24), Cauterize.				

Pulse Laser Strike

Strike (1)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
6D10+85	70	6,000m-50,000m	6 Turns	6
Blast (5), Kill (4), Cauterize, Kinetic, penetrating.				

BANISHED LIGHT ORDNANCE EXAMPLES

Blisterback Annihilator Missile Strike

Strike (6)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+12	14	275m-4,000m	3 Turns	4
Blast (9), Kill (3).				

Deutoros Scarab Annihilator Missile Strike

Strike (12)

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+12	14	275m-4,000m	3 Turns	8
Blast (9), Kill (3).				

SUPPORT ORDNANCE

Support ordnance is generally nonlethal or less than lethal ordnance such as Star shells and EMP bombs. These ordnance types are used to provide the character with some form of tactical advantage while leaving the area mostly undamaged.

FUSED

Some support ordnance is set to detonate at certain altitudes with fuses. If these fuses are not set or incorrectly set these shells will land and deal damage to their surroundings. These shells can be recognized by the fused (X) special rule in their profiles where X is the altitude at which they deploy.

UNSC / INSURRECTIONIST SUPPORT ORDNANCE

90mm Illumination Shell

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+3	6	250m-4,000m	1 Turns	1

Fused (600m). when the shell deploys it becomes a flare which lasts for 10 turns. Illuminating a 1km area below themselves. The shell may provide both visible light, IR light or both.

90mm Smoke Shell

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+7	6	250m-4,000m	1 Turns	1

Smoke (20) Special Rule. Lasts 6 Rounds before beginning to dissipate.

175mm Illumination Shell

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+6	9	1,000m-25,000m	2 Turns	2

Fused (800m), when the shell deploys it becomes a flare which lasts for 10 turns. Illuminating a 3km area below themselves. The shell may provide both visible light, IR light or both. Range is limited to 500m-2,500m without Satellite Telemetry.

175mm Smoke Shell

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+10	9	1,000m-25,000m	2 Turns	2

Smoke (40) Special Rule. Lasts 10 Rounds before beginning to dissipate. Range is limited to 500m-2,500m without Satellite Telemetry.

Air Dropped 500lb EMP Bomb

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
4D10+12	12	--	6 Turns	4

Blast (2), hits all electronic devices within 200m with EMP (12).

Air Dropped Lotus Mine Pod

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+2	4	--	5 Turns	6

This cluster munitions pod deploys 10 lotus antitank mines in a circle around itself. The radius is adjustable, max 100m.

COVENANT SUPPORT ORDNANCE

Air Dropped Suspended Illumination Charges

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
3D10+12	18	--	2 Turns	1

Fused (600m-300m), when these pods detonate, they become a pair of plasma globes which illuminate a 2km area below themselves with visible and IR light. For 8 turns. After the first shell burns out the light decreases to 1km for another 8 turns.

Air Dropped Type-38 Kindler Canister

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
1D10+2	4	--	3 Turns	2

Fused (300m), when this pod activates it maps out a 600m radius below itself for use with a KGPS. The Canister must be linked to a KGPS before dropping and will malfunction if none is connected when it opens.

Air Dropped Landing Charge

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+2	4	--	8 Turns	4

Gravity(60). This charge instantly removes all trees and light obstructions within its radius allowing most air vehicles to land safely.

Air Dropped Mass Jammer

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+2	4	--	6 Turns	6

Tricks all enemy IFF Tags and Radars in a 1km radius to display 240 Enemy Tags for 3 hours.

Air Dropped Mass Cloaking Charge

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+4	6	--	6 Turns	6

When this device is dropped all friendly characters within 150m of the charge may use their action to access the Battlenet and gain active camouflage. The cloaking charge lasts for 15 turns before it explodes dealing its listed damage with Blast (3).

Air Dropped Plasma Mine Canister

DAMAGE ROLL	PIERCING	RANGE	RELOAD	SP
2D10+2	4	--	5 Turns	6

This cluster munitions canister deploys 10 cloaked plasma landmines in a circle around itself. The radius is adjustable, max 100m.

HEAVY ORDNANCE DROPS

Cost: 8 Support Points

Ordnance are large-scale strikes and assaults that are both expensive and dangerous when not done correctly. When calling in Ordnance, the use of a Target Designator can be important.

The Character must have an especially important reason for calling in Ordnance, as they are incredibly powerful. Some powerful enough to destroy all life on a planet. The GM must work with the Players when calling in Ordnance Drops.

UNSC/INSURRECTIONIST ORDNANCE

ORDNANCE	INFORMATION	COST
Cryobomb	Blast (30) that freezes all Targets within. Characters within the Blast must make a -40 Toughness Test or die. Characters frozen take 6D10 Damage that ignores Armor. The Cryobomb takes 1 Hour to defrost. (900 Rounds).	2,000 cR
HAVOK Tactical Nuclear Weapon	Instantly obliterates anything within a 6,000 Meter Radius. Anything within a 10,000 Meter Radius is susceptible to Radiation Poisoning and the EMP (30) Special Rule. Fused (800m).	3,500 cR
SHIVA Nuclear Weapon	Instantly obliterates anything within a 12,000 Meter Radius. Anything within a 20,000 Meter Radius is susceptible to Radiation Poisoning and the EMP (50) Special Rule. Fused (1200m).	4,000 cR
Orbital MAC Strike	Powerful MAC strike from a Ship or Station above the Planet. Destroys anything within a 1,500 Meter radius.	5,000 cR
Super MAC Strike	The Super MAC Strike will obliterate everything within a 10,000 Kilometer radius. A Super MAC is powerful enough to destroy the sustainability of life on a planet. Super MACs are known as planet-crackers and should only be used as a last-case scenario.	7,500 cR
Ordnance Bombardment	Ten blasts equivalent to a M168 Demolition Charge strike the targeted location. Each shot scatters an extra 1D10 Meters.	500 cR
NOVA Bomb	A 'Hyper-Cluster' of Nuclear explosives. Able to crack and destroy entire planets. Able to destroy anything within 90,000 KM radius. Nothing can survive a NOVA Bomb.	10,000 cR

COVENANT ORDNANCE

ORDNANCE	INFORMATION	COST
Energy Projector	A powerful beam that destroys and glasses everything within a 50 Meter Radius from impact. Lasts for 4 Rounds and is able to move 50 Meters each Round. Anything within 500 Meters is affected by the EMP (10) Special Rule.	4,000 cR
Plasma Lance	Ten blasts equivalent to a Plasma Bomb strike the targeted location. Each shot scatters an extra 1D10 Meters.	500 cR
Low-Range Bombardment	Plasma carpet-bombing that covers a 50 Meter radius in Plasma explosive equivalent to the Covenant Charge in the Explosive Weapons section of the Covenant Army.	3,000 cR
Antimatter Charge	A powerful explosive, like a nuclear bomb, eradicates anything within a 3,500 Meter Radius. Any Character within a 10,000 Meter Radius of the blast are susceptible to radiation poisoning.	4,500 cR

ARMOR ABILITIES

INTRODUCTION

Armor Abilities are optional attachments, similar to Permutations, which give the Character a special ability of some sort. There are limitations to many of the Abilities as to which types of Armor can make use of them.

Each Armor Ability has its benefit, which type of armor can use it, weight, and possible extra installation information. The following Table explains the possible limitations an Ability may have and which Armors can make use of them.

ARMOR	INFORMATION
UNI	Universal Abilities that work with any set of Armor.
COV	Abilities that will only work on Covenant Armor.
UNSC	Abilities that will only work with UNSC Armor.
MJL	Usable only with Mjolnir and SPI Armor.
GEN2	Usable only with Mjolnir Generation 2 Armors.
POWER	INFORMATION
S	The Armor Ability is Self-Powered, and because of this, does not need a Power Source.
P	The Armor Ability needs a Power Source to sustain itself.

ADDING A POWER SOURCE

A specialized fusion battery unit may be added to any Armor and Battle Dress Uniform chosen for 200 cR. This will allow the User to power one Armor Ability. The Fusion Battery adds +4 kg to the Armor.

MODIFICATION

A Character may set out to modify an Armor Ability's limitation to allow it to work with other sets of Armor. For example, if a Marine wanted to make use of the Covenant Thrust Pack, they would have to remove its COV Limitation, changing it to either the Limitation of their choice, or to Universal (UNI).

When changing a Limitation to from one option to another, the Character must have a Toolkit or access to proper tools. The Character must make a Technology Skill Test. This Test may be modified by the Armoring Education. This Test takes 12 hours of work, which is reduced by each Degree of Success gained. The Character will also need to spend 25 cR to have the parts needed to make the Modification.

If the Character is successful, once the project is complete, the Character may decide which Limitation the Armor Ability is changed to. Power Limitations may not be changed this way, and the Universal [UNI] Limitation can only be given to the Armor Ability if the Character's Technology Test gains three or more Degrees of Success.

Some Armor Abilities with the MJL Limitation, such as the Sprint Module, need Mjolnir to work and cannot be Modified to work with other suits of Armor. They are specific to the systems of Mjolnir and their exosuit abilities.

ARMOR ABILITIES

ARMOR ABILITY	LIMIT	ABILITY	WEIGHT	COST
Armor Lock	MJL, P	Armor Lock is a system that overcharges an Armor's Shield. This is called an Overshield, which can take 600 Damage before being forced off as if it were released. When using Armor Lock, the Character cannot move or take any Actions beyond speaking. Armor Lock lasts up to 3 Full Actions before being released. When released, the Armor Lock releases a Blast (2) effect that has the EMP (3) Special Rule. Armor Lock takes 5 Rounds to recharge. Armor Lock is activated as a Reaction, and the timer begins on the Round used. It takes a Half Action to come out of Armor Lock, whether from releasing it yourself or being forced out of it from the damage taken.	2.7 Kg	300 cR
Drop Shield	UNSC, P	The Drop Shield creates a shield bubble that encloses a 3 Meter Radius as a Reaction. The Shield lasts for 4 Rounds, or until its Shield Integrity is reduced to 0. The Drop Shield protects anything within it and outside of it, and no attacks may pass its barrier. Any Character can pass through the Drop Shield without any issues. Shield Integrity of 400. Ability takes 5 Rounds to recharge. Heals 1 Wound per Round a Character is within the Shield.	3.1 kg	250 cR
Drop Wall	UNSC, S	Drop Wall is a post-war energy shield that comes 5 segments each, at 1x1 Meter. 5 across, 3 high. Each segment has 100 Breakpoints before it dissipates. One side of the wall can be shot through without stopping the attacks or lowering the Breakpoints. This is decided by the User as its activated. Panels cannot reform until redeployed. The Drop Wall takes 20 Turns to recharge. Takes a Half Action to activate or take down.	3.4 kg	150 cR
Thrust Package	UNI, S	Allows the Character to make a Charge Action as a Half Action. Thrust Package takes 6 Half Actions to recharge before it may be used again.	5.5 kg	150 cR
Hologram	UNI, P	When used as a Free Action, a Hologram of the User is projected, which can either move forward at the desired Move Speed of the Character or stand still. The Character may also decide how far off the Hologram moves. Any Character with VISR, a friendly IFF Tag, or Thermal-based vision can identify the Hologram. The Hologram can last up to 10 Rounds, or until a new one is created. The Hologram may be set to mimic the Character's current movement. The Hologram is projected by a Micro-Drone, which is at a -80 To Hit, and takes a -30 Perception Test to even be able to see due to its small size. If destroyed, it costs 10 cR to replace between missions. A Character may take multiple Micro-Drones, but only one may be used at a time.	5.1 kg	150 cR

ARMOR ABILITY	LIMIT	ABILITY	WEIGHT	COST
Sprint Module	MJL, P	Using the Mjolnir's Overclocking system, the user's movement is increased, allowing a character to gain +2 Mythic Agility for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue. The Sprint Module is pre-built into GEN II Mjolnir suits and cannot be used with them.	4.1 kg	100 cR
Regeneration Field	UNI, P	The Regeneration Field is a secondary Shield Recharging Unit that covers a radius of 3 Meters. Any Energy Shielding within the Regeneration Field gets their Recharge Rate doubled and their Recharge Delay halved. The Regeneration Field lasts for 3 Rounds and must recharge for 5 Rounds. Takes a Half Action to activate.	2.4 kg	375 cR
M805X Forward Acceleration Unit	MJL, P	This Unit allows the Character to either take a Full Move as a Half Action or a Half Move as an extra Reaction movement that may be used separately from the Character's standard movement. When used, any others taking Turns after this Ability is used is at a -30 Penalty To Hit the Character. This lasts until the beginning of the User's next Turn. This takes a 4 Half Actions to recharge.	6.1 kg	275 cR
T-3 Active Camouflage	UNI, S	An integrated Camouflage Unit that gives the Character a +60 Bonus to Camouflage. The T-3 Camouflage Unit lasts for 5 Rounds but must recharge for 6 Rounds. This unit does not mask sounds or gunfire.	4.3 kg	250 cR
Z2500 Automated Protection Drone	UNI, S	The Z2500 Automated Protection Drone is an automated Drone that follows the Character or stays in the location in which it was deployed. The Drone has a Hull Integrity of 90 and Armor of 12. The Drone can stay active as long as it stays deployed, and only one can be deployed at a time. When destroyed, the Drone regenerates in 10 Rounds. If the Character moves over 50 Meters from the Protection Drone, it disappears and must regenerate. If the Character calls back the Drone within radius, it does not need regenerated. The Drone will regenerate 5 Hull Integrity per Round when not active, but not destroyed. The Protection Drone uses a Bolt Shot pistol with 40 shots. It also has a Perception and Warfare Range of 40 for making attacks against enemy IFF Tags.	10 kg	300 cR
UNSC Seeker Drone	UNSC, S	The Seeker Drone is a flying Armor Ability that attaches to the back of UNSC Armors, which can be used between a backpack and the armor, as it folds outward into the size of a standard UNSC helmet. The Seeker Drone has 55 Hull Integrity and 17 Armor. The Seeker Drone is armed with an M7 Caseless SMG but is modified to use a 100 Round Belt. The Seeker Drone has a 40 Warfare Range and 40 Perception for making attacks against enemy IFF Tags. For Evasion, the Drone has a 60 Agility with no Penalties taken for any sort of missing skills. Can move up to 100 Meters per Turn. The UNSC Seeker Drone will automatically follow the Character and can be controlled to stay in one location. The Seeker Drone can also be remotely controlled by a Data Pad or TACPAD or any other UNSC computer program with tethering. The Seeker Drone has a camera which can broadcast its video to any UNSC computer or tetherable equipment like Eyepieces and VISR. If destroyed, the Drone can be replaced with 40 cR.	10 kg	400 cR
Z5080 Promethean Vision	UNI, P	A visual modification system that allows the Character to see up to 30 Meters away, through any walls, floors, and obstacles. This unit is also able to see Camouflaged and Active Camouflage users by negating any of the Bonuses they had on their Test. Promethean Vision lasts for 4 Rounds and must recharge for 6 Rounds.	3.7 kg	300 cR
Z-90 Photon Hardlight Shield	UNI, P	The Character generates a shield in front of them that can cover their entire body in the direction they're facing. This shield is immune to the Penetrating Special Rule. The Hardlight Shield has 200 Breakpoints but can only last for 4 Rounds. Once the shield runs out of time or reaches 0 Breakpoints, it vanishes and must recharge for 7 Rounds. If deactivated without running out of Breakpoints or reaching the Round limitation, the Hardlight Shield recharges for only 4 Rounds. The Hardlight Shield will also protect a Character from Blast and Kill Radius if the Character is facing the source of the explosive.	5.2 kg	400 cR
Series 8 Jetpack	UNSC, S	The Series 8 Jetpack allows the Character to boost as a Full Action and hover as a Free Action. Using the Jetpack, the Character can thrust upward 20-(X) Meters, where (X) is +5 for every 150 kg the Character weighs, including worn Armor and Equipment. The Jetpack has 100 Charges. For every round Hovering, it costs 5 Charges, and cannot be used with other boost or Movement Actions. Each time the Jetpack thrusts, it costs 25 Charges. When at 0 Charges, the jetpack cannot be used. When not in use, the Jetpack recovers 10 Charges per Round. When used in zero gravity, (X) is always 0.	11.7 kg	150 cR
Series 12 Jetpack	MJL, S	The Series 12 Jetpack allows the Character to boost as a Full Action and hover as a Free Action. Using the Jetpack, the Character can thrust upward 20-(X) Meters, where (X) is +5 for every 300 kg the Character weighs, including worn Armor and Equipment. The Jetpack has 100 Charges. For every round Hovering, it costs 5 Charges, and cannot be used with other boost or Movement Actions. Each time the Jetpack thrusts, it costs 25 Charges. When at 0 Charges, the jetpack cannot be used. When not in use, the Jetpack recovers 10 Charges per Round. When used in zero gravity, (X) is always 0.	13.5 kg	275 cR

ARMOR ABILITY	LIMIT	ABILITY	WEIGHT	COST
Covenant Thrust Pack	COV, S	The Covenant Thrust Pack allows the Character to boost as a Full Action and hover as a Full Action. Using the Thrust Pack, the Character can thrust upward 50-(X) Meters, where (X) is +5 for every 300 kg the Character weighs and has on them. The Thrust Pack has 100 Charges. For every round Hovering, it costs 10 Charges and cannot be used with other boost or Movement Actions. Each time the Thrust Pack thrusts, it costs 25 Charges. When at 0 Charges, the Thrust Pack cannot be used. When not in use, the Thrust Pack recovers 10 Charges per Round. When used in zero gravity, (X) is always 0.	10.9 kg	200 cR
Covenant Anti-Gravity Pack	COV, S	The Covenant Anti-Gravity Pack is a jetpack-like device that gives the Player the Flight Trait. If in 3x or greater Gravity, the Covenant Anti-Gravity Pack acts as the Covenant Thrust Pack, instead.	11.4 kg	375 cR
Artemis Tracking System	UNSC, S	The Artemis Tracking System (ATS) is an ONI-specialized Armor Ability using a combination of functions. The Artemis Tracking System was created to be used with GEN II Mjolnir Armors but can be modified to work with other Armors. The main ability of ATS is a scanning device that tracks technology and ammunition. ATS is able to scan weaponry to determine ammunition type and amount in the magazine, alongside scanning the weapon to track who it belonged to via IFF Tags and the weapon's serial number or any available Bio Signatures. Another use of ATS is that it can be used to assist in Tracking and Navigation Tests with a +30 Bonus. If the ATS is used to scan a signature or object of the target, Artemis can be used to gain that +30 Bonus for tracking them or against their Camouflage with an Investigation Test.	4.0 kg	500 cR
Artemis Revival System	UNSC, P	The Artemis Revival System (ARS) is a Regeneration Field Unit that can be placed over a single Character. ARS emits a small relay of nanobots built for the purpose of medical repair. Comes with 5 Charges with each Half Action reducing a Charge by 1. Every Full Action not used will recharge these by 1. Each Half Action used, the ARS will repair Shields by 25 Shield Integrity and heal 2 Wounds.	4.0 kg	500 cR
Slipspace Personal Teleportation Unit	UNSC, P	A UNSC developed single-user Slipspace teleportation system. This unit will teleport the user up to 15 Meters in the direction they are facing as a Half Action. The unit will not allow the Character to teleport into material like walls or other Characters and will come out in the same pose and position they were when activating the teleportation. No other Characters may be brought through with this Ability. The teleportation is also as loud as a door slamming, so it can be heard at both the location the character was, and the location they teleported from. This Unit also has a 5 Round recharge that begins on the Half Action it was used.	11.5 kg	1,000 cR
MQ-96 Support Drone	UNSC, S	A flying UNSC Support Drone that uses a Target Designator and Forward Observer Module to scan, detect, and mark targets. The MQ-96 Drone can be used to use Support Points under the control of its User, as well as target drop locations and enemies on IFF tags. The Support Drone can be set to follow any Character within its 1,000 Meter Perceptive Range, as long as they have been Spotted. The Drone has a Perception of 60 for scanning for Camouflaged Characters, as well. The Drone has a 40 Warfare Range for making attacks using a 100 round belt-fed M20 SMG. The Drone can move up to 100 Meters per Turn. For Evasion, the Drone has a 60 Agility with no Penalties taken for any sort of missing skills. The Drone will automatically follow the Character and can be controlled to stay in one location. The Seeker Drone can also be remotely controlled by a Data Pad or TACPAD or any other UNSC computer program with tethering. The Drone can broadcast its video to any UNSC computer or tetherable equipment like Eyepieces and VISR. If destroyed, the Drone can be replaced with 80 cR.	19.4 kg	800 cR
Repel	UNSC, S	Repel needs an Enclosed Suit to function, else it will also affect the User. Repel is a Cryogenic Radius Emission Tool (Crest) that will create a Cryogenic Blast (6) outward from the User. Any other Character caught within the Blast will be struck with Cryo (6). Repel will emit this Cryogenic Blast for 4 Half Actions from activation. Characters who wear fully enclosed Suits inside the Blast are not protected, however as long as the User of the Repel unit is wearing an Enclosed Suit, they will not be affected. Once all 4 Blasts have been emitted, it will take 12 Full Actions to recharge.	8.9 kg	575 cR

VEHICLE RULES

INTRODUCTION

Vehicles have their own sets of Characteristics, sizes, and pricing. A Vehicle can complicate the battlefield with overwhelming firepower, tremendous speed, and powerful armor for protection. A GM must be wary of even light vehicles, as they can turn the tide of a battle against Characters on foot.

COST

Vehicles have a listed price to purchase the vehicle. The GM May discount or give vehicles for free if they deem it fit for the mission.

DEFEAT EXPERIENCE

When an Automated Turret or Vehicle is defeated in combat, the Experience listed is paid out. Defeat Experience is divided by all Characters who took part in Combat. For variants with no Experience listed, you can find how much Experience a Vehicle is worth by dividing the Cost of a Vehicle by 5, to a maximum of 2,000 Experience total.

VEHICLE ARMAMENTS

Armaments are variants of a Vehicle that can be purchased. These Armaments have their own Price and Combat Experience payout compared to the default Vehicle armament listed under the vehicle's image, which is always the first Armament listed.

Vehicle armaments may be traded in as long as the difference in price is paid between armaments of that specific vehicle. If a vehicle is traded in for another cheaper armament, no cR is returned, but the Character is free to trade it back in for the previous Armament at no extra cost.

DIMENSIONS

Size can be important for Vehicles. A Vehicle's Dimensions include its Width, Length, Height, and Weight. Using this alongside the images of the vehicles, you can gain a better understanding of their size.

VEHICLE MOVEMENT CHARACTERISTICS

Vehicles have multiple Movement Actions that are measured in Meters per Turn (MpT). These Characteristics are the limit at which vehicles can move at their Top Speed, Accelerate, and Brake within a Full Action. Similar to Character movement, a Vehicle can be moved as a Half Action by halving the Vehicle Movement Characteristics.

A Pilot uses their Full Action to use the Accelerate and Brake Actions, though they may also take other Actions at a -10 Penalty. Weapons being used with the Neural Interface ignore these Penalties.

TOP SPEED

Top Speed is the Vehicle's highest MpT the vehicle can travel in one Full Action. Unless specified otherwise, a Vehicle cannot surpass its Top Speed on its own.

ACCELERATE

The Vehicle's Accelerate Characteristic dictates how many MpT the Vehicle can increase in speed within a Full Action. A Vehicle going 10 MpT with an Accelerate of 10 will be able to increase their speed up to 20 MpT during their Turn.

BRAKE

The Brake Characteristic describes how many Meters per Turn the vehicle can decrease in speed within a Full Action. A Vehicle going 10 MpT with a Brake of 5 will slow down to up to 5 MpT at the beginning of the Turn.

MANEUVER AND TURNING

A Vehicle's Maneuver is the limitation of a Pilot's ability to use their Evasion Skill. If a Pilot has a total Evasion of 60, but the Vehicle has a Maneuver of 45, then the Pilot's Evasion is capped at 45 while operating the Vehicle.

If the Character's Stunting Skill is at +10 or +20, they can use this to increase the Vehicle's Maneuver by the listed amount. For example, a Vehicle with a Maneuver of 15 can be increased to 25 with a Stunting Skill at +10.

Finally, Maneuver is also the degree in which a Vehicle can turn in a single Round. This is only necessary for heavy roleplaying or important tracking of location and directional facing.

CREW AND COMPLIMENT

A vehicle's Crew is how many Characters are needed to fully man the vehicle. This includes Operators and Gunners.

A vehicle's Complement is the number of passengers that can safely fit within the Vehicle. Any Character properly within the Complement of the vehicle has access to seatbelts and harnesses to keep them safe.

ARMOR

Similar to Characters, vehicles also have Armor. Armor for vehicles are based on the direction from the oncoming attack. This means Armor Location is not rolled for, and instead you use the Hit Location chart below to find which Component is struck. The Armor Locations are Front, Back, Side, Top, and Bottom.

A Vehicle's Armor is how much Damage can be ignored from each Attack on a Vehicle's Breakpoints, before Pierce is figured in.

VEHICLE HIT LOCATION

When Attacking a vehicle, a Hit Location Chart is needed to see which Component is struck. The following table shows which Location was struck from a To Hit Test, similar to the Hit Locations against a Character. If a Hit Location was struck that a Vehicle does not have, it counts as hitting Hull. There is no Penalty given when making Called Shots to the Hull. Explosives will strike as many Locations as possible, as long as that section of the Vehicle is within the Blast and Kill Radius.

Struck locations will have their Breakpoints reduced if Damage is dealt.

ROLL	HIT LOCATION
1-15	Weapon
16-30	Mobility
31-45	Engine
46-60	Optics
61-100	Hull

COMPONENT BREAKPOINTS

Vehicles are made up of multiple Components that act as various sets of Wounds for each part of the vehicle; the Weaponry (WEP), mobility system (MOB), Engine (ENG), Optics (OP), and Hull (HUL).

When a Component reaches 0 Breakpoints, that Component is destroyed or rendered useless. If a vehicle has multiple of the same Component, it is up to the GM or Players to track which is struck, as they will not share Breakpoints.

If a Component is already destroyed, any Attack against it will count as hitting Hull.

VEHICLE DAMAGE RULES

BREAKPOINTS: HULL

Hull is the body, frame, and crew compartment of the Vehicle. If an Attack strikes the Hull and has more Damage than the vehicle has Armor, it will pierce through and have a chance of hitting the Characters inside.

Damage to the Hull has a 5% chance of striking a Character inside for each Character occupying the Vehicle. The GM may decide which Character is struck based on the location, or randomly roll for the outcome.

Blast and Kill radius attacks that pierce do not roll to see who they hit, but instead, the GM decides if the Characters are within Range to take damage. Blast and Kill Radius Attacks can Hit multiple targets if the Attack penetrates through the Hull.

When the Hull Breakpoints are reduced to 0, the Vehicle's Armor is halved on all Locations. Vehicles that have the Heavy Plating Special Rule will lose it, meaning they can then be damaged by small-arms fire. The Vehicle then enters Doomed State.

BREAKPOINTS: WEAPON

When a weapon is struck on the To Hit Table, the GM gets to decide which weapon is struck. Generally, it is best for the GM to decide based on where the vehicle was struck, choosing the closest weapon.

However, the GM may roll to decide which weapon is struck, splitting the dice roll up so that larger weapons have a larger percentage chance of being damaged.

A Weapon that hits 0 Breakpoints cannot be fired and becomes useless or removed from the vehicle until repaired.

BREAKPOINTS: MOBILITY

There are many types of Mobility Systems for vehicles. Later in the Vehicle Damage Rules section of the book are a set of mobility systems and the damages and effects caused to the vehicles when mobility systems are damaged.

Vehicles that have multiple wheels, tires, treads, etc., will need the GM to decide which Mobility System was struck. Generally, it is best for the GM to decide based on where the vehicle was struck, choosing the closest mobility system to the attack made.

When a Mobility System reaches 0 Breakpoints, it is no longer usable to the vehicle.

BREAKPOINTS: ENGINE

When an Attack strikes the Engine, the Engine Breakpoints are reduced. When reduced to 0, the Vehicle can no longer drive and any turrets that are not man-powered cannot move, such as a tank's main Cannon.

When the Engine loses 10 or more Breakpoints in a Round, it is disabled for 1 Round. A disabled Engine means the Vehicle cannot Accelerate for that Round.

BREAKPOINTS: OPTIC

Optics are how the Characters can see out of the Vehicle. On Vehicles like Tanks and Ghosts, Optics are camera systems that allow the Character to see forward. On vehicles like Warthogs or Cars, Optics are windshields. Gunners also have their own separate Optics that allow them to use the weapons they are manning.

When camera-based Optics are destroyed, they no longer see outside. Vehicles have backup slots to see outside but comes at a -20 Penalty To Hit and Visual Perception Tests.

When windshield-based Optics are destroyed, the driver and any front-seat Passengers are no longer protected by the Vehicle's Armor from Attacks that hit the front Armor.

VEHICLE DOOMED STATE

ENTERING A DOOMED STATE

A Vehicle that has had its Hull reduced to 0 means the Vehicle no longer gains the benefits of Heavy Plating Special Rule, as well as a reduction of half of its Armor on all Locations. When the Vehicle takes Damage, its Armor can be permanently reduced after the Attack is made by the designated amount in the Doomed Vehicle Table.

TAKING DAMAGE WHILE IN DOOMED STATE

When a Vehicle takes Damage while in Doomed State, it begins taking adverse effects based on the Damage received afterwards. Below, you'll find the table that shows the various effects based on the total Damage the Vehicle just took from each individual Attack.

DAMAGE	OUTCOME
1-10	Nothing happens.
11-20	The Vehicle's current Armor is reduced by 1 on all Locations.
21-30	The Vehicle's current Armor is reduced by 2 on all Locations. A Character within the Vehicle takes the Damage of the Attack, reduced by half of the current Armor of the Vehicle.
31-40	The Vehicle's current Armor is reduced by 3 on all Locations. A Character within the Vehicle takes the full Damage of the Attack.
41-50	The Vehicle's current Armor is reduced by 4 on all Locations. The Vehicle cannot move and any weapon that needs an engine to move can no longer turn and aim.
51-65	The Vehicle's current Armor is reduced by 5 on all Locations. The Vehicle catches fire and the Characters inside will take Flame (2) each Round until they escape.
66-80	The Vehicle catches fire and major sections of the Vehicle have been destroyed. The Vehicle's ammunition and fuel will soon detonate. The Characters have 4 Rounds to escape the Vehicle before it fully detonates. The Blast Radius is the Vehicle's Size Points multiplied by 2, while the Kill Radius is the Vehicle's Size Points.
81-99	The Vehicle violently explodes due to the damage to the fuel systems and ammunition in the Vehicle. This gives the Characters 2 Rounds to escape before the Vehicle fully detonates. The Blast Radius is the Vehicle's Size Points multiplied by 3, while the Kill Radius is the Vehicle's Size Points multiplied by 2.
100+	The Vehicle instantly detonates with no chance of escaping. The Blast Radius is the Vehicle's Size Points multiplied by 4, while the Kill Radius is the Vehicle's Size Points multiplied by 3.

ESCAPING A DOOMED VEHICLE

To escape, the Characters must undo any restraints, which takes a Half Action. Exiting the Vehicle will take another Half Action. From there, it is on the Characters to make it away from the Vehicle in time.

VEHICLE DETONATION

When a Vehicle detonates while in Doomed State, it deals Damage based on its Size Points and Weapon Points. The following chart will help the players determine the amount of Damage the Vehicle will be able to deal to any Character stuck near or inside the blast.

POINT	DAMAGE MODIFIER
SIZE POINTS	+1D10 Damage per Size Point, +5 Damage
WEAPON POINTS	+1D10 Damage per Weapon Point, +5 Pierce

CREW, COMPLEMENT, AND WEAPONRY

VEHICLE WEAPONS AND POSITIONS

Vehicles have three positions: Operator, Gunner, and Complement. Operators and Gunners call under the Crew of a Vehicle, while Passengers and Cargo fall under the Complement of a Vehicle.

Vehicle Weapons will state which of these three positions can operate the weapons of a Vehicle using Vehicle Weapon Tags.

CHANGING VEHICLE POSITIONS

Changing positions in a Vehicle depends on the Size Points of that Vehicle. If a Character is changing between the Gunner, Operator, or Passenger positions of a Vehicle, it will take half of the Vehicle's Size Points in Half Actions, rounding down.

OPERATOR POSITION

The Operator is the Character currently piloting the Vehicle. Operators are the only Characters who can use weapons on the vehicle listed as [O] Operator Weapons.

Some Vehicles may allow for more than one Operator who can take over or use the Operator Weapons, categorized as [O] Weapons.

GUNNER POSITION

The Gunner Position allows a Character to make use of a position in a Vehicle designed to control a [G] Gunner weapon. The Character must first declare they're entering a Vehicle's Gunner Position.

COMPLEMENT POSITION

Complement Positions are Passenger bays or cargo bays. Characters in Complement Positions have no role controlling or maintaining the Vehicle. There are some exceptions to this, where Weapons with the [C] Complement Tag can be used by Passengers.

LINKED WEAPONS

Linked Weapons are fired at the same time and share the same To Hit and Damage Rolls. The Target will take a set of Damage for each Linked Weapon in the group.

SPEED-BASED PENALTIES TO HIT

When making an Attack against something going at a different speed than you are will merit a possible Penalty To Hit. For every 25 MpT difference between the Character's Speed and their Target, the Character gains a stacking -5 To Hit Penalty.

VEHICLE AUTOLOADERS

A Vehicle's Autoloader comes standard with 5 full Magazines of the Vehicle's ammunition, unless specified otherwise by the Weapon. Autoloaders will reload a weapon in one Full Action and will automatically begin reloading when the Magazine is empty, or when it is triggered by the Character manning the weapon. This ammunition is replaced between missions at no extra cost to the Characters, unless specified otherwise by the GM. If the Autoloader is not working or accessible, Vehicle Weapons will still list a Reload Time.

INFANTRY WEAPONS AGAINST VEHICLES

Vehicles reduce the Damage and Pierce taken from non-Heavy Weapons by half. This includes weapons like pistols, rifles, shotguns, machine guns, and melee weapons, even plasma weapons and flamethrowers. This does not include heavier weapons, such as Spartan Lasers, Sniper Rifles, and explosives.

For weapons that might not fall under a specific category, it is up to the GM to make the decision on whether it is covered under this rule.

VEHICLE WRECKING AND SPLATTER

CREW RESTRAINTS

All UNSC and Civilian vehicles have restraints that protect the Character during wrecks and collisions. All incoming Damage taken from Wrecking and Collisions are halved if the Character is wearing Crew Restraints. Using and undoing restraints are a Half Action.

VEHICLE WRECKING

When a Vehicle collides into something large enough to stop or severely slow the vehicle down, both take damage.

Both the object and the Vehicle will take (X)D10 Damage, where X is 1 for every 20 MpT the Vehicle is traveling. The Characters inside the Vehicle will receive this Damage but ignore half their lowest Armor Value.

HEAD-ON COLLISION

Two vehicles having a Head-On Collision will take Wrecking Damage but will add both of their Speeds together to figure the Damage dealt to both Vehicles and the Characters inside.

ROLLING VEHICLES

After a collision or explosion, a Vehicle can roll uncontrollably across the ground. The GM must find how many times a Vehicle will roll based on the speed and weight of the vehicle.

For every 20 MpT the Vehicle is traveling, the number of rolls is increased by 1. For every Metric Ton the vehicle weighs, the rolls are reduced by 1.

The Pilot may make a Maneuver Test to further reduce the number of rolls. A successful Test reduces the rolls by 1, and any Degree of Success further reduces the rolls by 1.

When a vehicle is rolling, the Vehicle and Characters take (X)D5 Damage, where (X) is half the amount of rolls made (Rounding up). Characters in the roll will receive this damage ignoring half their lowest Armor value, but Vehicles will reduce the Damage by their lowest Armor value.

When not wearing Crew Restraints in Open-Top vehicles, the Character has a 10% chance per Roll of being ejected from the vehicle. They will still take the full set of Damage from the ejection.

VEHICLE SPLATTER RULES

When a Character is hit by a Vehicle, they take (X)D10 Damage, where (X) is 1 for every 20 MpT the Vehicle is traveling. This ignores half of the Character's lowest Armor Value. The Character also gains a -5 Penalty to Evasion for every 20 MpT the Vehicle is traveling.

After being hit, the Character must make a -20 Agility or Strength Test. If passed, the Character is thrown to the side and takes no extra damage.

If failed by 0 or 1 Degree of Failure, the Character is pinned to the front and takes 1D10 added Damage. The Character must make a -(X) Strength Test to break free, where (X) is increased by 10 for every 20 MpT the vehicle is traveling.

If failed by 2 Degrees of Failure, the Character is thrown over the top of the vehicle and takes 2D10 added damage.

If failed by 3 or more Degrees of Failure, the Character is run over. The Character takes 1D10 Damage plus another 1D10 Damage for every Metric Ton the vehicle weighs.

CONSIDERING A VEHICLE DEFEATED

Vehicles, unlike Characters, have no universal Wound system that shows when they are defeated. A GM must understand the vehicle being used and how they can be considered defeated based on many circumstances. For example, if a vehicle can no longer move, or if the vehicle is detonated, or even if a vehicle can no longer attack and is forced to flee.

WALKER VEHICLE RULES

PILOTING A WALKER

Walkers have a cockpit in that Pilots enter to begin piloting. A Walker has its own set of Characteristics, but when a Character is in control, only the Walker's Strength and Agility Characteristics are used.

If a Walker only has Strength and Agility Characteristics, that means the Walker cannot act on its own without an Operator.

ENTERING AND EXITING A WALKER

When entering a Walker, the Character must climb into the cockpit. This takes one Half Action for each Size Point of the Walker. This may be reduced by half if the Character has proper footing or a way directly into the cockpit, to a minimum of 1 Half Action.

Exiting a Walker takes a Full Action from beginning to completion.

WALKER LEGS

Walker vehicles are vehicles that make the use of legs instead of wheels, treads, or anti-gravitational technology. Walkers can step over reasonably sized obstacles, thus halving all Difficult and Dangerous terrain Penalties.

WALKER AGILITY AND MOVEMENT

Walker Vehicles use an Agility Characteristic the same way Characters do, including Mythic Agility. Walker Vehicles have a Half Move, Full Move, Charge, and Run Move Action using the same rules in the Non-Combat and Movement sections of the Handbook. Walker Vehicles cannot gain the benefits of the Blur Ability or any Ability that improves or increases the speed or distance traveled.

WALKER EVASION

Evasion works the same for Walker Vehicles as they do for Characters, but with a minor difference. When a Character is Evading while piloting a Walker Vehicle, they must use the lowest Agility Characteristic between them and the Walker Vehicle's. For example, if the Character has an Agility of 50, while the Walker Vehicle has an Agility of 65, the Character's Agility of 50 will be used for the Evasion. The Character's Evasion Skill will still benefit the Walker's ability to Evade. Walkers may also use the Parry variant of the Evasion Action.

When a Walker Vehicle loses a leg, it will take Penalties for Evasion Actions, which can be found in the Vehicle Damage Tables on the following pages.

WALKER STRENGTH

Walker vehicles use Strength to figure their Melee Damage and is used for Strength Characteristic Tests.

These Characteristics work the same as a Character would and are not limited by the Character piloting the vehicle.

WALKER JUMP AND LEAP

To figure the Jump Characteristic of a Walker, you take the Walker's Mythic Strength and divide it by 2, rounding down, in Meters. The Walker's Leap Characteristic is the Walker's Mythic Strength in Meters. Due to the size of a Walker and the distance they can travel, all Jumps and Leaps are a Full Action.

If a Jump or a Leap were to land on a Character or Vehicle, it will deal the Stomp Attack as a Free Action.

WALKER MELEE AND STOMP ATTACKS

Walkers have two base Melee Attacks: Unarmed Melee and Stomp. The Unarmed Melee is a standard Punch Melee Attack, while the Stomp is a slow and heavy stomp made against ground Targets. To figure the Stomp Characteristic listed under a Walker's Melee, you

add the Walker's Weight in Tonnes, Strength Modifier, and Mythic Strength together.

Due to the weight of Walkers, their Stomp attacks are always considered as having the Kinetic Special Rule.

STEPPING ON CHARACTERS

A Walker will deal Damage against Characters they step on. A Walker stepping on an Character or Vehicle will deal its Weight in Tonnes as Damage, ignoring Armor and Mythic Toughness.

Stepping on Characters will happen when a Walker moves over or shares the same location as a Character. The Character may make an Evasion Test at +20 Bonus to avoid being stepped on. If a Walker is making a Charge or Run Action, the +20 Bonus is lost.

The Walker's Operator may focus while moving over Characters and objects to not step on them, removing the possibility of anything being stepped on. The Character must declare they're focusing on not stepping on anything for it to take effect, lasting until the beginning of the next Turn.

WALKER PHYSICAL OPPOSED TESTS

Characters attempting to make Opposed Tests against Walkers will automatically fail unless the Character is a Mgalekgolo. For every Size Category larger a Walker is, it will gain a +10 Bonus to Opposed Strength Tests, including against Mgalekgolo.

WALKER MELEE ATTACKS AGAINST CHARACTERS

A Walker's Melee Attack double the damage dealt against Characters before Damage Resistance is figured. This does not include stepping on Characters unless a Jump or Leap is involved.

AIR VEHICLE RULES

BOMBING AND STRAFING

Bombing and Strafing Runs ignore Penalties To Hit based on the speed being Traveled. For every Degree of Failure on the To Hit Test, the Attack gains +2D10 Scatter in Meters.

ATTACKER AND DEFENDER

When in combat with another Air Vehicle, there are two positions: Attacker and Defender. The Attacker is the Vehicle able to make Attacks with front-facing weapons, while the Defender is attempting to become the Attacker.

An Attacker is the Character chasing another Vehicle, which allows the Vehicle to make Attacks without Penalty. At the beginning of the Round, the Attacker and Defender make an Opposed Pilot Test, limited by the Vehicle's Maneuver. If the Defender wins, they become the new Attacker. Defenders cannot use [O] tagged weapons.

In an instance between two VTOL vehicles, there can be two Attackers and no Defenders.

FLYING VEHICLE TAKEOFF

A Flying Vehicle needs time to take off. Air Vehicles can leave the ground in (X) Half Actions, where (X) is the Vehicle's Size Points. Vehicles are still able to use their Weapons and Special Rules during the Takeoff phase.

VERTICAL MOVEMENT

Air Vehicles have Vertical Movement that allows them to move up and down from their given location. If the GM wishes to track this, a VTOL's Vertical Movement is half of the Vehicle's Acceleration. Non-VTOL Aircraft's Vertical Movement is half of the Vehicle's Acceleration, but the Vehicle must be moving forward to achieve this.

VEHICLE DAMAGE TABLES

WHEELS	EXPLANATION
3	<ol style="list-style-type: none"> When 1 Wheel is lost on a vehicle with 3 wheels, the vehicle suffers 50% loss of Top Speed and Accelerate. When 2 Wheels are destroyed, the vehicle loses 80% of its Top Speed and Accelerate. Losing all 3 Wheels immobilizes the vehicle.
4	<ol style="list-style-type: none"> When 1 Wheel is lost on a vehicle with 4 Wheels, the vehicle suffers a 30% loss of Top Speed and Accelerate. When 2 Wheels are destroyed, the vehicle loses 60% of its Top Speed and Accelerate. When 3 Wheels are destroyed, the vehicle loses 90% of its Top Speed and Accelerate. Losing all 4 Wheels immobilizes the vehicle.
6	<ol style="list-style-type: none"> When 1 Wheel is lost on a vehicle with 6 Wheels, the vehicle suffers a 15% loss of Top Speed and Accelerate. When 2 Wheels are destroyed, the vehicle loses 30% of its Top Speed and Accelerate. When 3 Wheels are destroyed, the vehicle loses 50% of its Top Speed and Accelerate. When 4 Wheels are destroyed, the vehicle loses 75% of its Top Speed and Accelerate. When 5 Wheels are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. Losing all 6 Wheels immobilizes the vehicle.
8	<ol style="list-style-type: none"> When 1 Wheel is lost on a vehicle with 8 Wheels, it loses 10% of its Top Speed and Accelerate. When 2 Wheels are destroyed, the vehicle loses 20% of its Top Speed and Accelerate. When 3 Wheels are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. When 4 Wheels are destroyed, the vehicle loses 55% of its Top Speed and Accelerate. When 5 Wheels are destroyed, the vehicle loses 75% of its Top Speed and Accelerate. When 6 Wheels are destroyed, the vehicle loses 90% of its Top Speed and Accelerate. When 7 Wheels are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. Losing all 8 Wheels immobilizes the vehicle.

TREADS	EXPLANATION
2	<ol style="list-style-type: none"> When 1 Tread is destroyed on a vehicle with 2 Treads, it loses 70% of its Top Speed and Accelerate. When both Treads are gone, the vehicle is immobilized
4	<ol style="list-style-type: none"> When 1 Tread is destroyed on a vehicle with 4 Treads, the vehicle loses 20% of its Top Speed and Accelerate. When 2 Treads are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. When 3 Treads are destroyed, the vehicle loses 80% of its Top Speed and Accelerate. Losing all 4 Treads immobilizes the vehicle.
6	<ol style="list-style-type: none"> When 1 Tread is destroyed on a vehicle with 6 Treads, the vehicle loses 10% of its Top Speed and Accelerate. When 2 Treads are destroyed, the vehicle loses 25% of its Top Speed and Accelerate. When 3 Treads are destroyed, the vehicle loses 40% of its Top Speed and Accelerate. When 4 Treads are destroyed, the vehicle loses 70% of its Top Speed and Accelerate. When 5 Treads are destroyed, the vehicle loses 95% of its Top Speed and Accelerate. Losing all 6 Treads immobilizes the vehicle.
8	<ol style="list-style-type: none"> When 1 Tread is destroyed on a vehicle with 8 Treads, it loses 10% of its Top Speed and Accelerate. When 2 Treads are destroyed, the vehicle loses 20% of its Top Speed and Accelerate. When 3 Treads are destroyed, the vehicle loses 30% of its Top Speed and Accelerate. When 4 Treads are destroyed, the vehicle loses 45% of its Top Speed and Accelerate. When 5 Treads are destroyed, the vehicle loses 60% of its Top Speed and Accelerate. When 6 Treads are destroyed, the vehicle loses 85% of its Top Speed and Accelerate. When 7 Treads are destroyed, the vehicle loses 99% of its Top Speed and Accelerate. Losing all 8 Treads immobilizes the vehicle.

LEGS	EXPLANATION
2, 3	<ol style="list-style-type: none"> When 1 leg is destroyed, the Walker falls over but is still able to control its movement to a small degree to continue to aim and fire. The Walker can no longer move or Evade. When 2 legs are destroyed, the Walker loses the ability to turn to properly aim and fire. All Attacks the Walker makes gain a -20 Penalty To Hit. The Walker can no longer move or Evade.
4, 5	<ol style="list-style-type: none"> When 1 Leg is destroyed on a Walker with 4 legs, the Walker's Agility is halved. When 2 Legs are destroyed, the Walker's Agility is lowered by 75%. When 3 Legs are destroyed, the Walker falls to the ground, but can control its movement to a small degree so it can still aim and fire. The Walker can no longer move. When 4 legs are destroyed, the Walker loses the ability to walk. All Attacks the Walker makes gain a -20 Penalty To Hit.
6	<ol style="list-style-type: none"> When 1 Leg is destroyed on a Walker with 6 legs, the Walker's Agility is lowered by 25%. When 2 Legs are destroyed, the Walker's Agility is lowered by 40%. When 3 Legs are destroyed, the Walker's Agility is lowered by 60%. When 4 Legs are destroyed, the Walker's Agility is lowered by 80%. When 5 Legs are destroyed, the Walker falls to the ground, but can control its movement to a small degree so it can still aim and fire. The Walker can no longer move. When all 6 legs are destroyed, the Walker loses the ability to walk. All Attacks the Walker makes gain a -20 Penalty To Hit.

AIR VEHICLE PROPULSION DAMAGE

AIR VEHICLES	EXPLANATION
PROPULSION	When destroyed, a Propulsion System will no longer function. The vehicle loses a percentage of its Top Speed, Acceleration, and Breaking whenever one is destroyed. The Table below explains how much speed is lost per Propulsion System when one is destroyed, based on how many Propulsion Systems the vehicle has.

THRUSTER COUNT	1	2	3	4	5	6	7	8	9	10
SPEED LOST	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%
THRUSTER COUNT	11	12	13	14	15	16	17	18	19	20
SPEED LOST	50%	45%	40%	40%	35%	30%	30%	25%	25%	20%

VEHICLE SPECIAL RULES

VEHICLE SPECIAL RULES	EXPLANATION
Autoloader	<p>A Vehicle's Autoloader comes standard with 5 full Magazines of the Vehicle's ammunition, unless specified otherwise by the Weapon.</p> <p>Autoloaders will reload a weapon in half of the Reload Time listed for the weapon. Autoloaders will begin reloading when the Magazine is empty, or when triggered by the Character manning the weapon. The ammo used is replaced between missions at no extra cost to the Characters, unless specified otherwise by the GM.</p>
Neural Interface	The Neural Interface of a vehicle allows a Character with an IFF Tag to Pilot a vehicle and one Weapon at the same time without Penalty. This is only an Option for vehicles with the Neural Interface Special Rule.
Open-Top	<p>Vehicles with the Open-Top Special Rule have no covering or protection from Attacks that could strike Crew and Complement Characters.</p> <p>If an Attack strikes a Character when it hits the Crew Compartment of the vehicle, the Character being struck is not protected by the vehicle's Armor and will take full Damage.</p> <p>Open-Top Vehicles take a Half Action to enter and exit.</p>
Enclosed-Top	Vehicles that are not listed to have the Open-Top Special Rule are always Enclosed-Top vehicles. Enclosed Top Vehicles take 2 Full Actions to enter the vehicle as a Pilot or Gunner, or 1 Full Action to enter the Vehicle as a Passenger. It takes 1 Full Action to exit the Vehicle as a Pilot, Gunner, or Passenger.
Heavy Plating	<p>The vehicle can only be damaged by the following:</p> <ul style="list-style-type: none"> Explosives, Grenades, Ordnance, Landmines, Satchel Charges, and Demolitions Grenade, Explosive, Missile, and Rocket Launchers Beam Rifles and Sniper Rifles Beams Autocannons of 12mm or larger Cannons and Mortar Cannons Railguns and Energy Weapons Hunter Heavy Metal Shields
All-Terrain	Vehicles with the All-Terrain Special Rule halve all Penalties gained from rough and dangerous terrains. This includes mud, gravel, rubble, etc.
Continuous Track	Vehicles with treads are known as Continuous Track vehicles. These vehicles take no Penalties on Difficult Terrain. Vehicles with this Special Rule also ignore the Kill Radius Damage increase that are dealt to Mobility Breakpoints.
Boost (X)	A vehicle with the Boost Special Rule can double their Accelerate and Top Speed for (X) Rounds. After every Round the vehicle Boosts, it must recharge for double that number of Rounds.
Anti-Gravitational	The Anti-Gravitational Special Rule means the vehicle hovers through the air instead of using wheels. Vehicles with this Special Rule halve all Penalties gained from Rough and Dangerous Terrain. The vehicle also gains a -10 Penalty to Stunt-based Actions.
Slipspace	<p>A Slipspace-capable ship that can enter Slipspace and travel up to 12,000 Kilometers in 1 Full Action. The ship can stay in Slipspace for as long as they need, but for every 2 Full Actions in Slipspace, the ship will scatter 10D10 Meters from their targeted location to exit Slipspace. This Scatter can be reduced 2D10 for every Degree of Success on a Navigate (Slipspace) Skill Test. Entering Slipspace takes as many Half Actions as listed on the Vehicle's Takeoff Characteristic. Slipspace Drives have Recharge (5) before they can be used again.</p> <p>Entering Slipspace in atmosphere creates an explosion with Blast (40), Kill (15), and deals 6D10+40, Pierce of 90.</p>

VEHICLE HIJACKING

HIJACKING

Hijacking a vehicle is one of multiple Extended Actions one can perform. These actions include Hijack, Boarding, and Planting. Each of these Actions can take multiple steps, depending on the scenario at hand.

VEHICLE SPEED

The first step into these Actions is to figure out the speed of the targeted Vehicle. For every 20 MpT the vehicle is traveling, there is a -5 Penalty for performing Hijacking Actions.

BOARDING A VEHICLE

There are multiple ways a Character can board a Vehicle. A Character can drop down from an above bridge or jump onto a vehicle passing by from the side, or even get hit and attempt to climb aboard.

Depending on how the Character performs this Action, various Characteristics and Skills could be put into use. The following are a list of examples of what Characteristics and Skills could be used for the Actions taken.

EXAMPLES	CHARACTERISTIC AND SKILL	ACTIONS
DROPPING DOWN	Drop onto the vehicle from above, uses Athletics or Stunting.	Half
JUMPING	Jump onto vehicle driving nearby Character, uses Athletics or Strength to hold on.	Full
AFTER BEING HIT	If Character was struck by the Vehicle, they have a possibility of holding on as a Reaction using a Strength Test. Penalty is -5 for every 20 MpT the vehicle traveled.	Reaction

STAYING ON A VEHICLE

Every Round the Character is boarding a vehicle, they must make a Strength Test or risk falling off. Open-Top Vehicles give the Character a +20 Bonus to the Strength Test. Magnetic Boots will give a +60 Bonus to the Strength Test.

There are other Actions that can be used to help improve staying on a Vehicle during the Hijacking that the GM can allow. This could include stabbing a knife into the side as an improvised grip, grappling hooks, or any other equipment to keep the character on the vehicle.

The GM must apply Bonuses to these Actions. Something like a Knife in the side of the vehicle could give a +10 Bonus, while a grappling hook could give a +30 Bonus.

OPEN-TOP OR CLOSED-TOP AND VEHICLE DOORS

Vehicles without the Open-Top Special Rule are considered Closed-Top. During Hijacking, the Character will need to bypass any doors the Closed-Top Vehicle might have. Open-Topped vehicles would not have this issue, as there are many ways around any door an Open-Topped vehicle may have.

Breaking into a Closed-Top Vehicle means opening the door if it is unlocked, breaking off the door, breaking a lock, using a Spoofer, etc. There are many scenarios in which the Character can take depending on their situation.

Breaking a vehicle's door could be incredibly difficult. The GM could apply a -60 Penalty Strength Test for breaking a tank's door, while a civilian car could be as low as a -20 Penalty. Windows could be at a much lower Penalty unless it's using heavily reinforced glass.

This is up to the GM to decide how difficult the Test may be. Though weapons can also be used to destroy locks, windows, and doors.

Actions taken to break doors, windows, locks, etc. should be considered a Full Action, while opening unlocked doors should only be a Half Action.

DEALING WITH THE PILOT

After the Character has access to the Pilot by accessing the Crew section, they must deal with them however they see fit. The GM should initiate Combat if the Pilot is able to fight back.

The Character may throw out the Pilot while they are still alive, which begins an Opposed Strength Test. If the Pilot has their vehicle harness or seat belt on, they gain a +20 Bonus to this Test. If the Pilot is successful, they stay in the vehicle. If the Pilot fails, they're removed from their piloting position, and depending on the vehicle, could be tossed off the vehicle, entirely. These are considered Full Actions. If thrown out, the Pilot may attempt to catch onto the Vehicle with a -(X) Penalty Agility Test but are no longer considered in-control of the Vehicle. (X) is -10 for every Degree of Success the Hijacking Character had on their Opposed Test.

If the Pilot has their Vehicle Harness or Seat Belt on, the Hijacking Character may attempt to destroy it. Harnesses and Seatbelts have 15 Breakpoints. The Character may take a Full Action to target the harness or belt without Penalty To Hit. The Character may instead take a Half Action to target the harness or belt but will take a -20 Penalty To Hit.

A Passenger of a Vehicle may assist the Pilot from being thrown from the Vehicle. To do so, the Passenger must give their Full Action assisting the Pilot. For every Degree of Success on a -10 Strength Test, the Pilot gains a +10 Bonus to the Opposed Strength Test with the Hijacker.

The Hijacking Character may also choose to begin Attacking with either Melee or Range. Pilots who are wearing their harness or seat belt gain a -30 Penalty to Evasion Tests.

TAKING ACTIONS WHILE HIJACKING

A Hijacking Character has a choice to make non-Hijacking Actions while still attempting the Hijack. Depending on the Action, the GM may decide whether or not the Action is at the Penalty based on Vehicle movement speed.

The GM may also decide whether an Action is impossible to perform while attempting to Hijack.

PLANTING

Planting is an Action where the Character attempts to plant an item of some kind on the Vehicle. Planting is anywhere from a Full Action to an Extended Action. An Extended Planting Action is where the Character may need to find and open a hatch, or to move to the other side of the vehicle to finish the Action.

Planting, as an Action, allows the Character to do various actions, whether it be throwing a live grenade through the window of a vehicle, or to plant a magnetic anti-vehicle mine in the engine-bay of the vehicle, or even hide a tracking device to the vehicle.

FALLING OFF A VEHICLE

If a Character fails any Action made while Hijacking with two or more Degrees of Failure, that Character must make an Athletics Test. If failed, the Character falls off the Vehicle.

If a Character falls off a vehicle, they take Vehicle Rolling Damage from the 'Vehicle Wrecking and Manslaughter' section of Vehicle Combat.

VEHICLE MODIFICATION RULES

VEHICLE MODIFICATIONS

Vehicles in Mythic can be modified in many ways that alter their Characteristics or give them special benefits. You can add Attachments, modify Characteristics, swap out Weapons, and so on. Each Modification will list the Benefits, Type of Modification, any possible Restrictions, and cR Cost.

Some Modifications take a Vehicle's Size Points to use. These are a limited number of slots that a Vehicle may use to install larger equipment. Size Points are not reduced or removed when a Modification is installed, they only act as a limit to how many larger Modifications the vehicle may take.

Modifications may not reduce a Vehicle's Characteristics under 0. If a Vehicle's Characteristics are reduced to 0, then that aspect of the Vehicle no longer will work. If Brake is reduced to 0, the vehicle cannot stop, if Top Speed or Acceleration are reduced to 0, the vehicle cannot move, and if Armor is reduced to 0, the vehicle will offer no protection.

MODIFICATION TYPES

Modifications are listed as Modification, Attachment, or Mobility. Modifications listed only as "Modification" are alterations made to the vehicle itself, including new engines, heavier armor, etc. Attachments are equipment that are added to the exterior of a Vehicle. Mobility are changes made by swapping out the way the vehicle is able to travel, such as Wheels, tracks, etc.

All Modifications have a listed type that dictates where they are to be placed, or if more than one can be placed in that location. Modifications listed only as a Modification take up no Size Points or Locations of a vehicle.

Modifications that list a location for an Attachment cannot take more attachments on that side unless specified otherwise. The GM may allow players to ignore this if they feel the vehicle is large enough to have space for multiple Attachments on one side.

SIZE POINTS

Size Points are based on the size of the Vehicle and help dictate how many of the Modifications will work on the Vehicle.

You can figure Size Points for custom vehicles as well. Add together the Vehicle's Width, Height, and Length and then divide that number by 6. This is the number of Size Points the Vehicle will have.

TO HIT AND SIZE POINTS

When a Character is making an Attack against a Vehicle, they get a +5 for every two Size Points the Vehicle has.

WEAPON POINTS

Weapon Points are how many weapons a vehicle can have installed at any given time, before using Size Points to create new weapon mount locations. A Vehicle's Weapons are already figured into the Weapon Points the Vehicle comes with.

Weapon installation using Weapon Points must be done by replacing weapons. If a weapon is removed, then a new one can be installed in its place.

The larger the weapon, the more Weapon Points it takes up. Due to the amount of weapons in the system, the GM must decide what is best to assign as a Weapon Point cost for a vehicle. For example, Infantry Weapons such as Rifles, Pistols, and Shotguns should only be one point. Heavy Weapons like Flamethrowers, Turrets, and Launchers take up two Weapon Points. Vehicle weapons like cannons, autocannons, and launchers take up four Weapon Points. And finally, the Mini MAC takes up 10 Weapon Points.

Weapon modifications should be given GM approval, as not everything may make sense. Rigging a large-scale vehicle weapon to a smaller vehicle should be met with Penalties or be impossible.

WEAPON AND SIZE POINT SWAPPING

Weapon and Size Points can be swapped at a Penalty. You may spend two Size Points to create a Weapon Point, and you may spend two Weapon Points to create a Size Point. These may be reverted

BODY MODIFICATIONS

MODIFICATIONS	BENEFITS	TYPE	CR
Heavy Armor	Can be taken up to 3 times per Vehicle and increases the Vehicle's Armor by +3 Armor on all Locations. The Vehicle's Top Speed is decreased by 10% of the Vehicle's base Top Speed. Cannot be used alongside Light Armor. For Walker Vehicles, Heavy Armory will reduce the Mythic Agility Characteristic by 1. If the Walker has no Mythic Characteristic to reduce, Agility will be reduced by 5.	Modification	50 cR
Light Armor	Can be taken up to 3 times per Vehicle and decreases the Vehicle's Armor by -3 Armor on all Locations. The Vehicle's Top Speed is increased by 10% of the Vehicle's base Top Speed. Cannot be used alongside Heavy Armor. For Walker Vehicles, Light Armor will increase the Mythic Agility Characteristic by 1.	Modification	40 cR
Reinforced Armor Plating	Reinforced Armor Plating that offers +25 Armor for the Front, Back, and Side Locations. The Plating has 200 Breakpoints that take the Damage before the Vehicle's Hull Breakpoints will take Damage. Once the Breakpoints are reduced to 0, they no longer work. The weight of the Plating is 1/4 th of the Vehicle's Weight and reduces the Top Speed and Acceleration by half. For Walker Vehicles, the Vehicle's Agility Characteristic is halved.	Attachment Front, Side and Back	150 cR
Open-Topped	The Vehicle gains the Op-Top Special Rule. Only usable on Enclosed-Top Vehicles.	Modification	10 cR
Enclosed-Topped	The Vehicle gains the Enclosed-Top Special Rule. Only usable on Open-Top Vehicles.	Modification	20 cR
Armored Module	A chosen Vehicle Breakpoint is increased by 20% of the base Breakpoint amount. Each upgrade increases the Vehicle's weight by 10% of the Vehicle's base weight. The price of this Module is (X) cR, where (X) is the amount of Breakpoints gained by the upgrade. Each Breakpoint Location can only be increased once.	Modification	(X) cR
Crevasse-Protection Bars	Horizontal bars that are used to protect a vehicle from falling into crevasses, pits, ice formations, and traps. The bars stretch out 1 Meter from the Vehicle's front and rear locations per every Size Point of the Vehicle. The cost is 5 cR for every Size Point of the Vehicle. Does not work for Walker or Flying vehicles.	Attachment Front and Back	(X) cR
Roll Cage	A Roll Cage is installed into the Vehicle's Crew Module and Passenger locations. The Roll Cage halves all Damage Characters receive from any Rolling and Wrecks the Vehicle is in. Does not take up any Attachment locations of the Vehicle. Does not work for Walker or Flying vehicles.	Attachment Crew	50 cR

MODIFICATIONS	BENEFITS	TYPE	CR
Plow Unit	A V-shaped plow for moving snow, sand, and wreckage. Halves all Penalties gained from Dangerous Terrain and Difficult Terrain gained by wreckage, snow, loose ground, etc. Costs (X) cR where (X) is 10 for each Size Point of the vehicle. Does not work for Walker and Flying vehicles. Can be used with other Front Attachments if a Size Point is used.	Attachment Front	(X) cR
EDAD Unit	An Explosives Detector and Detonation Unit that attaches to the front of the vehicle 4 Meters ahead. This unit detects explosives up to 15 Meters from the front of the Vehicle and warns the Pilot of the strength and Blast radius of the explosive, as well as if the explosive would damage the vehicle. The Pilot is then given the choice to detonate the explosive. Weighs 400kg and has 35 Armor and 400 Breakpoints.	Attachment Front	100 cR

PROPULSION MODIFICATIONS

MODIFICATIONS	BENEFITS	TYPE	CR
Engine Enhancement	This modification increases the Vehicle's Acceleration and Top Speed by 10%, to a minimum of +1. This modification may be taken 5 times per Vehicle. The Cost is (X) cR, where (X) is the total number gained to Top Speed and Acceleration Characteristics. For Walker Vehicles, the Vehicle will gain a +1 to Mythic Agility. However, this can only be taken 3 times per Walker Vehicle. The Cost is (X) cR, where (X) is the total Mythic Agility of the Vehicle before the Modification is taken, multiplied by 15.	Modification	(X) cR
Improved Brake System	Increases the Vehicle's Brake Characteristic and can be taken up to 5 times. Each time it is taken, the Vehicle's Brake is increased by 10% of the Vehicle's base Brake Characteristic. The cost is (X) cR, where (X) is the total number gained to the Brake Characteristic. Does not work on Walker Vehicles.	Modification	(X) cR

MOBILITY MODIFICATIONS

MODIFICATIONS	BENEFITS	TYPE	CR
Sand and Snow Tread	Each wheel is replaced with a triangular track giving the Vehicle the Continuous Track Special Rule. When half of the vehicle's wheels are replaced, Rough and Difficult Terrain Penalties are removed on Sand and Snow, but the Vehicle's Top Speed and Acceleration is reduced by 10%. Does not work on Flying or Walker vehicles. When used with all the Vehicle's wheels, the Rough and Difficult Terrain Penalties are removed on Sand and Snow, but the Vehicle's Top Speed and Acceleration is reduced by 20%. Costs 10 cR per Wheel and must replace either half or all the Vehicle's wheels.	Mobility	(X) cR
Hover System	The vehicle's mobility system are replaced by an air-based hover system that allows the Vehicle to hover up to 1 Meter above the surface, including bodies of water. This modification halves the Acceleration, Brake, and Top Speed of the Vehicle, though the Vehicle no longer takes Penalties to Rough and Difficult Terrain. Costs 50 cR for every Size Point of the Vehicle. Does not work on Flying or Walker vehicles. The second option for the Hover System is to keep the vehicle's original mobility system and be able to switch to and from the Hover System as a Full Action. This costs 80 cR for every Size Point of the Vehicle and takes up 2 Size Points.	Mobility	(X) cR
Anti-Gravitational	The Vehicle's wheels or tracks are all replaced with anti-gravitational technology either based on Covenant or Forerunner technology. The Vehicle gains the Anti-Gravitational Special Rule. This costs 50 cR for every Size Point of the Vehicle. Does not work on Flying or Walker vehicles.	Mobility	(X) cR
Full Track	The mobility system is replaced with Full Tracks, giving the vehicle the Continuous Track Special Rule. This reduces the Vehicle's Maneuver by 25%. This costs 25 cR per Size Point of the Vehicle. Does not work on Flying or Walker vehicles.	Mobility	(X) cR
Mobility Up-Armor	The mobility system the Vehicle uses has been modified to have protective plating. This gives the Vehicle +4 Armor when Mobility is struck.	Modification	50 cR
Slipspace Drive	Gives the Vehicle the Slipspace Special Rule. Must be used on flying vehicles.	Mobility	1,000 cR

ELECTRONIC MODIFICATIONS

MODIFICATIONS	BENEFITS	TYPE	CR
Energy Shield Installation	An attachment that can be taken (X) times, where (X) is the Vehicle's Size Points. Each Installation takes up a Size Point of the Vehicle and weighs 10 kg. When first taken, the Vehicle gains an Energy Shield with a Shield Rating of 150, a Recharge Delay of 2, and a Recharge Rate of 25. Each time this attachment is taken afterwards, or if the Vehicle already came with an Energy Shield, the Shield Rating gains +50 and the Recharge Rate gains +5.	Attachment	100 cR
AI Uplink Module	A small uplink module for Smart and Dumb AI is installed into the Vehicle. This module allows an AI Character to control a Vehicle normally. If the Vehicle has a Neural Interface installed, the AI is also able to control the weapons.	Modification	150 cR
Neural Interface	The Vehicle gains the Neural Interface Special Rule.	Modification	100 cR
Nanomachine Repair System	A Nanomachine Repair System that may be installed up to 5 times per Vehicle. Each System can repair each Breakpoint of the Vehicle at the beginning of every Round. Each Repair System is only able to repair 150 Breakpoints before needing a recharge which costs 100 cR. Each Repair System takes up 1 Size Point of the Vehicle.	Attachment	250 cR

COMBAT MODIFICATIONS

MODIFICATIONS	BENEFITS	TYPE	CR
ECM Module	An Electronic Countermeasure Device used to deceive Radar, Motion Tracker, Sonar, and other Targeting and Scanning systems. An Opposing Vehicle attempting to Target this vehicle doubles its Targeting Characteristic for how long it takes to Lock On. Weapons with the Homing Special Rule and Vehicle Special Rule lose their Bonuses from the Special Rules. When being scanned with any equipment that maps out locations, tracks IFF Tags, or attempts to target any object will see 3 versions of the Vehicle, each one scattered 3D10 Meters from where the Vehicle actually is.	Attachment	100 cR
Active Protection System	The Active Protection System, or APS, is an Anti-Targeting device that fires decoy flares when the vehicle is Targeted by another vehicle or a weapon with Homing or Vehicle Lock Special Rule. The launched flares move out 15 Meters on both sides from the Vehicle and are active for 5 Rounds. All Vehicle Lock, Homing, and Targeting will lock onto the flares instead of the vehicle. The APS can be used 5 times before needing restocked. Each full APS restock costs 90 cR.	Attachment	140 cR
Active Defense System	The Active Defense System, or ADS, is an electro-kinetic detonation system used to destroy explosives before impacting the vehicle. The Active Defense System detonates explosives (X) Meters from the Vehicle, where (X) is the Vehicle's Size Points multiplied by 3. After the Active Defense System detonates an explosive, it must recharge for 4 Rounds. It takes 1 Size Point to install this Attachment per 2 Size Points the vehicle has.	Attachment	160 cR
Smoke Screen Emitter	Smoke Screen Emitters release magnetized Smoke within (X) Meters out from each side of the vehicle, where (X) is the Vehicle's Size Points. The Smoke lasts for 6 Rounds and stops any Vehicle Tracking, Homing, and Vehicle Lock weapon from targeting the Vehicle or anything else within or beyond the Smoke Screen. Motion Trackers and Radars cannot register anything within the Smoke Screen. The Smoke Screen cannot move alongside the Vehicle but can be spread out from the Vehicle driving. If spread out too much, the GM may decide to halve the length the Smoke Screen lasts. The Smoke Screen costs 50 cR for each overall Size Point of the Vehicle, and one Weapon Point to install. The Smoke Screen Emitter has 4 Uses, each Use costs 20 cR to replace.	Attachment	(X) cR
Flare Launcher	For two Weapon Points or one Size Point, the Vehicle has a Flare Launcher installed. This modification launches 40mm Parachute Flares into any chosen direction as if it were a standard turret. The Flare Launcher can fire the Flare that deals 3D10 Damage with Flame (1D5) on impact. The Flare can be fired up to 400 Meters into the air, which then slowly falls to the ground.	Attachment	40 cR
Light Ordnance Launcher	For two Weapon Points or one Size Point, the Vehicle has a Mortar installed. This allows Light Mortar strikes or Rapid Dispersal Plasma Mortar Strikes to be called in from the vehicle. The vehicle must be within range and can launch 4 Strikes before requiring a resupply at a base. Costs 18 cR per Mortar strike to refill.	Attachment	70 cR
Expanded Ammo Bins	These bins take up one size point on the vehicle and allow the vehicle to store 5 additional reloads worth of ammunition in a secure blast proof container. Vehicle Autoloaders cannot take ammo from these bins directly and must be resupplied manually. The extra ammunition is not resupplied when a vehicle returns to base and must be purchased separately.	Attachment	40 cR

MISC. ATTACHMENTS

MODIFICATIONS	BENEFITS	TYPE	CR
Recovery Winch	The Recovery Winch is an electronic device with 100 Meters of Nanotube Cable. The cable and winch can support 5 Metric Tons.	Attachment	35 cR
Heavy Winch	The Heavy Winch is a Recovery Winch that supports 15 Metric Tons. It costs one Size Point to install.	Attachment	75 cR
Flood Light	The Flood Light is a bright light able to illuminate a 100 Meter range. When shined at a Character, that Character takes a -60 Penalty to Visual Perception Tests. This Light can be remote-controlled by a paired digital device to control the direction it faces.	Attachment	30 cR
Siren	A loud siren that causes a -40 Penalty to Hearing Perception Tests within a 50 Meter Range and a -20 Penalty to Hearing Perception Tests within 100 Meters.	Attachment	40 cR
Camera Module	A four-piece camera system installed onto the Vehicle. The cameras face out on each side of the Vehicle with a 180-degree field of view. These are considered Optics for the Vehicle.	Attachment	70 cR
Police Light	A bright police light for the top of vehicles.	Attachment	15 cR
Fast Rope	A rope system that allows for Characters to propel down from a vehicle. Can install up to 2 Fast Ropes per Size Point of the Vehicle.	Attachment	10 cR
5-Point Harness	When getting in Wrecks or Head-On Collisions, the Characters won't take Damage. Instead, the Characters take 1 Fatigue for every 10 Points of Damage that would have been dealt to them after figuring Damage Resistance. Costs 4 cR per each seat on the Vehicle.	Attachment	(X) cR

WALKER-ONLY MELEE ATTACHMENTS

MODIFICATIONS	BENEFITS	TYPE	CR
Torque Amplified Gauntlets	Installs Torque Amplified Gauntlets onto the Walker's Arms. Gives +5 Mythic Strength with Slow Special Rule. +60 cR to install on non-Cyclops Walkers to cover the cost of the devices.	Attachment	34 cR
Jackhammer	Attaches one Jackhammer onto the Walker's Arm. -5 Mythic Strength, Burst (5) Punch Unarmed Melee. +60 cR to install on non-Cyclops Walkers to cover the cost of the device.	Attachment	23 cR

VEHICLE ARMORY UNSC VEHICLES

M274 Ultra-Light All-Terrain Vehicle Mongoose



COST			DEFEAT EXPERIENCE		
180 cR			35 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	50 MpT		160 MpT (95 Km/H)	75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
3.5 M	2 M	1.7 M	406 KG	1	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
30	40		50	--	65
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
17	15		16	16	14
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					
ARMAMENT VARIANT: Standard					COST
N/A					180 cR
ARMAMENT VARIANT: M274-M Light Gungoose					COST
[O] Two Linked Belt-fed M7/Caseless Submachine Guns with 200 Round Belt					315 cR
ARMAMENT VARIANT: M274-M Heavy Gungoose					COST
[O] Two Linked Belt-fed XM510 Grenade Launcher with 100 Round belt					390 cR

M290 Ultra-Light All-Terrain Vehicle Mongoose



COST			DEFEAT EXPERIENCE		
190 cR			40 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	50 MpT	175 MpT (105 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
3.5 M	2 M	1.7 M	489 KG	1	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
30	45	55	--	65	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
19	17	18	18	16	
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					
ARMAMENT VARIANT: Standard				COST	
N/A				190 cR	
ARMAMENT VARIANT: M290-M Light Gungoose				COST	
[O] Two Linked Belt-fed M7/Caseless Submachine Guns with 200 Round Belt				325 cR	
ARMAMENT VARIANT: M290-M Heavy Gungoose				COST	
[O] Two Linked Belt-fed XM510 Grenade Launcher with 100 Round belt				400 cR	

M121 Light Strike Vehicle Jackrabbit




COST			DEFEAT EXPERIENCE		
370 cR			70 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	35 MpT	295 MpT (177 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.5 M	2.7 M	2.3 M	817 KG	1	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
35	55	50	35	65	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
18	18	18	18	16	
INFORMATION					
Open-Top and All-Terrain Special Rule. 3 Wheel Vehicle.					
ARMAMENT VARIANT: Standard					COST
[O] M460 Automatic Grenade Launcher					370 cR
ARMAMENT VARIANT: Automatic					COST
[O] M247H Heavy Machine Gun					285 cR
ARMAMENT VARIANT: Heavy					COST
[O] M68 Asynchronous Linear-Induction Motor					365 cR


AMG H9 MID-CAPACITY ONI VAN




COST			DEFEAT EXPERIENCE		
380 cR			75 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	30 MpT		205 MpT (123 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.9 M	2.6 M	4.2 M	11.2 Tonnes	2	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	90	100	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
28	30	28	28	25	
INFORMATION					
Heavy Plating Special Rule. 6 Wheel Vehicle.					
BUILT-IN TRAILER					
The Semi comes with a built-in Trailer. This Trailer can hold large amounts of cargo but does not have doors capable of holding vehicles. The Semi is able to pull up to 175 Metric Tons.					


M12 Force Application Vehicle Warthog					
					
COST			DEFEAT EXPERIENCE		
245 cR			50 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
25 MpT	30 MpT		210 MpT (125 Km/H)	55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6 M	3 M	3.2 M	3 Tonnes	2	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			1 Passenger		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
40	55		65	35	90
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
25	25		25	25	25
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					
ARMAMENT VARIANT: Standard					COST
N/A					245 cR
M12 Light Anti-Personnel					COST
[G] M247 Heavy Machine Gun					340 cR
M12 LRV2					COST
[G] M41 Light Anti-Aircraft Machine Gun					305 cR
M12A1 Light Anti-Armor					COST
[G] 102mm SC-HE Rocket Turret					435 cR
M12R Light Anti-Aircraft					COST
[G] M79 Multiple Launch Rocket System					405 cR
M12MW Anti-Aircraft					COST
[G] M260 Multiple Launch Rocket System					435 cR
M12G1 Light Anti-Armor					COST
[G] M68 Asynchronous Linear-Induction Motor					410 cR
M12F Light Anti-Personnel					COST
[G] NA6 Defoliant Projector					345 cR
M12 M831 Troop Transport					COST
+6 to Complement with rear seating. Built-in Roll Cage.					245 cR
M12 GT					COST
250 MpT (225 KM/h) Top Speed, 30 Accelerate, 18 Armor on all Locations. [G] M247 Heavy Machine Gun					390 cR
M12 864 A/T					COST
Enclosed Crew and Complement seating. Removes Open-Top Special Rule. +4 to Complement. Wheels replaced with 4 Treads, lowering Top Speed to 104 MpT (95 km/h) and lowering Accelerate to 20. Gives +50 to MOB Breakpoints.					285 cR
Armored Warthog					COST
[G] M46 Light Anti-Aircraft Machine Gun +3 Armor on all Locations					345 cR

M12S CST	COST
[G] M247 Heavy Machine Gun 200 MpT (180 KM/h) Top Speed, 30 Accelerate, 20 Armor on all Locations.	305 cR
M12 W-APC	COST
Armored extension with +10 Complement seating in the rear. Length of vehicle becomes 8.6 Meters. Removes Open-Top Special Rule.	275 cR
M12 M914 RV	COST
SELECT ONE Armory Carrier, Ambulance, Communications System, or Mobility Recovery Vehicle.	275 cR

M15 Light Tactical Vehicle Razorback Package					
					
COST			DEFEAT EXPERIENCE		
+100 cR			+20 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
25 MpT	30 MpT		210 MpT (125 Km/H)	50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6 M	3 M	3.2 M	5 Tonnes	2	2
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
55	60	70	40	110	
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
30	30		30	30	30

M12B Force Application Vehicle Warthog					
					
COST			DEFEAT EXPERIENCE		
250 cR			50 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
25 MpT	30 MpT		210 MpT (125 Km/H)	55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.3 M	3.0 M	2.3 M	3 Tonnes	2	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			1 Passenger		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
40	55		65	35	90
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
25	25		25	25	25
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					
ARMAMENT VARIANT: Standard					COST
N/A					250 cR
M12B Anti-Personnel					COST
[G] Coaxial M343A2 Heavy Machine Gun					355 cR
M12B LRV2					COST
[G] M46 Light Anti-Aircraft Machine Gun					310 cR
M12B-A1 Light Anti-Armor					COST
[G] 102mm SC-HE Rocket Turret					440 cR
M12B-A2 Light Anti-Aircraft					COST
[G] M80B Multiple Launch Rocket System					445 cR
M12B-MW Anti-Aircraft					COST
[G] Two Linked M260 Multiple Launch Rocket Systems					440 cR
M12B-G2 Light Anti-Armor					COST
[G] M555 Asynchronous Linear-Induction Motor					420 cR
M12B-F Light Anti-Personnel					COST
[G] NA6 Defoliant Projector					350 cR
M12B-SoS Sword of Sangheilios Needler					COST
[G] M343A3 Needler Heavy Machine Gun					360 cR
M12B M944 Troop Transport					COST
+6 to Complement with rear seating. Built-in Roll Cage.					250 cR
M12-R StarSpeed					COST
375 MpT (225 KM/h) Top Speed, 40 Accelerate, 19 Armor on all Locations. [G] M343A2 Heavy Machine Gun					315 cR
M12B-S CST					COST
300 MpT (180 KM/h) Top Speed, 35 Accelerate, 23 Armor on all Locations. [G] M343A2 Heavy Machine Gun					325 cR
M12B Armored Warthog					COST
[G] M46 Light Anti-Aircraft Machine Gun +3 Armor on all Locations					345 cR

M12B 975 A/T	COST
Enclosed Crew and Complement seating. Removes Open-Top Special Rule. +4 to Complement. Wheels replaced with 4 Treads, lowering Top Speed to 104 MpT (95 km/h) and lowering Accelerate to 20. +50 to MOB Breakpoints.	290 cR
M12B W-APC	COST
Armored extension with +10 Complement seating in the rear. Length of vehicle becomes 8.8 Meters. Removes Open-Top Special Rule.	280 cR
M12B M1004 RV	COST
SELECT ONE Armory Carrier, Ambulance, Communications System, or Mobility Recovery Vehicle.	280 cR

M15 Light Tactical Vehicle Razorback Package					
					
COST			DEFEAT EXPERIENCE		
+100 cR			+20 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
25 MpT	30 MpT		210 MpT (125 Km/H)	50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6 M	3 M	3.2 M	5 Tonnes	2	2
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
55	60	70	40	110	
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
30	30		30	30	30

X-RP12 Combat Support Vehicle Gremlin



COST			DEFEAT EXPERIENCE		
380 cR			75 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	30 MpT	205 MpT (123 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
9.5 M	4.8 M	7.3 M	5.7 Tonnes	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
70	40	50	50	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
23	25	25	25	19	
INFORMATION					
All-Terrain Special Rule. 6 Wheel Vehicle.					
ARMAMENT VARIANT: Standard					
[G] X23 Non-Nuclear Electromagnetic Pulse Cannon					

M35 Cougar Lightweight AFV



COST			DEFEAT EXPERIENCE		
775 cR			155 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	10 MpT		170 MpT (103 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.5 M	2.7 M	2.3 M	10.4 Tonnes	2	9
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
80	70	100	45	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	35	35	30	25	
INFORMATION					
All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.					
Anti-Personnel AFV					COST
[G] M247 Medium Machine Gun					775 cR
[G] Two Linked M638 Autocannons					
Heavy Anti-Armor AFV					COST
[G] M247 Medium Machine Gun					875 cR
[G] Two Linked M68 Asynchronous Linear-Induction Motor					

M650 Armored Personnel Carrier Mastodon



COST			DEFEAT EXPERIENCE		
735 cR			145 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	10 MpT	170 MpT (103 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.2 M	6.0 M	5.0 M	36.2 Tonnes	2	6
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			18 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	80	120	90	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	40	45	38	30	
INFORMATION					
All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.					
Anti-Personnel AFV					COST
[G] M247 General Purpose Medium Machine Gun					735 cR
Anti-Personnel					COST
[G] Coaxial M343A2 Heavy Machine Gun					765 cR
LRV2					COST
[G] M46 Light Anti-Aircraft Machine Gun					730 cR
A1 Light Anti-Armor					COST
[G] 102mm SC-HE Rocket Turret					860 cR
A2 Light Anti-Aircraft					COST
[G] M80B Multiple Launch Rocket System					1,065 cR
MW Anti-Aircraft					COST
[G] Two Linked M260 Multiple Launch Rocket Systems					1,060 cR
G2 Light Anti-Armor					COST
[G] M555 Asynchronous Linear-Induction Motor					815 cR
Projector Anti-Personnel					COST
[G] NA6 Defoliant Projector					750 cR

M330 Kodiak Heavy Apc



COST			DEFEAT EXPERIENCE		
1,080 cR			215 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	10 MpT		170 MpT (103 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
17.9 M	10.6 M	6.8 M	39.4 Tonnes	3	9
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			3 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	80	120	80	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	39	35	35	32	
INFORMATION					
All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.					
PROTECTION MODE					
The Kodiak has a collapsing mechanized main turret mode that allows the Kodiak to protect its weaponry. In this mode, any Attack that hits the WEP Breakpoint will be at double the Armor.					
It takes one Full Action to transfer into and out of Protection Mode.					
TURRET MODE					
The Kodiak has stabilizing legs that can be deployed to stabilize the weapon platform. In Turret Mode, all attacks made with the Vehicle's weapons are at a +10 Bonus To Hit.					
It takes one Full Action to transfer into and out of Turret Mode.					
M330 Kodiak Heavy APC					COST
[G] Two Linked GAU-23/AW/Linkless Autocannons					1,080 cR
[C] Coaxial M247H Machine Gun					
Heavy Anti-Armor					COST
[G] M310 120mm Smooth-Bore Cannon					1,075 cR
[C] Coaxial M247H Machine Gun					
Anti-Aircraft EMP					COST
[G] X23 Non-Nuclear Electromagnetic Pulse Cannon					1,055 cR
[C] Coaxial M247H Machine Gun					
The X23 Non-Nuclear Electromagnetic Pulse Cannon is specially designed to lock on to Aircraft Vehicles. This gives the X23 NNEPC the Vehicle Lock Special Rule for Aerial vehicles, but a -20 Penalty To Hit grounded targets.					

M400 Artillery System Kodiak



COST			DEFEAT EXPERIENCE		
900 cR			180 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	10 MpT		170 MpT (103 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
18.2 M	14.1 M	6.5 M	45.0 Tonnes	3	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			3 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	80	80	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	25	25	35	25	
INFORMATION					
All-Terrain and Heavy Plating Special Rule. 8 Wheel Vehicle.					
TURRET MODE					
The Kodiak has stabilizing legs that can be deployed to stabilize the weapon platform. In Turret Mode, all attacks made with the Vehicle's weapons are at a +10 Bonus To Hit.					
It takes one Full Action to transfer into and out of Turret Mode.					
TURRET MODE VIEW					



M400 Kodiak Siege Artillery

[G] M4131 Rapid-Fire Howitzer
[G] M343A2 Machine Gun

M22 Fox Cannon



COST			DEFEAT EXPERIENCE		
1,260 cR			250 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	10 MpT	205 MpT (123 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
11.0 M	6.9 M	6.3 M	37.7 Tonnes	3	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	85	90	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	32	32	35	30	
INFORMATION					
All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.					
CALCULATION SATELLITES					
If the Fox Cannon is being used on a planet with UNSC Satellites, the Fox cannon's M197 Range is increased to 10km-50km.					
Long-Range Artillery Assault Platform					
[G] M197 Artillery Cannon					

Special Purpose-42 Cobra Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,470 cR			260 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	20 MpT	165 MpT (99 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.8 M	5.2 M	4.5 M	23.6 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	65	120	120	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	40	40	40	40	

INFORMATION

All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.

TURRET MODE

The Cobra has two Firing Modes and two Mobile Modes. Each of these two modes can only have one active at a time.

The Firing Modes allow the Cobra to combine the two M66 30mm Rail Guns into a M98 105mm Rail Gun, firing a much stronger weapon. This takes a Half Action to combine and detagains a ch, switching between these two modes. When firing the M98 105mm Rail Gun, the Cobra's Acceleration will be reduced by 20 if moving. If stationary, the Cobra will move 5 Meters in the opposite direction it's firing.

The Cobra's Mobile Modes are Mobile and Lockdown. When the Cobra is in Lockdown mode, it cannot move as legs fold down to hold the Cobra stationary. If Lockdown is active, the M98 105mm Rail Gun will not move the Cobra backwards. While in Lockdown, the Cobra also gains a +10 To Hit and +3 Armor on all Armor Locations. It takes 3 Full Actions to switch between Mobile and Lockdown Mode.

LOCKDOWN MODE VIEW



Anti-Materiel/Anti-Fortification

- [G] M98 105mm Rail Gun
- [G] Two Linked M66 30mm Rail Guns

M808B Scorpion Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,200 cR			240 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	40 MpT	160 MpT (97 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.2 M	7.8 M	4.4 M	51 Tonnes	4	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	100	180	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	42	48	45	45	

INFORMATION

All-Terrain, Continuous Track, Neural Interface, and Heavy Plating Special Rule. 4 Tread Vehicle.

M808B Scorpion		COST
[O] M512 90mm Smoothe Bore Cannon		1,200 cR
[G] M247H Machine Gun		
M808B Sun Devil		COST
[O] Four M410 40mm Autocannons		1,565 cR
[G] M247H Machine Gun		
M808B Tarantula		COST
[O] M512 90mm Smoothe Bore Cannon		1,555 cR
[G] Two Linked Scimitar 4x178mm Rocket Pods		

M808C Scorpion Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,290 cR			260 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
20 MpT	40 MpT		160 MpT (97 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.2 M	7.8 M	4.4 M	66 Tonnes	4	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
120	100		180	140	180
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
48	45		50	48	48
INFORMATION					
All-Terrain, Continuous Track, Neural Interface, and Heavy Plating Special Rule. 4 Tread Vehicle.					
M808C Scorpion					COST
[O] M512 90mm Smoothe Bore Cannon					1,290 cR
[G] M247H Machine Gun					
M808C Sun Devil					COST
[O] Four M410 40mm Autocannons					1,655 cR
[G] M247H Machine Gun					
M808C Tarantula					COST
[O] M512 90mm Smoothe Bore Cannon					1,645 cR
[G] Two Linked Scimitar 4x178mm Rocket Pods					

M808S Scorpion Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,355 cR			270 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	40 MpT	160 MpT (97 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.3 M	7.7 M	4.5 M	67 Tonnes	4	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	100	180	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
48	45	50	50	48	
INFORMATION					
All-Terrain, Continuous Track, Neural Interface, and Heavy Plating Special Rule. 4 Tread Vehicle.					
M808-S Scorpion					
[O] M990 150mm Smoothe Bore Cannon					
[G] M247H Machine Gun					

M820 Scorpion Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,400 cR			280 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
20 MpT		40 MpT	170 MpT (102 Km/H)		25
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.2 M	8.5 M	5.7 M	35 Tonnes	4	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	100	180	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
50	45	50	50	50	
INFORMATION					
All-Terrain, Continuous Track, Neural Interface, and Heavy Plating Special Rule. 4 Tread Vehicle.					
M820 Scorpion					COST
[O] M990 150mm Smoothe Bore Cannon					1,390 cR
[G] M343A2 Machine Gun					
M820 Sun Devil					COST
[O] Four Linked M410 40mm Autocannons					1,710 cR
[G] M343A2 Machine Gun					
M820 Tarantula					COST
[O] M990 150mm Smoothe Bore Cannon					1,745 cR
[G] Two Linked Scimitar 4x178mm Rocket Pods					
XM820 Hannibal					COST
[O] M8C Grindell/Galilean Nonlinear Cannon					1,710 cR
[G] XM-B4 Asynchronous Repeater Induction Motor					
+4 Armor on all Locations					
+10 Accelerate and Brake					

M850 Grizzly Main Battle Tank



COST			DEFEAT EXPERIENCE		
1,760 cR			350 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
15 MpT	30 MpT	95 MpT (56 Km/H)		20	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
12.3 M	8.8 M	7.2 M	71.4 Tonnes	4	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
140	100	180	160	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	50	55	50	50	
INFORMATION					
All-Terrain, Continuous Track, Neural Interface, and Heavy Plating Special Rule. 4 Tread Vehicle.					
M850 Anti-Materiel/Anti-Vehicle					
[O] Two Linked M310 120mm Smooth-Bore Cannons					
[G] Two Linked M247H Machine Guns					

M700 Viper Stealth Tank



COST			DEFEAT EXPERIENCE		
1,065 cR			215 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	40 MpT		205 MpT (123 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.0 M	7.8 M	2.8 M	20.4 Tonnes	2	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
100	85		120	120	150
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
35	30		45	35	30
INFORMATION					
All-Terrain, Heavy Plating, and Neural Interface. Two Tread Vehicle.					
The Viper Stealth Tank gains a +30 to Camouflage Tests and does not show up on traditional Radar and Motion Trackers.					
M700 Standard Armament					
[G] M512 90mm Smoothe Bore Cannon					

M9 Wolverine Main Anti-Aircraft Tank



COST			DEFEAT EXPERIENCE		
1,265 cR			255 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	20 MpT		165 MpT (99 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.9 M	4.4 M	4.5 M	11.3 Tonnes	2	7
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	85	120	120	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	35	40	40	35	
INFORMATION					
All-Terrain, Heavy Plating, and Neural Interface. Two Tread Vehicle.					
Wolverine Anti-Aircraft					
[O] Two Linked M260 Multiple Launch Rocket System					
[G] XM511 Heavy Grenade Launcher					

M-145D Rhino Mobile Artillery Assault Platform



COST			DEFEAT EXPERIENCE		
2,400 cR			480 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
10 MpT	20 MpT	95 MpT (56 Km/H)		10	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
15.6 M	9 M	3.8 M	84.4 Tonnes	7	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 4 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
200	150	230	170	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
55	55	60	60	55	
INFORMATION					
All-Terrain, Heavy Plating, and Neural Interface. Six Tread Vehicle.					
TARGET DESIGNATED					
If a Target painted with a Target Designator, the Rhino is able to fire up to 100km with the Zeus 320mm Plasma cannon without Long or Extreme Range Penalties.					
M700 Standard Armament					
[O] Zeus 320mm Plasma Cannon					
[G] Four M247H Heavy Machine Guns					

Heavy Recovery Vehicle Elephant



COST			DEFEAT EXPERIENCE		
2,340 cR			470 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
5 MpT	15 MpT	115 MpT (70 Km/H)		5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
25.7 M	13.6 M	11.6 M	186 Tonnes	7	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			25 Passengers		
Can carry up to 2 Warthogs or 6 Mongoose vehicles without Passengers					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	150	300	250	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
70	65	70	60	60	
INFORMATION					
Open-Top, Continuous Track, and Heavy Plating Special Rule. 8 Tread Vehicle.					
M312 Elephant					COST
[C] Three M41 Light Anti-Aircraft Machine Guns [C] M247H Heavy Machine Gun Heavy Load Crane System Enclosed, removes the Open-Top Special Rule.					2,340 cR
M313 Elephant					COST
[C] Two M46 Light Anti-Aircraft Machine Guns [C] AIE-486H Heavy Machine Gun Machine Gun Heavy Load Crane System					2,215 cR

M510 Heavy Recovery Vehicle Mammoth





COST			DEFEAT EXPERIENCE		
5,730 cR			1,145 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
10 MpT	15 MpT	125 MpT (74 Km/H)		5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
68.3 M	32.8 M	27.1 M	439.1 Tonnes	7	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 5 Gunners			30 Passengers		
Can carry up to 6 Warthogs or 18 Mongoose vehicles					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
450	400	400	275	450	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
80	75	80	70	75	
INFORMATION					
Neural Interface, All-Terrain and Heavy Plating Special Rule. 6 Wheel Vehicle.					
The Mammoth sits two Meters from the ground, so mines and other explosive traps must reach 2 Meters in Radius, or only strike the vehicle's Wheels.					
M510 Standard Mammoth					
[G] Magnetic Accelerator Cannon Mark 2547					
[C] Two M79 Multiple Launch Rocket Systems					


HRUNTING/YGGDRASIL Mark I Prototype ADS





COST		EXPERIENCE		
2,170 cR		435 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
65	+8	50	+6	
JUMP		LEAP		
4 Meters		8 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
1.0 M	1.7 M	3.3 M	4.1 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
1	8	Huge	+3	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier *2)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
55	100	70	50	100
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
30	30	32	30	34
INFORMATION				
Neural Interface and Heavy Plating Special Rule. 2 Legs, 2 Arms.				
FAILSAFE				
When the Operator dies, the Mark I Prototype will detonate. The GM may allow it to detonate with a HAVOK Tactical Nuclear Weapon.				
AUTOMATED BUBBLE SHIELD				
The Mark 1 Prototype has a Bubble Shield that is controlled by a limited AI. The Bubble Shield will activate before the Prototype is hit by an Attack with Kill, Kinetic, or Penetrating Special Rules. The Bubble Shield will also activate if the Attack has 4 or more Damage Dice or 25 or higher Base Damage or Pierce.				
The Bubble Shield activates and blocks any Attacks for 3 Full Actions. It will then disable and need to recharge. If the Bubble Shield takes more than 400 Damage total, the Bubble Shield is disabled.				
The Bubble Shield has a recharge of 6 Turns.				
JETPACK				
The Jetpack has 100 Charges, allowing it to Half Action Hover and Thrust. The Jetpack allows the Prototype to Thrust up to 10 Meters for 25 charges, giving a +10 to Evasion until the beginning of the next Turn, and hover for 10 charges. The Jetpack recovers 10 Charges per Turn.				
MARK I PROTOTYPE				
[O] T261 Lucifer Autocannon				
[O] LAU-1910/SGM-151				
[O] M149 Magellan Recoilless Rifle				


HRUNTING/YGGDRASIL Mark III Cyclops				
				
COST		EXPERIENCE		
530 cR		105 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
45	+10	50	+6	
JUMP		LEAP		
5 Meters		10 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.8 M	5.8 M	4.3 M	5.2 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
2	8	Giant	+4	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier *2)		4D10 + (Stomp), Slow Special Rule		
Jackhammer: -5 Mythic Strength, Burst (5) Punch Unarmed Melee				
Torque Amplified Gauntlets: +5 Mythic Strength, Slow Special Rule.				
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
50	100	65	40	100
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
21	20	22	24	26
INFORMATION				
Neural Interface. 2 Legs, 2 Arms.				
HEAVY PLATING MODIFICATION				COST
Gives Heavy Plating Special Rule, -1 Mythic Agility.				+100 cR
MIII Standard [A]				COST
[O] GAU-10/A Heavy Autocannon				530 cR
MIII Standard [B]				COST
NAV Marker Transmitter and +5 Armor on all Locations.				445 cR
MIII Cyclops [B-II]				COST
This unit has an extra +50 Hull Breakpoints.				465 cR
MIII Hannibal [B1]				COST
[O] GAU-10/A Heavy Autocannon +6 to all Armor Locations and +2 Weapon Points.				600 cR
MIII Lethbridge [M1]				COST
+8 to all Armor Locations and +4 Weapon Points.				550 cR
MIII Cyclops [S1]				COST
[O] GAU-10/A Heavy Autocannon, +8 to all Armor Locations.				615 cR
MIII Hellwalker [S-F1]				COST
[O] Two M7057 Flamethrowers, +9 to all Armor Locations.				650 cR
MIII Heavy Assault [HA-I]				COST
[O] Two GAU-10/A Heavy Autocannons +9 to all Armor Locations.				695 cR

HRUNTING/YGGDRASIL Mark IX Mantis				
				
COST		EXPERIENCE		
1,085 cR		215 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
35	+12	50	+8	
JUMP		LEAP		
6 Meters		12 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.8 M	5.8 M	5.7 M	5.2 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	8	Immense	+4	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
60	110	60	70	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	40	40	38	30
ENERGY SHIELD				
SHIELD INTEGRITY		DELAY	RECHARGE RATE	
150		2	50	
INFORMATION				
Neural Interface and Heavy Plating Special Rule. 2 Legs, 2 Arms.				
THRUSTER UPGRADE PACKAGE				COST
Any variant of the Mantis is compatible with the Thruster Upgrade, which gives the Mantis a set of thrusting units, giving it a +20 Bonus to Evasion. The Thrust action made when making an Evasion moves the Mantis 8 Meters in a chosen direction. These Thrusters count as Mobility for Breakpoints and To Hit.				200 cR
Mark IX Mantis				COST
[O] M655 Machine Gun [O] M5920 Missile Launcher				1,085 cR
Mark IX Hannibal Mantis				COST
[O] M5920 Surface-to-Surface Missile Launcher [O] XM-B4 Asynchronous Repeater Induction Motor This unit has +3 Armor on all locations.				1,240 cR

HRUNTING/YGGDRASIL Mark IX Command Mantis				
				
COST		EXPERIENCE		
1,665 cR		335 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
35	+12	40	+8	
JUMP		LEAP		
6 Meters		12 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.9 M	6.0 M	5.7 M	6.0 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	8	Immense	+4	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
60	110	60	70	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	45	45	42	40
ENERGY SHIELD				
SHIELD INTEGRITY	DELAY		RECHARGE RATE	
200	2		100	
INFORMATION				
Neural Interface and Heavy Plating Special Rule. 2 Legs, 2 Arms.				
ORBITAL DEPLOYMENT				
The Command Mantis has heavy-duty shock resistance systems installed into the legs and core of the Walker. This allows the Command Mantis to ignore any and all Falling Damage, allowing it to be orbitally deployed without a dropship or drop pod.				
THRUSTER UPGRADE PACKAGE				COST
Any variant of the Mantis is compatible with the Thruster Upgrade, which gives the Mantis a set of thrusting units, giving it a +20 Bonus to Evasion. The Thrust action made when making an Evasion moves the Mantis 8 Meters in a chosen direction. These Thrusters count as Mobility for Breakpoints and To Hit.				200 cR
Command Mantis				
[O] Two Linked XM-B4 Asynchronous Repeater Induction Motors				
[O] Two Linked M5920 Missile Launchers				

HRUNTING/YGGDRASIL Mark II [D] Geyrion				
				
COST		EXPERIENCE		
3,170 cR		635 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
80	+20	20	+12	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
8.2 M	12.5 M	19.4 M	73.1 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
7	24	Great	+6	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
150	300	225	200	300
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	55	60	55	60
ENERGY SHIELD				
SHIELD INTEGRITY	DELAY		RECHARGE RATE	
250	2		50	
INFORMATION				
Neural Interface and Heavy Plating Special Rule. 2 Legs, 2 Arms.				
ORBITAL DEPLOYMENT				
The Geyrion has heavy-duty shock resistance systems installed into the legs and core of the Walker. This allows the Geyrion to ignore any and all Falling Damage, allowing it to be orbitally deployed without a dropship or drop pod.				
THRUSTER UPGRADE PACKAGE				COST
The Thruster Upgrade gives the Geyrion a set of thrusting units, giving it a +20 Bonus to Evasion. The Thrust action made when making an Evasion moves the Geyrion 10 Meters in a chosen direction. These Thrusters count as Mobility for Breakpoints and To Hit.				500 cR
Geyrion [D] Package				
[O] Two Linked M1075 ASW/AC 35mm Machine-Linked Autocannons				
[O] Four Linked M5920 Surface-to-Surface Missile Launchers				

HRUNTING/YGGDRASIL Mark II [J] Colossus				
				
COST		EXPERIENCE		
2,965 cR		595 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
65	+15	30	+10	
JUMP		LEAP		
7 Meters		15 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.8 M	5.8 M	9.0 M	11.3 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	24	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
200	275	250	225	300
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	55	55	55	60
ENERGY SHIELD				
SHIELD INTEGRITY	DELAY		RECHARGE RATE	
250	2		50	
INFORMATION				
Neural Interface and Heavy Plating Special Rule. 2 Legs, 2 Arms.				
ARM SHIELD				
The left Arm of the Colossus is a shield of 30 Armor that can protect one Breakpoint or Armor Location of the Walker. This Shield is 4 Size Points.				
ORBITAL DEPLOYMENT				
The Colossus has heavy-duty shock resistance systems installed into the legs and core of the Walker. This allows the Colossus to ignore any and all Falling Damage, allowing it to be orbitally deployed without a dropship or drop pod.				
THRUSTER UPGRADE PACKAGE				COST
The Thruster Upgrade gives the Colossus a set of thrusting units, giving it a +20 Bonus to Evasion. The Thrust action made when making an Evasion moves the Colossus 10 Meters in a chosen direction. These Thrusters count as Mobility for Breakpoints and To Hit.				500 cR
Colossus [J] Package				
[O] Mark 2555 20cm Heavy Railgun				
[O] Two Linked M955 ASW/AC 30mm Machine-Linked Autocannon				

HRUNTING/YGGDRASIL Mark VIII Battle Platform				
				
COST		EXPERIENCE		
2,630 cR		475 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
55	+13	35	+15	
JUMP		LEAP		
6 Meters		13 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
12.8 M	5.8 M	5.0 M	21.0 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
4	8	Immense	+4	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator, 3 Gunners		6 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
150	300	225	200	300
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	55	55	55	60
ENERGY SHIELD				
SHIELD INTEGRITY		DELAY		RECHARGE RATE
250		2		50
INFORMATION				
Open Top and Heavy Plating Special Rule. 4 Legs. Open Top Special Rule does not apply to the Operator.				
Battle Platform				COST
[G] Coaxial M343A2 Heavy Machine Gun [G] Two Linked Anvil-II Air-To-Surface Missile Pod				2,630 cR
Infantry Platform				COST
[G] Coaxial M343A2 Heavy Machine Gun [G] Coaxial M343A2 Heavy Machine Gun +4 Passenger Count				2,240 cR

HRUNTING/YGGDRASIL Mark VIII Assault Platform



COST		EXPERIENCE		
2,765 cR		555 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
55	+13	35	+15	
JUMP		LEAP		
6 Meters		7 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
12.8 M	5.8 M	5.0 M	21.0 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
4	8	Immense	+4	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator, 1 Gunner		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
150	300	225	200	300
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
65	55	55	55	60
ENERGY SHIELD				
SHIELD INTEGRITY	DELAY		RECHARGE RATE	
250	2		50	
INFORMATION				
Open Top and Heavy Plating Special Rule. 4 Legs. Open Top Special Rule does not apply to the Operator.				
Assault Platform				
[O] Mark 2555 20cm Heavy Railgun				
[G] Two Linked Anvil-II Air-To-Surface Missile Pod				

AV-14 Attack VTOL Hornet



COST			DEFEAT EXPERIENCE		
580 cR			115 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
60 MpT	60 MpT	300 MpT (180 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
9.6 M	8.7 M	4.4 M	5.2 Tonnes	3	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			4 Passengers (External)		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	55	65	40	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
25	25	25	25	25	
INFORMATION					
Open-Top Special Rule for Passengers. Two Jets, two Propellers.					
AV-14[A] Hornet					COST
[O] Two Linked Class-2 Guided Munition Launch Systems [O] GAU-23/AWL/Linkless Feed Autocannon					580 cR
AV-14[B] Hornet					COST
[O] Two Linked Class-2 Guided Munition Launch Systems [O] Two Linked 110mm Rotary Cannons +15 to Acceleration and Brake, -4 Armor on all Locations.					760 cR

AV-22 VTOL Sparrowhawk



COST			DEFEAT EXPERIENCE		
1,615 cR			325 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
120 MpT	120 MpT		600 MpT (360 Km/H)	75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
16.5 M	9.6 M	4.3 M	10.4 Tonnes	5	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
50	55		65	40	100
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
30	28		30	20	25
INFORMATION					
Open-Top Special Rule for Passengers. Two Jets, two Propellers.					
AV-22 Sparrowhawk					COST
[O] Two Linked GAU-23/AW/Linkless Feed Autocannons [G] M6 Grindell/Galilean Nonlinear Rifle [G] 6 Scorpion Missiles					1,615 cR

AV-49 VTOL WASP



COST			DEFEAT EXPERIENCE		
1,120 cR			110 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	835 MpT (500 Km/H)		80	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.6 M	6.4 M	2.2 M	1.3 Tonnes	2	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	50	65	40	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
23	28	27	22	24	
ENERGY SHIELD					
SHIELD INTEGRITY		DELAY		RECHARGE RATE	
150		2		50	
INFORMATION					
Neural Interface Special Rule. Two Jets, two Propellers.					
AV-49 Wasp					COST
[O] Two Linked 110mm Rotary Cannons					1,120 cR
[O] Two Linked Class-2 Guided Munitions Launch Systems					
AV-49 Hannibal Wasp					COST
[O] Two Linked M72 Asynchronous Linear-Induction Repeaters					1,280 cR
[O] Two Linked M454 Ion Bomb Launcher					

AV-30 Light Assault VTOL Kestrel



COST			DEFEAT EXPERIENCE		
720 cR			145 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	60 MpT	335 MpT (200 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.6 M	6.4 M	2.2 M	1.1 Tonnes	2	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
75	65	75	50	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
22	22	25	18	20	
INFORMATION					
Open Top and Neural Interface Special Rule. One Jet, Two Propellers. The Kestrel can only hover up to 30 Meters into the air.					
AV-30 Kestrel					
[O] Two Linked GAU-10/A Heavy Autocannons					
[O] Two Linked M302 Class-1 Guided Missile Launching System					

AV-19 Strike Fighter VTOL SkyHawk



COST			DEFEAT EXPERIENCE		
1,320 cR			265 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
50 MpT	40 MpT	300 MpT (180 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
11.1 M	9.0 M	4.8 M	7.4 Tonnes	4	16
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	60	50	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	25	25	28	25	
INFORMATION					
Four Jets, Two Propellers.					
AV-19 Strike Fighter SkyHawk					
[G] Two Linked M1909 ASW/AC 50mm Machine-Linked Autocannons					
[G] Two Linked M1909 ASW/AC 50mm Machine-Linked Autocannons					
[O] Four Scorpion Anti-Tank Missiles					

EV-44 Support VTOL Nightingale



COST			DEFEAT EXPERIENCE		
1,235 cR			245 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
45 MpT		45 MpT	300 MpT (180 Km/H)		50
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
24.0 M	27.4 M	4.4 M	9.8 Tonnes	9	6
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	100	65	50	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	35	40	33	33	
INFORMATION					
Four Jets, Two Propellers.					
NANOBOT REPAIR DRONES					
The Nightingale houses three Nanobot Repair Drones. These Drones are able to Repair other vehicles’ Breakpoints. The Nanobot Repair Drone can repair 1 Breakpoint per Full Action, up to 100 Breakpoints before needing recharged.					
Repair Drones are able to fly as fast as the Nightingale and will follow within 2 Meters of the Nightingale when deployed. The Repair Drone can move up to 200 Meters from the Nightingale to heal a single Target.					
It costs 150 cR to replace a Nanobot Repair Drone. Recharges are free.					
The Gunner of the vehicle controls the Nanobot Repair Drones. The Nanobot Repair Drones are each 2 Weapon Points on the vehicle.					

UH-144 Support VTOL Falcon



COST			DEFEAT EXPERIENCE		
780 cR			155 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	60 MpT		305 MpT (184 Km/H)	70	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
11.4 M	10.4 M	4.1 M	5.2 Tonnes	4	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
55	80	80	40	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
25	27	30	25	25	
INFORMATION					
Two Jets, two Propellers.					
UH-144A Falcon					COST
[O] M638 20mm Autocannon					780 cR
[C] Two M460 Automatic Grenade Launchers					
UH-144S Falcon					COST
[O] M638 20mm Autocannon					630 cR
[C] Two M247H heavy Machine Guns					

AC-220 Heavy Gunship VTOL Vulture



COST			DEFEAT EXPERIENCE		
3,470 cR			695 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	50 MpT	600 MpT (360 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
35.1 M	21.2 M	10.0 M	182.0 Tonnes	11	28
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 5 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	150	300	200	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	55	60	55	65	
INFORMATION					
Heavy Plating Special Rule. Six Jets.					
AC-220 Vulture					COST
[G] Eight A-74 Sylver Vertical Missile Launchers					3,470 cR
[G] Four GAU-23/AW/Linkless Feed Autocannons					
AC-220[B] Vulture					COST
[G] Eight Anvil-IV Air-to-Surface Missile Launchers					4,100 cR
[G] Four GAU-23/AW/Linkless Feed Autocannons					

MV-29 Gunship Wyvern



COST			DEFEAT EXPERIENCE		
2,365 cR			475 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	50 MpT	665 MpT (400 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
20.2 M	22.2 M	10.0 M	121.6 Tonnes	11	28
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 5 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	95	150	140	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
36	34	30	30	34	
INFORMATION					
Heavy Plating and Two Jets, Two Propellers.					
MV-29 Gunship					
[O] GAU-23/AW Linkless Autocannon					
[G] Two Linked M328 Light Machine Guns					
[G] Two Linked M328 Light Machine Guns					
[G] Two Linked M413 Heavy Machine Guns					
[G] Two Linked M413 Heavy Machine Guns					
[G] Six Scorpion Anti-Tank Missiles					

Dropship 77 Troop-Carrier Pelican



COST			DEFEAT EXPERIENCE		
1,665 cR			330 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
100 MpT		200 MpT	1,430 MpT (860 Km/H)		50
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.8 M	25.3 M	11.1 M	138.0 Tonnes	10	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 1 Gunner			12 Passengers		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
120	85		150	135	150
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	35	40	40	30	
INFORMATION					
Ten Jet Propulsion Systems					
D77-TC Pelican Primary Armament					COST
[O] Two Linked nose-mounted M370 Autocannons					1,655 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77-TC Pelican Secondary Armament					COST
[O] Two Linked nose-mounted 40mm Chain Guns					1,730 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear M247 General Purpose Machine Gun					
D77-TCI Pelican					COST
[O] Nose-mounted M370 Autocannon					1,575 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77C-Police Department Pelican					COST
[C] Rear AIE-486H Heavy Machine Gun					995 cR
D77-G77S Pelican					COST
[O] Nose-mounted M370 Autocannon					1,770 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Four Linked M46 Light Anti-Aircraft Guns					
Only 4 Passengers, adds 2 more Gunners					
D77 Air Force Variant Pelican					COST
[O] Nose-mounted M638 Autocannon					1,590 cR
[G] Two ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					

Dropship 77 Heavy Troop-Carrier Pelican



COST				DEFEAT EXPERIENCE	
1,925 cR				385 Exp	
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
100 MpT		200 MpT	1,430 MpT (860 km/h)		40
PHYSICAL ATTRIBUTES					CUSTOMIZATION
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
34.0 M	25.5 M	11.3 M	141.5 Tonnes	10	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 1 Gunner			12 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP		HULL
120	85	150	135		150
ARMOR					
FRONT	BACK	SIDE	TOP		BOTTOM
40	40	40	40		35
INFORMATION					
Heavy Plating Special Rule. Ten Jet Propulsion Systems.					
D77H-TC Pelican Primary Armament					COST
[O] Two Linked nose-mounted 110mm Rotary Cannons					1,925 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77H-TC Pelican Secondary Armament					COST
[O] Two Linked nose-mounted M638 20mm Autocannons					1,835 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77H-TC Pelican Tertiary Armament					COST
[O] Two Linked nose-mounted 40mm Chain Guns					1,885 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77H-TC Pelican Quaternary Armament					COST
[O] Two Linked nose-mounted M370 Autocannons					1,810 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[C] Rear AIE-486H Heavy Machine Gun					
D77C-Police Department Pelican					COST
[C] M247 General Purpose Machine Gun					1,130 cR
D80-TC Pelican/Condor Prototype					COST
[C] Rear M247 General Purpose Machine Gun					1,805 cR
Slipspace Capable ships that can enter Slipspace and travel up to 12,000 Kilometers within 12 Full Actions. Entering Slipspace creates an explosion with a Blast of (40) that deals 4D10 +40 Damage, with 16 Pierce					

Dropship 79 Heavy Troop-Carrier Pelican



COST			DEFEAT EXPERIENCE		
1,920 cR			385 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,430 MpT (860 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
35 M	26.1 M	13.3 M	161.0 Tonnes	10	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 1 Gunner			15 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
135	100	180	145	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	45	50	50	40	
INFORMATION					
Heavy Plating Special Rule. Ten Jet Propulsion Systems.					
D79-TC Pelican Primary Armament					COST
[O] Two Linked nose-mounted GAU/53 Autocannons					1,920 cR
[G] Two Linked A-74 Sylver Vertical Missile Launchers					
[C] Rear M343A2 Heavy Machine Gun					
G79H-TC Pelican					COST
Three Gunners					2,070 cR
[O] Nose-Mounted GAU/53 Autocannon					
[G] M369 90mm Smooth-Bore high-Velocity Cannon					
[G] M8C Grindell/Galilean Nonlinear Cannon					
[G] Two Linked M8545 ASW/AC 40mm Heavy Machine Guns					
D79C-Police Department Pelican					COST
[C] M343A2 Heavy Machine Gun					1,440 cR

D102 Insertion Craft Owl



COST			DEFEAT EXPERIENCE		
2,090 cR			420 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,430 MpT (860 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
25.9 M	21.3 M	6.3 M	112.0 Tonnes	9	16
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 2 Gunners			8 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
120	85	150	135	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
32	34	30	30	30	
INFORMATION					
Heavy Plating Special Rule. Ten Jet Propulsion Systems.					
ABLATION STEALTH SYSTEMS					
Any vehicles Targeting the Owl takes three times as long to Lock On. Any weapons with Vehicle Lock or Homing Special Rule gain no Bonuses To Hit when attacking the Owl.					
Insertion Craft Owl					
[C] M370m Autocannon					
[G] Two Linked M260 Multiple Launch Rocket System					
[G] Two Linked Anvil-II Air-To-Surface Missile Pods					

Dropship 81 Long Range Transport Condor



COST			DEFEAT EXPERIENCE		
2,140 cR			430 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
100 MpT		200 MpT	1,500 MpT (903 Km/H)		35
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
35 M	26.1 M	13.3 M	191.0 Tonnes	10	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 2 Gunners			20 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	135	180	145	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	45	45	45	40	
INFORMATION					
Slipspace and Heavy Plating Special Rule, Ten Jet Propulsion Systems.					
D81 Transport Condor					COST
[O] Two Linked nose-mounted 110mm Rotary Cannons					2,140 cR
[G] Two Linked ANVIL-II Air-to-Surface Missile Pods					
[G] Rear AIE-486H Heavy Machine Gun					
D81 Weapons Package Condor					COST
[O] Two Linked nose-mounted GAU/53 Autocannons					1,960 cR
[G] Two Linked A-74 Sylver Vertical Missile Launchers					
[G] Two Rear Linked M343A2 Heavy Machine Guns					
G81 Gunship Condor					COST
[G] Magnetic Accelerator Cannon Mark 2547					3,270 cR
[G] Four Pulse Lasers					
+4 Armor to all Locations.					
-25 to Accelerate and -50 to Brake.					
U81 Electronic Warfare Suite Condor					COST
[O] Two Linked nose-mounted GAU/53 Autocannons					1,720 cR
[G] M343A2 Heavy Machine Gun					
Any vehicles Targeting the Condor takes twice as long to Lock On. Any weapons with Vehicle Lock or Homing Special Rule gain no Bonuses To Hit when attempting to Attack the Condor.					

Dropship 20 Heavy Lift Vehicle Heron



COST				DEFEAT EXPERIENCE	
1,910 cR				380 Exp	
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
50 MpT		200 MpT	1,500 MpT (903 Km/H)		10
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
127.7 M	89.9 M	29.6 M	4,334 Tonnes	41	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators			100 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	140	160	180	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
50	50	45	50	40	
INFORMATION					
Heavy Plating Special Rule. Ten Jet Propulsion Systems					
D20 Heron					
The Heron has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Heron can carry up to 327,500 Metric Tons. Enough to carry Rapid-Deployment Forward Operating Bases and the UNSC M510 Mammoth.					

D82 Expeditionary Support/Supply Transport Darter



COST			DEFEAT EXPERIENCE		
975 cR			195 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
50 MpT	200 MpT	1,500 MpT (903 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
23.7 M	9.7 M	8.8 M	124 Tonnes	7	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators			30 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	125	150	120	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	35	35	30	35	
INFORMATION					
Five Jet Propulsion Systems.					
D82 ES/ST Darter					

The Darter has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Darter can carry up to 164,000 Metric Tons. Enough to carry two Grizzly Main Battle Tanks.

D96 Troop Carrier Equipment Albatross



COST			DEFEAT EXPERIENCE		
1,475 cR			295 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
75 MpT	200 MpT	1,355 MpT (812 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
36.8 M	19.3 M	13.5 M	171 Tonnes	11	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators			50 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	125	180	120	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	40	40	50	45	
INFORMATION					
Heavy Plating Special Rule. Five Jet Propulsion Systems.					
D96 TCE Albatross					

The Albatross has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Albatross can carry up to 225,250 Metric Tons. Enough to carry an Elephant Heavy Recovery Vehicle.

FSS-1000 Anti-Ship Spaceplane Sabre



COST			DEFEAT EXPERIENCE		
2,130 cR			425 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
250 MpT	250 MpT	2,500 MpT (1,500 Km/H)		70	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
24.6 M	19.1 M	6.6 M	58.3 Tonnes	8	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	130	150	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	35	30	35	30	
ENERGY SHIELD					
SHIELD INTEGRITY		DELAY		RECHARGE RATE	
200		4		50	
INFORMATION					
Heavy Plating and Neural Interface. Four Jet Propulsion Systems.					
FSS-1000 Anti-Ship Spaceplane					
[O] Two Linked M1024 ASW/AC 30mm ALA Cannons					
[O] Two Linked ST/Medusa Missile Launch System					

S-930 Strike Fighter Spaceplane Pegasus



COST		DEFEAT EXPERIENCE			
2,470 cR		495 Exp			
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
250 MpT	250 MpT	2,500 MpT (1,500 Km/H)		70	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
23.0 M	17.5 M	6.7 M	51 Tonnes	7	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
80	150	130	95	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
38	33	32	35	35	
ENERGY SHIELD					
SHIELD INTEGRITY		DELAY		RECHARGE RATE	
200		4		50	
INFORMATION					
Heavy Plating and Neural Interface. Three Jet Propulsion Systems.					
S-930 Strike Fighter Spaceplane					
[O] Two Linked M66 30mm Railguns					
[O] Two Linked ST/Medusa Missile Launch System					
[O] M8C Grindell/Galilean Nonlinear Cannon					

S-14 Space Striker Baselard



COST			DEFEAT EXPERIENCE		
1,830 cR			365 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)	75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
19.6 M	14.3 M	5.0 M	45 Tonnes	6	18
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
65	130		150	120	80
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
35	40		34	35	30
INFORMATION					
Heavy Plating and Four Jet Propulsion Systems.					
S-14 Space Striker					
[O] Two Linked M2056 30mm Rotary Cannons					
[O] Two Linked M6088 ST/Medusa Missile Pods					

F-29 Strike Fighter/Interceptor Nandao



COST			DEFEAT EXPERIENCE		
1,900 cR			380 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)	65	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
34.4 M	20.2 M	5.7 M	48 Tonnes	10	18
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
65	130	150	120	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	40	34	35	30	
INFORMATION					
Heavy Plating and Two Jet Propulsion Systems.					
F-29 Strike Fighter Nandao					
[O] Two Linked M1024 30mm Rotary Cannons					
[O] Two Linked ST/Medusa Missile Pods					

B-65 Suborbital Long-Range Bomber Shortsword



COST			DEFEAT EXPERIENCE		
1,425 cR			380 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	150 MpT		1,875 MpT (1,125 Km/H)	45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
27.3 M	35.3 M	7.5 M	91.2 Tonnes	12	28
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
65	130		150	120	150
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
35	40		34	35	30
INFORMATION					
Heavy Plating and Two Jet Propulsion Systems.					
BOMBER					
The Shortsword is armed with a M/RODAS Delivery System. This system is a Bomb Delivery System is able to drop bombs in bursts of up to 10 as a Full Action.					
The Shortsword can hold 100 Units of Explosives.					
B-65 SLRB Shortsword					
[O] M955 ASW/AC 30mm Machine-Linked Autocannon					
[O] M/RODAS Delivery System					

GA-TL1 Interceptor/Strike Fighter Longsword



COST			DEFEAT EXPERIENCE		
7,930 cR			1,585 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	150 MpT		1,875 MpT (1,125 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
37.1 M	30.8 M	11.0 M	267.6 Tonnes	13	30
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
150	200		300	250	300
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
65	65		60	55	70
INFORMATION					
Heavy Plating and Two Jet Propulsion Systems.					
BOMBER					
The Longsword has a Nuclear Missile Launch System, which is able to store one Shiva-Class Nuclear Missile. The vehicle does not come with the Shiva Nuclear Weapon and must be purchased from the UNSC/Insurrectionist Ordnance’ under the Armory’s ‘Support Point and’ the Support System’ section of the book.					
GA-TL1 C708 Longsword					COST
[G] Four Linked M1909 ASW/AC 50mm Machine-Linked Autocannon					7,930 cR
[O] Two Linked LAU-1810/Self-Guided Missile-151					
[O] Nuclear Missile Launch System					
GA-TL1 C709 Longsword					COST
[G] Two Linked 110mm Rotary Cannons					8,045 cR
[O] Four Linked LAU-65D/SGM-151 Automatic Missile Launchers					
[O] Nuclear Missile Launch System					
GA-TL1 C712 Longsword					COST
[G] Two Linked 120mm Ventral Guns					8,045 cR
[O] Four Linked LAU-65D/SGM-151 Automatic Missile Launchers					
[O] Nuclear Missile Launch System					

F-41 Exoatmospheric Multirole Strike Fighter Broadsword



COST		DEFEAT EXPERIENCE			
2,950 cR		590 Exp			
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)	75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
20.2 M	19.7 M	10.9 M	56 Tonnes	7	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
60	110		130	90	150
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
40	45		40	38	37
ENERGY SHIELD					
SHIELD INTEGRITY		DELAY		RECHARGE RATE	
300		3		50	
INFORMATION					
Neural Interface and Heavy Plating Special Rule. Five Jet Propulsion Systems.					
BOMBER					
The Broadsword has a HAVOK Tactical Nuclear Weapon Arming Platform. This Arming Platform is able to hold and fire one single HAVOK Tactical Nuclear Weapon. The vehicle does not come with the HAVOK Tactical Nuclear Weapon and must be purchased from the UNSC/Insurrectionist Ordnance’ under the Armory’s ‘Support Point and’ the Support System’ section of the book.					
F-41 Broadsword					
[O] Two Linked M1075 ASW/AC 35mm Machine-Linked Autocannons					
[O] Two Linked M6088 ST/Medusa Missile Platforms					

F-99 Unmanned Combat Aerial Vehicle Wombat



COST			DEFEAT EXPERIENCE		
1,960 cR			390 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
500 MpT	500 MpT		2,500 MpT (1,500 Km/H)	85	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
11.7 M	8.6 M	3.3 M	19 Tonnes	4	6
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator (Remote) or AI			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	70	80	100	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	35	35	30	30	
INFORMATION					
Heavy Plating and Four Jet Propulsion Systems.					
UNMANNED					
The F-99 Wombat is an unmanned fighter jet. It cannot be piloted from within the vehicle, but instead, is controlled from the UCAV Drone Computer System (UDCS). This is a portable UNSC computer with limited flight controls based on a touch-screen and two flight sticks, each stick with two buttons for the various weapons of the Drone. The UDCS weighs 4 KG.					
The Wombat can travel up to 200 Kilometers from the UDCS. If the Wombat is being flown on a planet with UNSC Satellite systems, the Drone has no limitation on distance it can be from the UDCS.					
Due to the lack of a Pilot, the Wombat has no limitations on maneuvers and mobility, allowing the Wombat to perform breakneck turns. This gives the Wombat its unnaturally high Maneuver and acceleration.					
F-99 UCAV Drone Fighter					COST
[O] Two Linked Scorpion Anti-Tank Missiles [O] M638 Autocannon					1,960 cR
F-99 UCAV Reconnaissance					COST
[O] Two Scorpion Anti-Tank Missiles One High-Powered camera system. This camera system can record and pinpoint targets and locations up to 3 kilometers away and can target up to 8,000 Meters. The camera can only gain these Bonuses when the Wombat is going slower than 1.100 KM/H.					1,940 cR

Winter-Class Prowler



COST			DEFEAT EXPERIENCE		
3,085 cR			615 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED		MANEUVER
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)		75
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
84.2 M	61.9 M	12.5 M	91.2 Tonnes	26	20
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 4 Gunners			20 Passengers		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
75	130		130	100	150
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
41	45		41	39	40
INFORMATION					
Slipspace and Heavy Plating Special Rule. Three Jet Propulsion Systems.					
ABLATION STEALTH SYSTEMS					
Any vehicles Targeting the Prowler takes three times as long to Lock On. Any weapons with Vehicle Lock or Homing Special Rule do not affect the Prowler.					
ACTIVE CAMOUFLAGE					
The Prowler has an Active Camouflage System that allows it to Cloak as a Full Action. Once Cloaked, the Prowler gains a +60 to Camouflage Tests regardless of the speed the Prowler is traveling. The Active Camouflage System can stay active for 20 Turns and takes 20 Turns to recharge.					
HYPERSCANNER DETECTOR					
The Hyperscanner Detector are advanced sensor systems that allow the Prowler to scan and detect the direction of ships within 100 Kilometers.					
Winter-Class Prowler					
[O] Two Linked M8545 ASW/AC 40mm Autocannon					
[G] M995 Backstop Point Defense Laser					
[G] M995 Backstop Point Defense Laser					
[G] M995 Backstop Point Defense Laser					
[G] Three M1011 Moray Space Mines					

SKT-9 Class-3 Enclosed Heavy Lifeboat Bumblebee



COST			DEFEAT EXPERIENCE		
420 cR			85 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	200 MpT		600 MpT (360 Km/H)	90	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.6 M	5.2 M	4 M	15.6 Tonnes	3	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			8 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	75	80	90	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
20	30	25	25	30	
INFORMATION					
Two Jet Propulsion Systems.					
PARACHUTE SYSTEM					
The Bumblebee is capable of deploying its rear segments into pseudo-parachutes that allow the Bumblebee to increase its Brake Characteristic to 500. This takes a Full Action to deploy and a Half Action to close.					
If the Bumblebee lands with the rear segments still deployed, the vehicle will take 10D10 Damage to MOB and HULL Breakpoints as it lands.					

CIVILIAN VEHICLES

AMG Transport Dynamics Hog



COST			DEFEAT EXPERIENCE		
145 cR			30 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	30 MpT	130 MpT (78 Km/H)		55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.1 M	3.2 M	3.0 M	3 Tonnes	2	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	30	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
15	15	15	15	15	
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle. There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
AMG Hog 2549 Model			TOP SPEED		COST
Original model of the Civilian Hog.			130 MpT (78 km/h)		145 cR
AMG Hog 2553 Model			TOP SPEED		COST
Redesigned model, available in camo.			210 MpT (125 km/h)		160 cR
AMG Hog 2556 Model			TOPS SPEED		COST
New Chassis, improved APG Engine.			300 MpT (180 KM/h)		175 cR
AMG Hog 2558 Model			TOPS SPEED		COST
Improved safety. Built-in Roll-Bar.			300 MpT (180 KM/h)		175 cR
AMG Hog RT-Series Rally Mode			TOPS SPEED		COST
Rally variant. Built-in Roll-Bar.			375 MpT (225 KM/h)		190 cR


Sports Luxury Coupe Uberchassis



COST				DEFEAT EXPERIENCE	
205 cR				40 Exp	
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
50 MpT		40 MpT	525 MpT (315 Km/H)		65
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.0 M	3.0 M	2.6 M	2 Tonnes	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	35	60	25	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
12	11	11	6	10	
INFORMATION					
4 Wheel Vehicle.					
There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
SLC Uberchassis 2524 Model			TOP SPEED		COST
First edition of the modernized Uber.			525 MpT (315 km/h)		205 cR
SLS Uberchassis 2533 Sedan			TOP SPEED		COST
Four doors for easier Passenger entry			525 MpT (315 km/h)		205 cR
SLC Uberchassis 2533 PW-ND Model			TOPS SPEED		COST
Larger engine. 75 Accelerate.			685 MpT (410 km/h)		245 cR
SLS Uberchassis 2549 Model			TOPS SPEED		COST
65 Accelerate. Four door variant.			560 MpT (337 km/h)		215 cR
SLC Uberchassis 2553 PW-ND Model			TOPS SPEED		COST
Larger engine. 75 Accelerate.			715 MpT (427 km/h)		250 cR

Mid-Size Sedan HuCiv Genet					
					
COST			DEFEAT EXPERIENCE		
160 cR			30 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
60 MpT	45 MpT		300 MpT (180 Km/H)	60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.0 M	2.8 M	2.4 M	1.6 Tonnes	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			3 Passengers		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
--	35		60	25	60
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
12	11		11	6	12
INFORMATION					
4 Wheel Vehicle.					
There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
Genet Model 2527			TOP SPEED	COST	
First edition of the HuCiv Genet.			300 MpT (180 km/h)	160 cR	
Genet Model 2538 Twin-Charged			TOP SPEED	COST	
Turbocharged, 65 Accelerate.			325 MpT (225 Km/h)	165 cR	
Genet Model 2549 Rally Arts			TOP SPEED	COST	
Rally edition, 70 Accelerate			350 MpT (315 km/h)	170 cR	
Genet Model 2550			TOP SPEED	COST	
Upgraded standard edition			525 MpT (315 KM/h)	205 cR	
Genet Model 2550 Twin-Charged			TOP SPEED	COST	
Turbocharged, 75 Accelerate.			525 MpT (315 km/h)	205 cR	

Mid-Size Sedan HuCiv Police Genet					
					
COST			DEFEAT EXPERIENCE		
215 cR			45 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
80 MpT	50 MpT		525 MpT (315 Km/H)	60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.0 M	2.8 M	2.5 M	2.0 Tonnes	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			3 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	35	60	25	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
15	13	13	10	12	
INFORMATION					
4 Wheel Vehicle.					
There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
Genet Model 2527 Police			TOP SPEED		COST
First edition of the HuCiv Genet.			525 MpT (315 km/h)		215 cR
Genet Model 2550 Police			TOP SPEED		COST
Larger engine. 85 Accelerate.			715 MpT (427 km/h)		255 cR

HuCiv Mid-size Coupe Fossa					
					
COST			DEFEAT EXPERIENCE		
135 cR			25 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
50 MpT	35 MpT		265 MpT (157 Km/H)	45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.8 M	2.9 M	2.6 M	1.5 Tonnes	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	35	60	25	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
12	11	11	6	10	
INFORMATION					
4 Wheel Vehicle.					
There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
Fossa Model 2525			TOP SPEED	COST	
First modern HuCiv Fossa			265 MpT (157 km/h)	135 cR	
Fossa Model 2525 VT			TOP SPEED	COST	
Turbo-charged HuCiv Fossa			300 MpT (180 km/h)	140 cR	
Fossa Model 2530 LT			TOP SPEED	COST	
Twin Turbo HuCiv Fossa			325 MpT (225 KM/h)	145 cR	
Fossa Model 2550			TOP SPEED	COST	
Improved engine HuCiv Fossa			300 MpT (180 km/h)	140 cR	
Fossa Model 2550 VT			TOP SPEED	COST	
Turbo-charged HuCiv Fossa			325 MpT (225 KM/h)	145 cR	
Fossa Model 2558 LT			TOP SPEED	COST	
Twin Turbo HuCiv Fossa			450 MpT (270 KM/h)	170 cR	

Kabord Sports Luxury Coupe MLX					
					
COST			DEFEAT EXPERIENCE		
210 cR			40 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
70 MpT	40 MpT		525 MpT (315 Km/H)	65	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.6 M	3.0 M	2.5 M	1.8 Tonnes	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			3 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	35	60	25	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
12	11	11	6	10	
INFORMATION					
4 Wheel Vehicle.					
There is a new model of this vehicle released yearly. The models shown are the editions that have differences from previous models.					
2524 Coupe MLX			TOP SPEED	COST	
First edition of the Couple MLX.			525 MpT (315 km/h)	210 cR	
2524 Offroad MLX			TOP SPEED	COST	
All-Terrain Special Rule.			490 MpT (292 km/h)	205 cR	
2544 MLX Hype			TOPS SPEED	COST	
Larger engine. 85 Accelerate.			715 MpT (427 km/h)	250 cR	
2545 Coupe MLX			TOP SPEED	COST	
Modernized, 80 Accelerate.			525 MpT (315 km/h)	210 cR	
2545 Offroad MLX			TOPS SPEED	COST	
All-Terrain Special Rule, 80 Accelerate			490 MpT (292 km/h)	205 cR	
2552 MLX Hype			TOPS SPEED	COST	
Larger engine. 90 Accelerate.			750 MpT (450 km/h)	260 cR	

Tuktuk Motor Tricycle



COST			DEFEAT EXPERIENCE		
40 cR			10 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
15 MpT	10 MpT		80 MpT (48 Km/H)	5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
2.9 M	1.5 M	1.7 M	430 KG	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			3 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	30	5	10	15	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
8	8	8	8	8	
INFORMATION					
Open-Top Special Rule. 3 Wheel Vehicle.					
Failed Maneuver Tests of 3 or more Degrees of Failure will cause the Tuktuk to fall onto its side, becoming immobile.					

2525 All-Terrain Transport TurboGen Spade



COST			DEFEAT EXPERIENCE		
155 cR			30 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
35 MpT	40 MpT		180 MpT (105 Km/H)	55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.2 M	3.1 M	3.0 M	900 KG	2	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	30	65	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
13	13	13	13	13	
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					

2550 All-Terrain Transport TurboGen Spade Landfall



COST			DEFEAT EXPERIENCE		
160 cR			30 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
35 MpT	40 MpT		190 MpT (112 Km/H)	55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.4 M	3.0 M	3.2 M	1 Tonne	2	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	30	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
14	14	14	14	14	
INFORMATION					
Open-Top and All-Terrain Special Rule. 4 Wheel Vehicle.					

TurboGen Cabover Semi Truck



COST			DEFEAT EXPERIENCE		
265 cR			55 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
35 MpT	40 MpT		315 MpT (189 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.8 M	4.0 M	4.6 M	6.8 Tonnes	3	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	40	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
15	20	18	15	15	
INFORMATION					
6 Wheel Vehicle.					

The Semi comes with a Trailer that, on its own, costs 80 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale. The Semi also contains a Sleeper Cabin, which is a small section in the rear of the Semi that has a bed, storage, a small television, a fridge, and a small food preparation Oven and Microwave.

With the Trailer, the Semi's Accelerate becomes 30, its Maneuver becomes 15, and its Top Speed is 160 MpT (144 km/h). The Semi is able to pull two Trailers without impacting its Speed any further.

The Semi is able to pull up to 95 Metric Tons.

AMG H9 Mid-Capacity Semi-Trailer Truck



COST			DEFEAT EXPERIENCE		
370 cR			75 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
25 MpT	20 MpT		315 MpT (189 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.2 M	4.0 M	4.6 M	9.4 Tonnes	3	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	40	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
21	22	21	21	21	

Heavy Plating, All-Terrain Special Rule. 6 Wheel Vehicle.

The Semi comes with a Trailer that, on its own, costs 80 cR. This Trailer can hold up to 7 Mongoose vehicles or two Warthogs, as a general scale.

The Semi also contains a Sleeper Cabin, which is a small section in the rear of the Semi that has a bed, storage, a small television, a fridge, and a small food preparation Oven and Microwave.

With two Trailers, the Semi's Accelerate becomes 20, its Maneuver becomes 10, and its Top Speed is 160 MpT (144 km/h). The Semi is able to pull four Trailers without impacting its Speed any further.

The Semi is able to pull up to 175 Metric Tons.

HuCiv 1500 Cabover Semi-Trailer Truck



COST			DEFEAT EXPERIENCE		
255 cR			50 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	45 MpT		315 MpT (189 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.5 M	3.8 M	4.6 M	6.3 Tonnes	3	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	40	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
18	20	18	18	18	

4 Wheel Vehicle.

The Semi comes with a built-in Trailer. This Trailer can hold up to 3 Mongoose vehicles or one Warthog, as a general scale.

The Semi also contains a folding seat that transforms into a bed. Behind the seat is a small fridge and microwave unit for storing and preparing food. The HuCiv HC1500 also has a built-in UGPS Unit. The Semi is able to pull up to 95 Metric Tons.

Liang-Dortmund Industrial Box Truck



COST			DEFEAT EXPERIENCE		
235 cR			45 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	45 MpT		315 MpT (189 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.4 M	4.1 M	4.5 M	6.4 Tonnes	3	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	30	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
18	20	20	15	15	
INFORMATION					

4 Wheel Vehicle.

The back trailer can hold up to 2 Mongoose vehicles or one Warthog, as a general scale.

The Box Truck also contains a folding seat that transforms into a bed. Behind the seat is a small fridge and microwave unit for storing and preparing food. The Industrial Box Truck also has a built-in UGPS Unit.

The Box Truck is able to pull up to 55 Metric Tons.

TurboGen Dura 3700 Box Truck




COST			DEFEAT EXPERIENCE		
220 cR			45 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	45 MpT		315 MpT (189 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.9 M	3.6 M	4.8 M	7.3 Tonnes	3	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	30	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
14	15	14	13	15	
INFORMATION					


4 Wheel Vehicle.


The back trailer can hold up to 3 Mongoose vehicles or one Warthog, as a general scale.


The Box Truck also contains a folding seat that transforms into a bed. Behind the seat is a small fridge and microwave unit for storing and preparing food. The Dura 3700 Box Truck also has a built-in UGPS Unit.

The Box Truck is able to pull up to 49 Metric Tons.

Traxus Pioneer Cart					
					
COST			DEFEAT EXPERIENCE		
35 cR			5 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
15 MpT	20 MpT		55 MpT (32 Km/H)	20	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.4 M	1.7 M	1.0 M	1 Tonne	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			2 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	40	60	15	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
10	9	8	8	6	
INFORMATION					
Open-Top Special Rule. 6 Wheel Vehicle.					

S-2 Traxus Cargo Transporter Forklift					
					
COST			DEFEAT EXPERIENCE		
45 cR			10 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
5 MpT	10 MpT	25 MpT (14 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.1 M	2.1 M	2.0 M	4 Tonne	1	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	40	10	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
10	10	10	10	10	
INFORMATION					
Open-Top Special Rule. 4 Wheel Vehicle.					
The Forklift is able to carry 2,000 KG.					

JOTUN Olifant					
					
COST			DEFEAT EXPERIENCE		
485 cR			95 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
5 MpT	15 MpT	275 MpT (165 Km/H)		5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
15.4 M	7.6 M	4.7 M	105 Tonnes	4	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			6 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	60	70	50	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	35	35	35	30	
INFORMATION					
Open-Top Special Rule. 6 Wheel Vehicle.					

HuCiv NMC 108 Series Bus					
					
COST			DEFEAT EXPERIENCE		
130 cR			25 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
35 MpT	35 MpT		186 MpT (112 Km/H)	10	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
12.1 M	2.7 M	4.7 M	21 Tonne	4	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			36 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	50	60	35	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
18	20	18	18	18	
INFORMATION					
6 Wheel Vehicle					

COVENANT VEHICLES

Karo'etba-pattern Scout Bike Ghost



COST			DEFEAT EXPERIENCE		
480 cR			95 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	40 MpT	200 MpT (120 Km/H)		45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.2 M	3.9 M	1.8 M	559 KG	1	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	65	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
27	27	26	25	20	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (5) Special Rule.					
Karo'etba Ghost					COST
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					480 cR
Karo'etba Heavy Ghost					COST
[O] Two Linked Fuel Rod Cannons					530 cR

Karo'wark-pattern Scout Bike Ghost



COST			DEFEAT EXPERIENCE		
545 cR			110 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	40 MpT		245 MpT (155 Km/H)	45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.5 M	4.2 M	2.0 M	788 KG	1	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
55	60	75	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	30	28	27	22	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (5) Special Rule.					
Karo'wark Ghost					COST
[O] Two Linked Type-54 Class-2 Directed Energy Cannons					545 cR
Karo'wark Heavy Ghost					COST
[O] Two Linked Fuel Rod Cannons					570 cR

Wuzum-pattern Patroller Spectre




COST			DEFEAT EXPERIENCE		
440 cR			90 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	30 MpT	200 MpT (120 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.5 M	5.1 M	3.8 M	3.5 Tonnes	2	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	65	75	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
27	27	26	25	20	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (4) Special Rule.					
The Open-Top Special Rule only applies to the Gunner of the vehicle.					
Wuzum ISV Specter					COST
[G] Type-46 Directed Energy Weapon					440 cR
Wuzum ASV Specter					COST
[G] Type-29 Anti-Infantry Weapon					440 cR

Wuchek-pattern Patroller Spectre



COST			DEFEAT EXPERIENCE		
490 cR			100 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	30 MpT	160 MpT (96 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.2 M	5.5 M	3.9 M	5.1 Tonnes	2	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	65	75	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	30	31	32	25	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (4) Special Rule.					
The Open-Top Special Rule only applies to the Gunner of the vehicle. The Gunner is elevated 1 Meter into the air when the vehicle is activated, allowing them further overview against those below.					
Wuchek ISV Specter					COST
[G] Type-46 Directed Energy Weapon					490 cR
Wuchek ASV Specter					COST
[G] Type-29 Anti-Infantry Weapon					490 cR

Rizvum-pattern Swift Tank Revenant					
					
COST			DEFEAT EXPERIENCE		
540 cR			110 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
20 MpT		30 MpT	210 MpT (128 Km/H)		40
PHYSICAL ATTRIBUTES					CUSTOMIZATION
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.5 M	4.0 M	1.9 M	2.4 Tonnes	2	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			1 Passenger		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
85	60	75	55	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	30	30	30	20	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (3) Special Rule.					
Rizvum Revenant					
[O] Class-2 Medium Plasma Mortar					

Phelent-pattern Ground Striker Revenant					
					
COST			DEFEAT EXPERIENCE		
575 cR			125 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
40 MpT	40 MpT		240 MpT (145 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.2 M	3.8 M	2.0 M	2.4 Tonnes	2	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	55	75	55	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
32	30	30	30	30	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (3) Special Rule.					
Rizvum Revenant					
[G] Type-52 Directed Energy Support Weapon					

Ruwaa-pattern Light Transport Shadow



COST			DEFEAT EXPERIENCE		
580 cR			115 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
20 MpT		30 MpT	175 MpT (106 Km/H)		30
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
13.8 M	7.6 M	6.8 M	69.7 Tonnes	4	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			8 Passengers or 1 Ghost		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
80	85	130	60	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	35	30	32	33	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (2) Special Rule.					
Open-Top only applies to the Passengers and Gunner.					
Ruwaa Shadow					
[G] Type-29 Anti-Infantry Weapon					

Adsk-pattern Transport Shadow



COST			DEFEAT EXPERIENCE		
600 cR			120 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
20 MpT	20 MpT		175 MpT (106 km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.9 M	7.9 M	6.8 M	69.7 Tonnes	4	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			6 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
80	85	130	60	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
37	37	32	32	35	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (2) Special Rule.					
Open-Top only applies to the Operator.					
Ruwaa Shadow					
[G] Type-29 Anti-Infantry Weapon					

Barukaza Workshop Assault Bike Chopper



COST			DEFEAT EXPERIENCE		
640 cR			130 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	40 MpT	120 MpT (74 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.4 M	2.8 M	2.9 M	1 Tonne	1	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	100	70	40	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	20	25	24	24	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Chopper's Boost Special Rule only has a Full Action recharge.					
Assault Bike Chopper					COST
[O] Four Linked 35mm Autocannons					640 cR
Assault Bike Spiker Chopper					COST
[O] Four Linked "Type-25 Carbine" Spikers					640 cR

Qavardu Workshop Light War-Sled Prowler



COST			DEFEAT EXPERIENCE		
595 cR			120 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	40 MpT	155 MpT (93 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.1 M	4.2 M	2.9 M	6.6 Tonne	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			2 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
70	100	100	50	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	30	32	35	30	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Prowler’s Boost Special Rule only has a Full Action recharge.					
Assault Bike Chopper					
[G] Type-52 Directed Energy Support Weapon					

Muz-pattern Mortar Tank Wraith					
					
COST			DEFEAT EXPERIENCE		
1,450 cR			290 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	50 MpT	135 MpT (82 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.7 M	9.3 M	3.7 M	47 Tonne	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
135	150	180	135	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	45	52	60	45	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (2) Special Rule.					
Muz Artillery Wraith					COST
[O] Type-26 35cm Plasma Mortar					1,450 cR
Muz Anti-Air Wraith					COST
[O] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons					1,575 cR

Zurdo-pattern Mortar Tank Wraith					
					
COST			DEFEAT EXPERIENCE		
1,440 cR			290 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	50 MpT	135 MpT (82 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.8 M	9.2 M	3.8 M	47 Tonne	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	125	170	110	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	40	50	55	40	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (3) Special Rule.					
Zurdo Artillery Wraith					COST
[O] Type-26 35cm Plasma Mortar					1,440 cR
[G] Pek Pattern Plasma Cannon					
Zurdo Anti-Air Wraith					COST
[O] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons					1,570 cR
[G] Pek Pattern Plasma Cannon					

Kemu-pattern Mortar Tank Wraith





COST			DEFEAT EXPERIENCE		
1,540 cR			310 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
35 MpT	50 MpT	135 MpT (82 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.8 M	8.4 M	6.3 M	42.3 Tonne	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
160	140	180	130	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	45	50	55	45	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (3) Special Rule.					
Kemu Artillery Wraith					COST
[O] Type-58 35cm Plasma Mortar					1,540 cR
[G] Shea’p Pattern Plasma Cannon					
Kemu Anti-Air Wraith					COST
[O] Six Linked Type-58 Rapid-Fire Plasma Flak Cannons					1,675 cR
[G] Shea’p Pattern Plasma Cannon					


Zashk-pattern Mobile Fortress Draugr




COST			DEFEAT EXPERIENCE		
5,165 cR			1,035 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
10 MpT	100 MpT	135 MpT (82 Km/H)		0	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
168.6 M	100.0 M	58.7 M	71,000 Tonnes	54	20
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 5 Gunners			100 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
450	400	400	275	450	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
80	75	80	70	75	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
300		5		100	
INFORMATION					
Heavy Plating and Anti-Gravitational Special Rule.					
[G] 5 Type-47 Heavy Focus Cannons					


Gil’nonn-pattern Battlesuit Gorgon				
				
COST		DEFEAT EXPERIENCE		
825 cR		165 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
30	+15	40	+8	
JUMP		LEAP		
5 Meters		10 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
6.2 M	5.5 M	7.9 M	8.2 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
50	90	65	40	90
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	25
INFORMATION				
Heavy Plating Special Rule. 2 Legs.				
Gil’nonn Battlesuit				
[O] 2 Heavy Needle Launchers				


Pnap-pattern Battlesuit Goblin				
				
COST		DEFEAT EXPERIENCE		
1,630 cR		325 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
45	+10	45	+5	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
3.6 M	4.3 M	4.1 M	2.2 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
2	4	Giant	+4	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier *2)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
80	90	80	55	100
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
35	30	25	25	30
ENERGY SHIELDS				
SHIELD RATING	RECHARGE DELAY		RECHARGE RATE	
500	10		50	
INFORMATION				
Heavy Plating Special Rule. 2 Legs, 2 Arms.				
The Goblin has a Cockpit Shield that protects the Pilot. The Energy Shields only protect the Crew Location. The Goblin is also capable of large Jumps and Leaps thanks to a thruster system.				
Pnap Battlesuit				
[O] Heavy Needler Launcher				
[O] Heavy Needler Autocannon				


Shua’ee-pattern Light Excavator Locust				
				
COST		DEFEAT EXPERIENCE		
770 cR		155 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
50	+10	50	+10	
JUMP		LEAP		
3 Meters		10 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
5.8 M	12.0 M	6.8 M	29.5 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
4	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
135	125	55	100	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
40	35	30	30	30
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
Shua’ee Locust				
[O] Type-30 Focus Cannon				

Za'zayara-pattern Heavy Excavator Harvester				
				
COST		DEFEAT EXPERIENCE		
5,325 cR		1,065 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
100	+60	10	+6	
JUMP		LEAP		
5 Meters		10 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
219.3 M	147.9 M	133.7 M	192,015 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
83	8	Colossal	+10	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 1 Gunner		200 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
450	375	350	425	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
85	80	85	85	75
INFORMATION				
Heavy Plating Special Rule. 6 Legs.				
LEG JOINTS				
Harvesters have a Knee Sub-Location that uses Mobility Breakpoints and 50 Armor. When the Breakpoints of a Leg is reduced to 0, the Leg buckles, causing the Harvester to stop moving for 8 Rounds. After these 5 Rounds, the Harvester will recover 150 of these Breakpoints and can move again.				
POWER CORE				
Harvesters have an exposed Power Core concealed within the inside of the vehicle. This location is accessible from the ramp at the interior of the vehicle. The Power Core is the Engine of the Harvester, meaning it has 250 Breakpoints. Once Destroyed, the Harvester will detonate with a 20 Meter Blast Radius and a 10 Meter Kill Radius. It takes 6 Rounds for the Harvester to explode.				
Za'zayara Harvester				
[G] Ultra-Heavy Focus Drill				

Protos-pattern Fortress Breaker Scarab				
				
COST		DEFEAT EXPERIENCE		
4,000 cR		800 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
85	+30	15	+12	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
68.2 M	52.0 M	54.8 M	198.7 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
29	8	Monumental	+7	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 1 Gunner		20 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
400	350	250	300	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
75	70	77	77	70
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
ORBITAL DEPLOYMENT				
The Scarab is shock resistant. The Scarab ignores any and all Falling Damage, allowing it to be orbitally deployed without a dropship or pod.				
LEG JOINTS				
Scarabs have a Knee Sub-Location that uses Mobility Breakpoints and 25 Armor. When the Breakpoints of a Leg is reduced to 0, the Leg buckles, causing the Scarab to stop moving for 5 Rounds. After these 5 Rounds, the Scarab will recover 100 of these Breakpoints and can move again.				
POWER CORE				
Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Breakpoints. Once Destroyed, the Scarab will detonate with a 20 Meter Blast Radius and a 10 Meter Kill Radius. It takes 6 Rounds for the Scarab to explode.				
Protos Scarab				
[G] Type-47 Heavy Focus Cannon				
[C] Two Heavy Plasma Repeaters				

Deutoros-pattern Fortress Breaker Scarab				
				
COST		DEFEAT EXPERIENCE		
3,905 cR		780 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
85	+30	15	+15	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
48.6 M	48.3 M	38.7 M	171.8 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
22	10	Monumental	+7	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 1 Gunner		20 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
400	350	250	300	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	65	75	75	65
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
ORBITAL DEPLOYMENT				
The Scarab is shock resistant. The Scarab ignores any and all Falling Damage, allowing it to be orbitally deployed without a dropship or pod.				
LEG JOINTS				
Scarabs have a Knee Sub-Location that uses Mobility Breakpoints and 25 Armor. When the Breakpoints of a Leg is reduced to 0, the Leg buckles, causing the Scarab to stop moving for 5 Rounds. After these 5 Rounds, the Scarab will recover 100 of these Breakpoints and can move again.				
POWER CORE				
Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Breakpoints. Once Destroyed, the Scarab will detonate with a 20 Meter Blast Radius and a 10 Meter Kill Radius. It takes 6 Rounds for the Scarab to explode.				
Protos Scarab				
[O] Type-47 Heavy Focus Cannon				
[G] Type-47 Heavy Plasma Cannon				
[C] Two Type-52 Directed Energy Support Weapons				

Sumda'te-pattern Sky Stalker Scarab				
				
COST		DEFEAT EXPERIENCE		
4,555 cR		910 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
85	+30	15	+15	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
48.7 M	48.3 M	44.0 M	210.9 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
23	10	Monumental	+7	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 1 Gunner		20 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
400	350	250	300	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
70	65	75	75	65
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
ORBITAL DEPLOYMENT				
The Scarab is shock resistant. The Scarab ignores any and all Falling Damage, allowing it to be orbitally deployed without a dropship or pod.				
LEG JOINTS				
Scarabs have a Knee Sub-Location that uses Mobility Breakpoints and 25 Armor. When the Breakpoints of a Leg is reduced to 0, the Leg buckles, causing the Scarab to stop moving for 5 Rounds. After these 5 Rounds, the Scarab will recover 100 of these Breakpoints and can move again.				
POWER CORE				
Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Breakpoints. Once Destroyed, the Scarab will detonate with a 20 Meter Blast Radius and a 10 Meter Kill Radius. It takes 6 Rounds for the Scarab to explode.				
Protos Scarab				
[O] Type-47 Heavy Focus Cannon				
[G] Type-47 Heavy Beam Cannon				
[C] Two Type-52 Directed Energy Support Weapons				

Shuul'se-Pattern Subjugator Kraken				
				
COST		DEFEAT EXPERIENCE		
6,795 cR		1,360 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
100	+60	10	+25	
JUMP		LEAP		
10 Meters		20 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
177.0 M	179.2 M	527 M	7,421.0 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
147	10	Vast	+25	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 1 Gunner		20 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
400	450	400	355	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
85	85	85	85	85
INFORMATION				
Heavy Plating Special Rule. 3 Legs.				
ANTI-GRAVITY				
The Kraken has anti-gravity systems. The Kraken ignores any and all Falling Damage, allowing it to be deployed from orbit. The legs can be freely used as grappling arms as long as the Kraken takes no Movement Actions during that Turn.				
POWER CORE				
Krakens have an exposed Power Core concealed within the back of the Control Hub within the Kraken's lower floor. This location is accessible from the ramp downward from the internal platforms of the Kraken. The Power Core is the Engine of the Kraken, meaning it has 400 Breakpoints. Once Destroyed, the Kraken will detonate with a 50 Meter Blast Radius and a 20 Meter Kill Radius. It takes 6 Rounds for the Kraken to explode.				
Subjugator Kraken				
[C] Four Type-32 Class-2 Energy Cannons				

Is'belox-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
745 cR			150 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	180 MpT (108 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.1 M	7.5 M	3.6 M	1.3 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	75	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
25	20	30	20	25	
INFORMATION					
Boost (12) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Is'belox Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Irdnekt-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
735 cR			145 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	100 MpT	175 MpT (100 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.9 M	6.8 M	3.3 M	3.3 Tonnes	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	75	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	20	30	20	25	
INFORMATION					
Boost (10) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Irdnekt Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Oghal-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
745 cR			150 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
110 MpT	110 MpT	175 MpT (100 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.6 M	6.8 M	3.3 M	2.5 Tonnes	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
40	65	60	45	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	25	32	25	27	
INFORMATION					
Boost (10) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Oghal Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Dailaac-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
855 cR			170 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
120 MpT	120 MpT		175 MpT (100 Km/H)	65	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.0 M	7.5 M	3.5 M	2.5 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
60	75		70	75	90
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
26	24		28	24	25
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
150		4		50	
INFORMATION					
Boost (8) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Dailaac Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

QezoY'asabu-pattern Strikecraft Banshee



COST		DEFEAT EXPERIENCE			
1,305 cR		260 Exp			
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	180 MpT (108 Km/H)		60	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.0 M	7.5 M	3.5 M	2.5 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
40	70	70	50	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
25	20	30	20	25	
INFORMATION					
Boost (6) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
TRACKING BUFFER CLOAKING					
The QezoY'asabu Banshee has specialized cloaking systems and Tracking Buffers. This means that the Banshee cannot become visible on Radar while Cloaked.					
The QezoY'asabu Banshee is able to Cloak for 5 Rounds with a 10 Round Recharge Rate. While the Cloak is active, it gives the Banshee a +50 Bonus to Camouflage. The Cloaking System does not mask weapon fire.					
QezoY'asabu Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Elsedda-pattern Strike Fighter Banshee



COST			DEFEAT EXPERIENCE		
1,110 cR			220 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	1,500 MpT (903 km/H)		70	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.0 M	8.6 M	3.5 M	4.5 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	100	90	60	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	25	30	28	26	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
150		4		50	
INFORMATION					
Boost (12) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Elsedda Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Te'ved-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
745 cR			150 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
160 MpT	160 MpT		200 MpT (122 Km/H)	80	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.1 M	7.5 M	3.6 M	1.3 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	75	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
20	20	27	20	23	
INFORMATION					
Boost (12) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Te'ved Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Scitar-pattern Strikecraft Banshee



COST			DEFEAT EXPERIENCE		
775 cR			155 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
80 MpT	80 MpT	140 MpT (86 Km/H)		50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.1 M	7.5 M	3.6 M	4.9 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
65	85	80	65	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	32	33	28	31	
INFORMATION					
Boost (6) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Scitar Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

D'nomlhe-pattern Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
780 cR			155 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
120 MpT	120 MpT		180 MpT (108 Km/H)	75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.1 M	8.0 M	3.8 M	2.5 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	85	100	65	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
27	20	34	25	25	
INFORMATION					
Boost (12) Special Rule. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
D'nomlhe Banshee					
[O] Two Linked Type-54 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Qigl'ey-pattern Artillery Flyer Phantasm



COST			DEFEAT EXPERIENCE		
950 cR			190 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	100 MpT		300 MpT (190 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
9.3 M	7.1 M	5.8 M	2.5 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
125	100	150	130	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	30	35	35	38	
INFORMATION					
Heavy Plating Special Rule. Six Jet propulsion system.					
Qigl'ey Phantasm					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[G] Type-26 35cm Plasma Mortar					

Bkowe'nei-pattern Support Fighter Vampire



COST			DEFEAT EXPERIENCE		
1,010 cR			200 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
150 MpT	150 MpT	750 MpT (190 Km/H)		55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
15.1 M	14.1 M	5.1 M	17.0 Tonnes	5	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
110	120	150	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	30	40	30	30	
INFORMATION					
Boost (2) Special Rule. Three Jet propulsion system.					
Bkowe'nei Vampire					
[O] Heavy Needle Cannon					
[G] Two Linked Type-32 Class-2 Directed Energy Cannons					
[G] Class-4 Stasis Cannon					

Ru'swum-pattern Warrior Transport Phantom



COST			DEFEAT EXPERIENCE		
1,485 cR			295 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,435 MpT (860 Km/H)		50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.2 M	20.1 M	12.6 M	181.1 Tonnes	10	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			24 Passengers		
Can carry one Vehicle up to 50 Tonnes using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
110	100	160	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	40	40	40	40	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
Ru'Swum Warrior Transport Phantom					COST
[G] Type-44 Heavy Plasma Cannon					1,485 cR
[C] Two Type-44 Plasma Cannons					
Ru-Swum Assault Phantom					COST
[G] Three Linked Type-44 Heavy Plasma Cannons					1,570 cR

Kez'katu-pattern Warrior Transport Phantom



COST			DEFEAT EXPERIENCE		
1,575 cR			315 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,435 MpT (860 Km/H)		50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
32.4 M	20.4 M	12.1 M	176.6 Tonnes	10	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			24 Passengers		
Can carry one Vehicle up to 50 Tonnes using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
110	100	160	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	45	45	40	40	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
Kez'katu Warrior Transport Phantom					COST
[G] Type-52 Heavy Plasma Cannon					1,575 cR
[C] Two Type-52 Plasma Cannons					
Kez'katu Assault Phantom					COST
[G] Three Type-52 Heavy Plasma Cannons					1,585 cR
Kez'katu Swords of Sangheilios Phantom					COST
[G] Type-52 Heavy Plasma Cannon					2,175 cR
[C] Two Type-52 Plasma Cannons					
Active Camo Cloaking System					

R'shwupa-pattern Ship Striker Phantom Gunboat



COST			DEFEAT EXPERIENCE		
3,600 cR			720 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,435 MpT (860 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
50.1 M	33.4 M	20.3 M	204 Tonnes	15	14
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 5 Gunners			24 Passengers		
Can carry one Vehicle up to 50 Tonnes using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
160	150	270	170	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
65	60	65	55	60	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
R'shwupa Ship Striker Phantom					
[G] Five Type-52 Heavy Plasma Cannon					
[G] Two Type-52 Plasma Cannons					

Mikpramu-pattern Warrior Transport Phantom



COST			DEFEAT EXPERIENCE		
1,660 cR			330 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
150 MpT	250 MpT	1,435 MpT (860 Km/H)		50	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
31.5 M	20.0 M	11.0 M	184.0 Tonnes	10	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			24 Passengers		
Can carry one Vehicle up to 50 Tonnes using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
110	100	160	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
46	46	46	41	40	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
Mikpramu Warrior Transport Phantom					COST
[G] Type-57 Heavy Plasma Cannon					1,660 cR
[C] Two Type-58 Plasma Cannons					
Mikpramu Assault Phantom					COST
[G] Three Linked Type-58 Heavy Plasma Cannons					1,705 cR
Mikpramu Swords of Sangheilios Phantom					COST
[G] Type-58 Heavy Plasma Cannon					2,260 cR
[C] Two Type-58 Plasma Cannons					
Active Camo Cloaking System					

Taaku Xur-pattern Warrior Transport Spirit



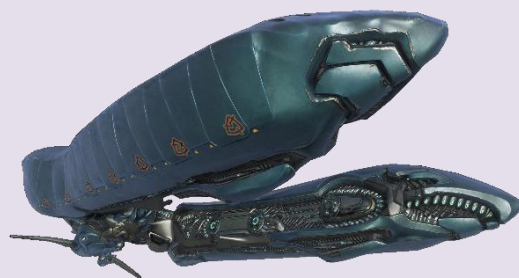
COST			DEFEAT EXPERIENCE		
1,525 cR			305 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	100 MpT		1,830 MpT(1,099 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
27.8 M	18.0 M	11.8 M	63.7 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			30 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
41	47	55	43	41	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
Taaka Xur Spirit					
[G] Type-25 Heavy Plasma Cannon					

Dextro Xur-pattern Warrior Transport Spirit



COST			DEFEAT EXPERIENCE		
1,470 cR			295 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	100 MpT		1,830 MpT(1,099 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.0 M	18.1 M	11.6 M	67.9 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			30 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	46	55	40	40	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
Dextro Xur Spirit					
[G] Murien-pattern Heavy Plasma Cannon					

Nuro'k Xur-pattern Warrior Transport Spirit



COST			DEFEAT EXPERIENCE		
1,720 cR			345 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	100 MpT		1,830 MpT(1,099 Km/H)	35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.0 M	18.1 M	11.6 M	67.9 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			30 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
43	60	55	45	42	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
Nuro'k Xur Spirit					
[G] Type-57 Heavy Plasma Cannon					

R'ea'kuk-pattern Command Shuttle



COST		DEFEAT EXPERIENCE			
2,180 cR		435 Exp			
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
100 MpT	100 MpT		1,830 MpT(1,099 Km/H)	10	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
74.0 M	63.7 M	22.1 M	167.9 Tonnes	26	0
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators			90 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
70	65	60	55	55	
INFORMATION					
Heavy Plating and Boost (5) Special Rule. Three Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
TWIN AUGUR ARRAYS					
The Command Shuttle has the capability of Targeting a Character, Vehicle, or Location using its Augur Array as a Full Action. Once Targeted, Covenant Vehicles and Ordnance have a +20 To Hit against the Target.					
Once the Command Shuttle has lost sight of the Character for 1 Turn, the Targeting is lost.					
The Command Shuttle has two of these Arrays, allowing for each Operator of the Vehicle to have a Target.					

Brhi Xur-pattern Ship Breacher Leech



COST		DEFEAT EXPERIENCE			
1,880 cR		375 Exp			
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
27.8 M	8.3 M	3.2 M	49.3 Tonnes	6	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			40 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	180	180	130	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	53	53	50	42	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
Reduces the Damage Characters receive from Wrecks, Crashing, and Rolling by half.					
BREACHING					
The Leech is capable of ramming into ships to create an entry-point for the Characters within. If the Leech rams into a Vehicle, it must take the next 20 Full Actions carving through the hull of a vehicle. However, the Leech can also ram into escape pod bays or docking stations, which reduce the time before deployment to 2 Full Actions.					
Brhi Xur Spirit					
[G] Type-25 Heavy Plasma Cannon					

Ekesan-pattern Heavy Warrior Transport Umbra



COST			DEFEAT EXPERIENCE		
1,525 cR			305 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
200 MpT	200 MpT	1,435 MpT (860 Km/H)		35	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
19.6 M	12.0	6.8 M	68 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			20 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	150	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
50	45	55	45	40	
INFORMATION					
Heavy Plating and Boost (7) Special Rule. Four Jet propulsion system.					
Open-Top Special Rule for the Gunners					
Ekesan Umbra					
[G] Two Murién-pattern Heavy Plasma Cannons					

N'weo-pattern World Striker Gigas



COST			DEFEAT EXPERIENCE		
1,815 cR			365 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	200 MpT	1,435 MpT (860 Km/H)		45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
41.0 M	35.2	11.1 M	57.3 Tonnes	14	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
165	150	150	130	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	50	45	43	45	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Three Jet propulsion system.					
Open-Top Special Rule for the Gunners					
N'weo Gigas					
[O] Two Type-26 35cm Plasma Mortars					
[O] Two Linked Fuel Rod Cannons					

Kmiro'sish-pattern World Patroller Lich



COST			DEFEAT EXPERIENCE		
4,130 cR			825 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
250 MpT		200 MpT	1,435 MpT (860 Km/H)		30
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
102.8 M	50.9 M	34.7 M	1,511 Tonnes	31	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 5 Gunners			40 Passengers		
Storage of the Lich is capable of carrying a vehicle of up to 10 Size Points.					
BREAKPOINTS					
WEP		MOB	ENG	OP	HULL
300		350	400	250	450
ARMOR					
FRONT		BACK	SIDE	TOP	BOTTOM
70		65	65	85	70
INFORMATION					
Heavy Plating and Boost (7) Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Lich using it.					
POWER CORE					
Liches have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Lich, meaning it has 400 Breakpoints. Once Destroy, the Lich will detonate after 12 Rounds.					
Kmiro'sish Lich					
[G] Four Type-52 Plasma Cannons					
[G] Type-47 Heavy Focus Cannon					

Morsam-pattern Heavy Strike Fighter Seraph



COST			DEFEAT EXPERIENCE		
2,040 cR			410 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
250 MpT		250 MpT	2,500 MpT (1,500 Km/H)		65
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
31.0 M	15.1 M	5.6 M	51.1 Tonnes	14	16
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 3 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	250	300	225	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
43	40	40	45	45	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
250		5		50	
INFORMATION					
Slipspace, Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.					
Morsam Seraph					
[O] Type-31 Heavy Plasma Cannon					
[G] Type-31 Pulse Laser					
[G] Two Linked Plasma Charges					
[G] Two Linked Plasma Charges					

Kai-pattern Heavy Strike Fighter Seraph



COST			DEFEAT EXPERIENCE		
2,305 cR			460 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
250 MpT	250 MpT		2,500 MpT (1,500 Km/H)	65	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
23.9 M	15.9 M	5.3 M	50.0 Tonnes	14	16
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 3 Gunners			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
130	140		120	100	150
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
42	43		40	43	40
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
250		5		50	
INFORMATION					
Slipspace, Heavy Plating and Boost (2) Special Rule. Eight Jet propulsion system.					
Kai Seraph					
[G] Two Linked Type-31 Heavy Plasma Cannons					
[G] Two Linked Type-31 Heavy Plasma Cannons					
[G] Two Linked Fuel Rod Cannons					

Keljjiric-pattern Heavy Strike Fighter Tarasque



COST			DEFEAT EXPERIENCE		
3,205 cR			640 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
250 MpT	250 MpT	2,500 MpT (1,500 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
42.0 M	25.4 M	12.3 M	94.5 Tonnes	13	18
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 3 Gunners			10 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	250	300	225	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
65	60	55	60	55	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
250		5		50	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Four Jet propulsion system.					
Keljiric Tarasque					
[G] Three Linked Plasma Charges					
[G] Three Linked Plasma Charges					
[O] Three Linked Type-31 Heavy Plasma Cannons					

Maravelotz-pattern Civilian Transport



COST			DEFEAT EXPERIENCE		
240 cR			50 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	180 MpT (108 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.1 M	8.2 M	5.6 M	2.9 Tonnes	4	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			9 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	75	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
18	20	20	18	18	
INFORMATION					
Five Jet propulsion system.					
VARIANT TRANSPORTS					


There are various Transports similar to the Maravelotz-pattern Civilian Transport. These include the Khaulio-pattern Administrator and the Iqnucekk-pattern Transport.

The Khaulio-pattern Administrator costs 710 more cR and only holds 6 Passengers. However, ownership of this vehicle shows high status and gives a +10 Bonus to Social Skill Tests with other Covenant Characters. The Khaulio-pattern Administrator will not give extra Experience on defeat.

Granion-pattern Domestic Transport



COST			DEFEAT EXPERIENCE		
270 cR			55 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
120 MpT	120 MpT	180 MpT (108 Km/H)		45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.1 M	7.3 M	5.9 M	2.7 Tonnes	4	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			5 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	35	45	50	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
23	20	18	19	21	
INFORMATION					
Two Jet propulsion system.					
Granion Transport				COST	
The standard Granion Transport Vehicle.				270 cR	
Granion Runner				COST	
1 Operator and 1 Passenger. Half Length, Size, and Height and weighs only 1 Tonne. The Vehicle is 2 Size Points.				180 cR	

Anti-Gravity Chair					
					
COST			DEFEAT EXPERIENCE		
110 cR			25 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
18 MpT	18 MpT		18 MpT (11 Km/H)	30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
0.8 M	0.7 M	1.8 M	233 KG	1	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	25	25	50	60	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
--	15	10	10	15	
INFORMATION					
Antigravity Special Rule.					
Anti-Gravity Chair				COST	
The Anti-Gravity Chair can hold up to 300 kg before no longer being able to move.				110 cR	
Anti-Gravity Throne				COST	
The Anti-Gravity Throne can hold up to 900 kg before no longer being able to move. The Throne has 1 Weapon Point and 25 WEP Break Points, and Boost (2).				205 cR	

BANISHED VEHICLES

Zaagokelu Workshop Scout Bike Ghost



COST			DEFEAT EXPERIENCE		
550 cR			110 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	15 MpT	150 MpT (90 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.1 M	4.5 M	2.2 M	1.3 Tonnes	1	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	70	75	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	30	32	32	25	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (5) Special Rule.					
Zaagokelu RAV Ghost					COST
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					550 cR
Zaagokelu HRAV Ghost					COST
[O] Two Linked Fuel Rod Cannons					580 cR

Riuctda Workshop Scout Bike Ghost



COST			DEFEAT EXPERIENCE		
530 cR			110 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	35 MpT	200 MpT (120 Km/H)		40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.8 M	3.9 M	1.9 M	910 KG	1	4
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	70	75	55	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	30	32	32	25	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (5) Special Rule.					
Riuctda RAV Ghost					COST
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					530 cR
Riuctda HRAV Ghost					COST
[O] Two Linked Fuel Rod Cannons					555 cR

Bolroci Workshop Banished Chopper



COST			DEFEAT EXPERIENCE		
650 cR			130 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	30 MpT		125 MpT (76 Km/H)	25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
6.7 M	3.0 M	3.1 M	1.2 Tonnes	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
60	100		90	40	100
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
35	25	27	25	25	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Chopper's Boost Special Rule only has a Full Action recharge.					
CATALUS UPGRADE					COST
Adds large blades on the Chopper that give any Wrecking and Splatter Damage it deals a Pierce equal to 1/10 th of the MpT the Vehicle was traveling.					+120 cR
Bolroci Chopper					COST
[O] Four Linked 35mm Autocannons					650 cR
Bolroci Spiker Chopper					COST
[O] Four Linked Grenflekt Workshop Spikers					645 cR

Barug'qel Workshop Banished Chopper



COST			DEFEAT EXPERIENCE		
560 cR			135 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
30 MpT	30 MpT		125 MpT (76 Km/H)	20	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
9.7 M	5.0 M	3.8 M	2.0 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB		ENG	OP	HULL
60	100		90	40	100
ARMOR					
FRONT	BACK		SIDE	TOP	BOTTOM
35	30		29	28	28
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Chopper's Boost Special Rule only has a Full Action recharge.					
CATALUS UPGRADE					COST
Adds large blades on the Chopper that give any Wrecking and Splatter Damage it deals a Pierce equal to 1/10 th of the MpT the Vehicle was traveling.					+120 cR
Barug'qel Chopper					COST
[O] Two Linked Grenflekt Heavy Spike Cannons					560 cR
Barug'qel Spiker Chopper					COST
[O] Four Linked Grenflekt Workshop Spikers					670 cR

Eklon'Dal Workshop War-Sled Marauder



COST			DEFEAT EXPERIENCE		
605 cR			120 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
40 MpT	35 MpT	130 MpT (82 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
12.4 M	7.5 M	4.4 M	4.9 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	150	135	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
37	30	30	30	30	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Marauder's Boost Special Rule only has a Full Action recharge.					
Eklon'Dal Marauder					
[G] Class-2 Plasma Cannon					

Qavardu Workshop War-Skiff



COST			DEFEAT EXPERIENCE		
525 cR			105 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
30 MpT	35 MpT	130 MpT (82 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
15.9 M	8.1 M	5.5 M	4.9 Tonnes	5	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
50	100	100	50	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
37	32	34	36	30	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (2) Special Rule.					
The Marauder's Boost Special Rule only has a Full Action recharge.					
Qavardu War-Skiff					
[G] Type-52 Plasma Cannon					

Eklon'dal Workshop Death Wagon Shadow



COST			DEFEAT EXPERIENCE		
480 cR			95 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	10 MpT	125 MpT (76 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
13.8 M	7.6 M	7.0 M	69.7 Tonnes	5	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			4 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	150	135	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
37	30	30	30	30	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (1) Special Rule.					
The Marauder's Boost Special Rule only has a Full Action recharge.					
Doubles Splatter and Wrecking Damage against any Character or Vehicle.					
DANGEROUS SMOG					

Emits A dangerous smog of methane, infusion gas, and exhaust. This Smog emits 8 Meters out from wherever the Vehicle is currently at and lasts for 3 Rounds. Characters without breathing protection must make a Toughness Test when enveloped. If failed, the Character gains a level of Fatigue. For every Round the Character is within the Smog, they gain a stacking -10 Penalty, to a maximum of -80.

Eklon'dal Workshop Mortar Tank Wraith



COST			DEFEAT EXPERIENCE		
1,460 cR			290 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	35 MpT	135 MpT (76 Km/H)		15	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.2 M	9.3 M	4.0 M	51.1 Tonnes	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	160	180	120	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	50	52	60	42	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (2) Special Rule.					
Eklon'dal Artillery Wraith					COST
[O] Type-26 35cm Plasma Mortar					1,460 cR
Eklon'dal Anti-Air Wraith					COST
[O] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons					1,585 cR

Bolroci Workshop Mortar Tank Wraith



COST			DEFEAT EXPERIENCE		
1,480 cR			290 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
25 MpT	35 MpT	135 MpT (76 Km/H)		15	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
8.9 M	9.2 M	3.8 M	47 Tonne	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	130	170	110	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	45	51	57	41	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (2) Special Rule.					
Bolroci Artillery Wraith					COST
[O] Type-26 35cm Plasma Mortar					1,480 cR
[G] Pek Pattern Plasma Cannon					
Bolroci Anti-Air Wraith					COST
[O] Six Linked Type-52 Rapid-Fire Plasma Flak Cannons					1,605 cR
[G] Pek Pattern Plasma Cannon					

Eklon'dal Workshop Ironclad Mortar Tank Wraith



COST			DEFEAT EXPERIENCE		
1,840 cR			370 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
10 MpT	20 MpT		80 MpT (48 Km/H)	5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.3 M	9.4 M	4.1 M	72.5 Tonnes	4	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	160	210	150	200	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
70	55	55	65	57	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (2) Special Rule.					
Eklon'dal Artillery Wraith					
[O] Type-26 35cm Plasma Mortar					

Eklon'Dal Workshop Warrior Carriage Wraith Invader



COST			DEFEAT EXPERIENCE		
1,400 cR			280 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
25 MpT		35 MpT	135 MpT (76 Km/H)		10
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
13.4 M	8.4 M	4.1 M	61.1 Tonne	4	2
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			16 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	130	170	110	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
60	50	52	60	42	
INFORMATION					
Heavy Plating, Anti-Gravitational, and Boost (2) Special Rule.					
Six Locations in which Crew can sit and fire out of ports on the Vehicle with a -20 Penalty To Hit.					
Eklon'Dal Invader Wraith					
[G] Pek Pattern Plasma Cannon					

Barakuza Workshop Siege-Crawler Locust



COST		DEFEAT EXPERIENCE		
815 cR		165 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
50	+10	35	+8	
JUMP		LEAP		
2 Meters		8 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
5.8 M	12.0 M	6.8 M	31.2 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
4	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
135	125	55	100	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
44	40	33	34	33
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
Barakuza Locust				
[O] Type-30 Focus Cannon				

Eklon'Dal Workshop Balaho Battlesuit Goblin



COST		DEFEAT EXPERIENCE		
1,630 cR		325 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
50	+10	35	+2	
JUMP		LEAP		
8 Meters		18 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
3.6 M	4.3 M	4.1 M	2.5 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
4	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
3D10 + (Strength Modifier *2)		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
80	90	80	55	100
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
35	35	31	31	30
ENERGY SHIELDS				
SHIELD RATING	RECHARGE DELAY		RECHARGE RATE	
500	10		50	
INFORMATION				
Heavy Plating Special Rule. 2 Legs, 2 Arms.				
The Goblin has a Cockpit Shield that protects the Pilot. The Energy Shields only protect the Crew Location. The Goblin is also capable of large Jumps and Leaps thanks to a thruster system.				
Eklon'Dal Goblin				
[O] Heavy Needler Launcher				
[O] Heavy Needler Autocannon				

Dovotaa Workshop Sky Protector Reaver



COST		DEFEAT EXPERIENCE		
1,150 cR		230 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
30	+15	40	+8	
JUMP		LEAP		
5 Meters		10 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
6.2 M	5.5 M	7.7 M	8.3 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
50	90	65	40	90
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
25	25	25	25	25
INFORMATION				
Heavy Plating Special Rule. 2 Legs.				
JUMP SYSTEM				
Capable of hovering in midair for up to 4 Rounds and jumping up to 200 Meters using strong Jump-Jet Propulsion Systems. Each Hover takes two Full Actions to Recharge, and each Jump takes three Full Actions to Recharge. When using the Jump-Jet Propulsion Systems, the Reaver doubles its Top Speed and Accelerate.				
Dovotaa Reaver				
[O] Two Linked Thrasher Missile Pods				
[O] Two Linked Spike Cannons				

Barukaza Workshop Fortress Breaker Scarab



COST		DEFEAT EXPERIENCE		
4,675 cR		935 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
85	+30	15	+10	
JUMP		LEAP		
8 Meters		16 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
43.8 M	28.8 M	60.2 M	559.7 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
22	16	Monumental	+7	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
2 Operators, 4 Gunners		20 Passengers		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
400	350	250	300	450
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
75	67	77	78	67
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
ORBITAL DEPLOYMENT				
The Scarab is shock resistant. The Scarab ignores any and all Falling Damage, allowing it to be orbitally deployed without a dropship or pod.				
LEG JOINTS				
Scarabs have a Knee Sub-Location that uses Mobility Breakpoints and 25 Armor. When the Breakpoints of a Leg is reduced to 0, the Leg buckles, causing the Scarab to stop moving for 5 Rounds. After these 5 Rounds, the Scarab will recover 100 of these Breakpoints and can move again.				
POWER CORE				
Scarabs have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Scarab, meaning it has 250 Breakpoints. Once Destroyed, the Scarab will detonate with a 20 Meter Blast Radius and a 10 Meter Kill Radius. It takes 6 Rounds for the Scarab to explode.				
Barukaza Scarab				
[G] Type-47 Heavy Focus Cannon				
[G] Six Annihilator Missile Pods				

Gydzozka Workshop Siege Crawler Blisterback



COST		DEFEAT EXPERIENCE		
2,175 cR		435 Exp		
WALKER (GROUND) CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
30	+15	40	+8	
JUMP		LEAP		
2 Meters		8 Meters		
MOBILITY (AIR) CHARACTERISTICS				
ACCELERATE	BRAKE	TOP SPEED	MANEUVER	
75 MpT	30 MpT	180 MpT (162 Km/H)	20	
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
14.2 M	15.1 M	8.6 M	108.9 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
6	10	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator, 1 Gunner		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
80	120	150	120	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
45	35	40	30	35
INFORMATION				
Heavy Plating and Boost (3) Special Rule. 6 Legs and 3 Jet Propulsion.				
GROUND AND AIR SYSTEMS				
The Blisterback has two modes of Movement, Ground and Air. The Blisterback is able to switch between these as a Half Action.				
When the Blisterback is on the Ground, it counts as a Walker and will use the Walker Characteristics for Movement and Walker Rules for engagement and use.				
When the Blisterback is in the Air, it counts as a Flying Vehicle and uses the Mobility Characteristics for Movement, Maneuvering, and Evasion. The Blisterback is unable to use Melee Attacks or use its Strength or Agility Characteristics when in Air mode.				
Gydzozka Blisterback				
[O] Two Linked Type-52 Heavy Plasma Cannon				
[G] Two Linked Annihilator Missile Pods				
[G] Two Linked Annihilator Missile Pods				
[G] Two Linked Annihilator Missile Pods				

Klavrig Workshop Support Crawler Skitterer



COST		DEFEAT EXPERIENCE		
830 cR		165 Exp		
CHARACTERISTICS				
STRENGTH	MYTHIC STRENGTH	AGILITY	MYTHIC AGILITY	
25	+12	20	+8	
JUMP		LEAP		
2 Meters		8 Meters		
PHYSICAL ATTRIBUTES				
LENGTH	WIDTH	HEIGHT	WEIGHT	
2.7 M	2.8 M	2.4 M	2.0 Tonnes	
CUSTOMIZATION AND SIZE CATEGORY				
SIZE POINTS	WEAPON POINTS	SIZE CATEGORY	REACH	
3	4	Massive	+5	
MELEE				
UNARMED PUNCH		STOMP		
--		4D10 + (Stomp), Slow Special Rule		
CREW AND COMPLEMENT				
CREW		COMPLEMENT		
1 Operator (Mgalekgolo only)		--		
BREAKPOINTS				
WEP	MOB	ENG	OP	HULL
70	70	80	60	150
ARMOR				
FRONT	BACK	SIDE	TOP	BOTTOM
35	35	32	33	30
INFORMATION				
Heavy Plating Special Rule. 4 Legs.				
ROCKET BOOSTERS				
The Skitterer has small Rocket Boosters that allow the Skitterer to double its Mythic Agility using up 1 of its charges. If the Skitterer doesn't use the Rocket Boosters for 2 Full Actions, 1 charge is recharged.				
Klavrig Skitterer				
[O] Two Linked Beam Cannons				

'Ahtulai Workshop Attack Flyer Banshee



COST			DEFEAT EXPERIENCE		
745 cR			150 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	100 MpT	140 MpT (86 Km/H)		55	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
4.6 M	6.2 M	3.5 M	2.4 Tonnes	2	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
40	65	60	45	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
32	27	34	27	29	
INFORMATION					
Open-Top, Anti-Gravitational, and Boost (9) Special Rule. Two Jet propulsion system.					
The Banshee’s Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
‘Ahtulai Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Kaelum Workshop Attack Flyer Banshee



COST		DEFEAT EXPERIENCE			
755 cR		150 Exp			
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
110 MpT	110 MpT		180 MpT (108 Km/H)	65	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.6 M	7.2 M	3.2 M	1.3 Tonnes	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
45	75	70	50	100	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
27	23	32	22	28	
INFORMATION					
Boost (12) Special Rule. Two Jet propulsion system. Two Jet propulsion system.					
The Banshee's Boost Special Rule has halves the amount of Half Actions it needs to cool down before Boosting again.					
Kaelum Banshee					
[O] Two Linked Type-32 Class-2 Directed Energy Cannons					
[O] Two Linked Fuel Rod Cannons					

Eklon'dal Workshop Warrior Transport Spirit



COST			DEFEAT EXPERIENCE		
1,595 cR			320 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
80 MpT	80 MpT	1,830 MpT(1,099 Km/H)		25	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
28.2 M	16.0 M	9.2 M	79.2 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			30 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	49	60	43	46	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
Eklon'dal Spirit					
[G] Murien-pattern Heavy Plasma Cannon					

Eklon'dal Workshop Warrior Transport Spirit Gunship



COST			DEFEAT EXPERIENCE		
2,045 cR			410 Exp		
MOBILITY					
ACCELERATE	BRAKE		TOP SPEED	MANEUVER	
70 MpT	60 MpT		1,830 MpT(1,099 Km/H)	15	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
28.2 M	16.9 M	9.8 M	79.2 Tonnes	9	3
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			30 Passengers		
Can carry 1 Vehicle of 3 Size Points or smaller using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
100	160	180	150	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	52	60	43	46	
ENERGY SHIELDS					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
250		5		50	
INFORMATION					
Heavy Plating Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Spirit using it. This Gravity Lift cannot be used to deploy Characters or Vehicles.					
Eklon'dal Spirit Gunship					
[G] Murien-pattern Heavy Plasma Cannon					
[G] Two Linked Grenfлект Heavy Spike Cannons					

Eklon'Dal Workshop Warrior Transport Phantom



COST			DEFEAT EXPERIENCE		
1,535 cR			305 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
100 MpT	150 MpT	1,435 MpT (860 Km/H)		45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.2 M	20.1 M	12.6 M	181.1 Tonnes	10	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			24 Passengers		
Can carry one Vehicle up to 50 Tonnes using anti-gravity tethers.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
110	100	160	140	180	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
42	41	42	45	42	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
Eklon'Dal Phantom					COST
[G] Type-44 Heavy Plasma Cannon					1,535 cR
[C] Two Type-52 Plasma Cannons					
Eklon'Dal Heavy Phantom					COST
[G] Three Linked Type-44 Heavy Plasma Cannon					1,620 cR
Eklon'Dal ACCS Phantom					COST
[G] Type-44 Heavy Plasma Cannon					2,180 cR
[C] Two Type-52 Plasma Cannons					
Active Camo Cloaking System					

Dovotaa Workshop Lair Waster Griever



COST			DEFEAT EXPERIENCE		
2,095 cR			420 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
200 MpT		200 MpT	1,435 MpT (860 Km/H)		35
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
40.9 M	52.4 M	13.4 M	85.7 Tonnes	17	22
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 2 Gunners			6 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
115	120	130	110	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
30	30	30	35	30	
INFORMATION					
Heavy Plating and Boost (5) Special Rule. Two Jet propulsion system.					
Dovotaa Griever					
[O] Type-26 35cm Plasma Mortar					
[C] Two Linked Beam Cannons					
[C] Two Linked Beam Cannons					
[C] Two Linked Beam Cannons					
[G] Two Linked Spike Cannons					
[G] Two Linked Pek Pattern Plasma Cannons					

Eklon'Dal Workshop World Patroller Lich



COST		DEFEAT EXPERIENCE			
3,400 cR		680 Exp			
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
150 MpT	100 MpT	1,435 MpT (860 Km/H)		30	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
79.7 M	41.4 M	28.4 M	898.1 Tonnes	24	12
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 5 Gunners			30 Passengers		
Storage of the Lich is capable of carrying a vehicle of up to 7 Size Points.					
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
200	250	300	250	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
65	62	65	70	67	
INFORMATION					
Heavy Plating and Boost (7) Special Rule. Four Jet propulsion system.					
GRAVITY LIFT					
Capable of deploying a gravity lift that leads straight to the cockpit or crew location. It takes 1 Full Action to deploy the Gravity Lift and 1 Full Action for a Character to enter the Lich using it.					
POWER CORE					
Liches have an exposed Power Core concealed within the back of the Control Hub. This location is accessible from the ramp at the exterior of the vehicle. The Power Core is the Engine of the Lich, meaning it has 300 Breakpoints. Once Destroy, the Lich will detonate after 12 Rounds.					
Eklon'Dal Lich					
[G] Four Type-52 Plasma Cannons					
[G] Type-47 Heavy Focus Cannon					

Klavbrig Workshop Deceiver Shroud

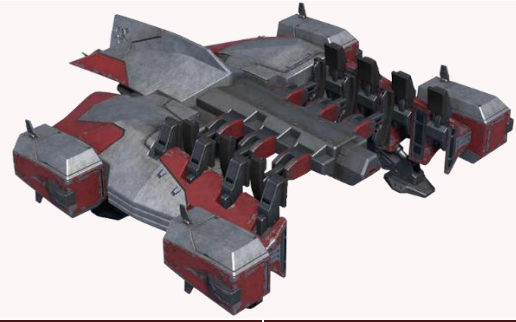


COST			DEFEAT EXPERIENCE		
490 cR			100 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
45 MpT	50 MpT	125 MpT (76 Km/H)		45	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
5.6 M	3.2 M	5.9 M	1.2 Tonnes	2	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	40	80	55	90	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
25	25	22	22	20	
INFORMATION					
Boost (4) Special Rule. Two Jet propulsion system.					
SHROUD AND MISSILE DEFENSE					

The Shroud has an Cloaking Field and a Point Defense System. The Shroud can only use one of these systems in a Round. The Cloaking Field can cloak itself and other infantry and vehicles within a 15 Meter Radius. The Cloaking Field gives a +30 Bonus to Camouflage too all units within its Radius as long as the Vehicle is 9 or less Size Points.

The Point Defense System is able to shoot down Missiles, Rockets, and any other explosives that come within a 15 Meter radius of the Shroud. When the Defense System is not active, the Shroud Pilot may make a -20 Penalty Warfare Range Test; if successful, the explosive is shot and detonated before reaching the vehicle.

Barukaza Workshop Siege-Hauler



COST			DEFEAT EXPERIENCE		
1,415 cR			285 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
50 MpT	200 MpT	1500 MpT (903 Km/H)		10	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
54.5 M	55.0 M	19.2 M	2,703 Tonnes	21	--
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			20 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
--	130	150	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	40	45	45	40	
INFORMATION					
Heavy Plating and Boost (2) Special Rule. Five Jet propulsion system.					
Barukaza Siege-Hauler					

The Hauler has the ability to carry immense amounts of weight throughout both Space and Atmosphere. The Hauler can carry up to 163,750 Metric Tons. Enough to carry Rapid-Deployment Forward Operating Bases and the Scarab.

Qavardu Workshop Battle Nest Gravemaker



COST		DEFEAT EXPERIENCE			
2,140 cR		430 Exp			
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	10 MpT	200 MpT (120 Km/H)		5	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
14.4 M	9.6 M	6.7 M	61.2 Tonnes	5	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			20 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	200	280	160	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
65	60	65	55	70	
INFORMATION					
Open-Top Special Rule. Four Jet propulsion system.					
The Open-Top Special Rule does not apply to the Operator.					
IMMENSE WEIGHT					
If the Gravemaker is modified to be any heavier than it already is or has more than 2 Tonnes being hauled, the Gravemaker can no longer move or fly. If any of the Jets are taken out, the Gravemaker can no longer move or fly.					
Qavardu Gravemaker					
[G] Spike Cannon					
[G] Spike Cannon					
[G] Spike Cannon					
[G] Spike Cannon					

Barug'qel Workshop Sky Raider Trespasser



COST			DEFEAT EXPERIENCE		
3,235 cR			645 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
200 MpT	200 MpT	1,435 MpT (860 Km/H)		24	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
33.0 M	12.6 M	13.0 M	201.9 Tonnes	9	24
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 4 Gunners			30 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
150	150	280	200	300	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
65	55	65	55	55	
INFORMATION					
Heavy Plating and Boost (1) Special Rule. Eight Jet propulsion system.					
Baraug'qel Trespasser					
[O] Two Linked Type-25 Heavy Plasma Cannon					
[G] Two Linked Type-25 Heavy Plasma Cannon					
[G] Two Linked Type-25 Heavy Plasma Cannon					
[G] Two Linked Type-25 Heavy Plasma Cannon					
[G] Two Linked Type-25 Heavy Plasma Cannon					
[C] Two Linked Type-25 Heavy Plasma Cannon					

FORERUNNER VEHICLES

Z-1800 Phaeton



COST			DEFEAT EXPERIENCE		
1,370 cR			275 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
100 MpT		100 MpT	300 MpT (180 Km/H)		25
PHYSICAL ATTRIBUTES					CUSTOMIZATION
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
10.3 M	8.4 M	4.5 M	8 Tonne	3	8
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
130	140	120	100	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
40	30	45	45	45	
INFORMATION					
Heavy Plating Special Rule. 2 Jet and 3 Propeller propulsion system.					
SLIPSPACE EVASION BOOST					
The Phaeton can make a Half Action Boost where it quickly thrusts itself through into and out of Slipspace, moving up to 15 Meters in a chosen direction. This leaves the Phaeton impervious to any incoming Damage or Effects during this Half Action until the beginning of the Phaeton Operator's next Turn. The Phaeton cannot make Attack Actions during the Half Action this was used.					
If this Action was used during the Operator's first Half Action, all Characters' First Half Action cannot be used to harm the Phaeton. If used during the Operator's second Half Action, all Character's second Half Action cannot be used to harm the Phaeton.					
The Slipspace Evasion Boost has a 2 Turn Recharge.					
Z-1800 Phaeton					COST
[O] Enforcer Missile Launcher					1,015 cR
[O] Two Linked Rapid Machine Turrets					
Z-1800 Helios Phaeton					COST
[O] Cleansing Beam					1,055 cR
[O] Two Linked Enforcer Missile Launcher					

Hunter-Killer Despair-Class Space Fighter



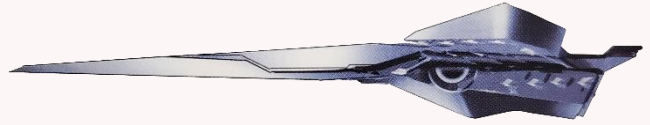
COST				DEFEAT EXPERIENCE	
4,525 cR				905 Exp	
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED	MANEUVER	
300 MpT		200 MpT	1,500 MpT (900 Km/H)	40	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
178.7 M	165.7 M	69.3 M	306,000 Tonnes	68	20
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
2 Operators, 5 Gunners			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
250	450	420	350	450	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
75	65	75	70	65	
INFORMATION					
Heavy Plating Special Rule. Two Jet propulsion system.					
Hunter-Killer					
[G] Six Linked Enforcer Missile Launchers					
[G] Four Linked Cleansing Beams					

Twelfth-Order Escort



COST			DEFEAT EXPERIENCE		
995 cR			200 Exp		
MOBILITY					
ACCELERATE		BRAKE	TOP SPEED		MANEUVER
300 MpT		200 MpT	600 MpT (360 Km/H)		10
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
40.2 M	17.0 M	22.4 M	195 Tonnes	68	20
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			50 Passengers		
BREAKPOINTS					
WEP	MOB	ENG	OP		HULL
100	140	180	125		180
ARMOR					
FRONT	BACK	SIDE	TOP		BOTTOM
40	40	40	40		40
INFORMATION					
Heavy Plating Special Rule. Two Jet propulsion system.					
Escort					
[G] Heavy Energy Projector					

Tempo Fast-Attack Runner



COST		DEFEAT EXPERIENCE			
1,840 cR		370 Exp			
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
500 MpT	500 MpT	2,500 MpT (1,500 Km/H)		75	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
61.2 M	16.0 M	13.8 M	76 Tonnes	15	10
CREW AND COMPLEMENT					
CREW			COMPLEMENT		
1 Operator, 1 Gunner			--		
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
60	140	150	95	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	40	40	45	35	
INFORMATION					
Heavy Plating Special Rule. Two Jet propulsion system.					
Tempo					
[O] Three Linked Enforcer Missile Launchers					
[G] Guardian Beam					

GAME MASTER TOOLS

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 facets 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 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 to make proper delegations. The GM should read as many of the book's rules as they can before running the game.

KNOW THE SETTING

In a roleplaying game based on Halo Mythic, 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 MAIN CHARACTERS

100DOS is designed to make the Players feel like the main characters of the story. The game's Luck System and giving Players more starting Luck than could be possible by even Nemesis Characters is the driving factor behind this.

The Luck System and Outliers exist to give Players the edge to let their Characters survive and to nudge the story and progression in their favor. The GM should work with their Players to assist this as they can.

GOOD FORTUNE MODE

The GM can allow the Players to have Good Fortune, which increases their Luck to 7 and doubles the benefits gained from Burning and Spending Luck. This is to make the Players feel like the protagonists of something like Halo's video game campaigns, where the universe is just a bit more pliable in the hands of the Players.

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.

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.

STYLES OF PLAY: MILITARY

A heavily Military-based story should follow the rules of Engagement of the military the players are in. There are hundreds of options and scenarios that the players choose. There are very nice online resources to help pinpoint what you could do in a setting like this.

STYLES OF PLAY: MERCENARY

Mercenaries can be any race from any location, doing what 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 many lands of the world, and being on bad ground with more people than you can shake a stick at.

STYLES OF PLAY: 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. Starting with nothing and working your way towards the Military can show how difficult the lives were of those stuck in war.

STYLES OF PLAY: 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 world, Exploration offers gameplay to those who don't just want war, but also an experience that they control.

NON-PLAYABLE CHARACTERS

Non-Playable Characters (NPCs) are characters the GM controls. NPCs bring the setting to life and gives Player Characters the ability to interact with. NPCs can play vital roles in stories and the GM should never ignore the viability of an NPC.

CONTROLLING NPCs

A GM must realize that all NPCs should react differently under situations and should be played with their own unique style. The GM must take into mind an NPC's motivations, emotions, and who they are with. The GM should not use NPCs to steal the limelight away from the Player Characters.

REWARDING PLAYERS WITH EXPERIENCE

After a game session or major checkpoint has been reached, the GM should reward the Players with Experience. During the session, the GM should tally up Experience the Players earned through Time, Exploration, Problem Solving, Social Encounters, and Combat.

TIME EXPERIENCE

Time Experience relies on rewarding Players based on the amount of real-world time played. A good rule of thumb is to give Players 25 Experience per half hour played.

EXPLORATION EXPERIENCE

When the Players are exploring and progressing the story, the GM should reward them with Exploration Experience. This may include discovering hidden locations or information, traveling long distances, and reaching important or out-of-reach destinations.

PROBLEM SOLVING

When Players accomplish goals or solve in-game problems that are necessary to complete the Mission, the GM should reward Experience.

REWARDING PROBLEM SOLVING AND EXPLORATION

Rewarding Problem Solving and Exploration Experience begins at 60 Experience and is modified by the Difficulty decided by the GM. Trivial (-60) Difficulty should reward no Experience, while Hellish (+60) should give 120 Experience. You reverse the + and - of the Difficulty Modifiers to find how they alter Non-Combat Experience.

SOCIAL ENCOUNTERS

Successful Social Encounters that help advance the Mission and story should be rewarded with Experience. The Experience payout should be halved compared to what Exploration and Problem Solving offer.

COMBAT EXPERIENCE

Vehicles and Soldier Types defeated in Combat will give Experience listed. Combat Experience will always be divided by the number of Players and allied Characters who actively helped in the Combat. If 500 Experience was earned from the Combat and 5 Characters were involved, everyone will receive 100 Experience. However, if the target did not or could not fight back, the Experience gained is halved.

Vehicles will list the Experience they give to the right of the cR cost of the Vehicle. This is always 20% of the total price of the Vehicle. Soldier Types will give Experience based on their Bestiary Rank (BR), which has 5 separate levels of Difficulty.

WHEN TO ALLOW PLAYERS TO SPEND EXPERIENCE

As the GM, you should make sure Players do not get to spend their Experience unless the Characters have downtime between Missions, or have reached checkpoint chosen by the GM.

REWARDING PLAYERS WITH LUCK

All Player Characters and important NPCs should gain Luck over time through completion of important missions and incredible survival. The GM must use their judgment 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.

REWARDING PLAYERS WITH CR

The GM should always reward Players with cR for completing objectives. cR should be given in amounts based on the difficulty of the overall Mission. The GM should make sure not to give too much cR for multiple objectives done in succession.

If a Mission or set of objectives would take a long time to complete, the GM should give more cR to make up for it. As an example, a Challenging Objective that took two days to complete should give 100 cR. A Challenging Objective that took two weeks to complete should give extra. A GM could even rule it that 10 cR a day is given as a Bonus for the objectives that take a long time.

The GM should not benefit players who purposefully draw out the time it takes to complete Objectives.

MISSION DIFFICULTY	BASE CR GAINED
Simple	50
Routine	75
Challenging	100
Hard	150
Very Difficult	200

MAKE SURE TO USE DIFFICULTY PENALTIES

Many GMs don't understand the importance of using Penalties in a system where Bonuses come from equipment, Characteristics, 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, to make sure characters aren't waltzing around a Battlefield like they're invincible.

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

OPTIONAL GAME RULES

AMMO WEIGHT

Ammo Weight is an **OPTIONAL** rule used by GMs who want to run a more realistic campaign. It's advised to only use Ammo Weight for this purpose, only, as micromanaging ammunition can become increasingly tedious. This list doesn't cover all Ammunition types, so it's best to use it as a guide and use the given weights for similarly sized types of ammunition as well.

AMMUNITION	WEIGHT	AMMUNITION	WEIGHT
.390 Cal	0.02 KG	Argent V Missile	400 KG
5x23mm	0.005 KG	ASGM-4 Missile	150 KG
10mm Auto	0.015 KG	ASGM-10 Missile	250 KG
12.7x40mm	0.02 KG	50x137mm missile	1 KG
9.5x40mm	0.01 KG	M19 102mm Missile	5 KG
7.62x51mm	0.025 KG	Lancet Micro Missile	1 KG
8 Gauge Shell	0.05 KG	Scorpion Missile	674 KG
12 Gauge Shell	0.05 KG	90mm Medusa Missile	500 KG
14.5x114mm	0.23 KG	ANVIL-II ATS Missile	244 KG
12.7x99mm	0.095 KG	ANVIL-IV ASM Missile	257 KG
20x102mm	0.26 KG	65mm Rocket	2.5 KG
30x173mm	0.7 KG	102mm Rocket	23 KG
35x227mm	0.86 KG	178mm Rocket	48.5 KG
40mm Shell	2.1 KG	40x53mm Grenade	0.25 KG
50x419mm	3 KG	35cm HRG	458 KG
70mm Shell	4.7 KG	16x65mm M645	0.035 KG
105mm Shell	18 KG	25x130mm Slug	0.47 KG
110mm Shell	23 KG	5.4mm Gauss Slug	0.12 KG
120mm Shell	24.5 KG	UNSC Battery Cell	1.5 KG
175mm Shell	65 KG	Grindell Battery	1.33 KG
120mm Shell	24.6 KG	90mm Shell	10.7 KG
Narq Dart	0.15 KG	150mm Shell	43.5 KG

WEAPON DAMAGE

At some points, a weapon could become damaged and possibly rendered unusable. Here are examples of what a GM can do if they decide a weapon has been damaged in some way.

BREAKPOINTS	OUTCOME
Human: 200 Covenant: 300 Forerunner: 400	The weapon was scratched and scuffed but does not affect how it loads or fires.
Human: 150 Covenant: 200 Forerunner: 300	The weapon is cracked in some areas and may not fire correctly. The user gains a -15 Penalty To Hit. Weapons gain a +2 to Base Reload Time.
Human: 100 Covenant: 150 Forerunner: 200	The weapon is damaged, and takes longer to reload, doubling the Base Reload Time. To Hit and Aim Actions are at a -20 Penalty.
Human: 50 Covenant: 75 Forerunner: 100	The weapon is damaged and any Natural roll of 60 or above on To Hit will cause the next Attack to be skipped, as if the Attack never happened. Any Natural roll of 90 or above will cause the weapon to jam. Reload to clear the Jam. To Hit and Aim Actions are at a -30 Penalty. The weapon's Base Reload Time is tripled.
0	The weapon is completely useless. A nice trophy, perhaps, but useless.

LARGE SCALE BATTLES AND ROLL SIMPLIFICATION

For large scale tactical combat, an **optional** simplified rolling system can be used to speed up the pace of Combat and reduce the time Turns take to calculate and perform.

MAKING THE ATTACK

In Optional Simplified Combat rules, a single roll to Attack is made by the attacking Character per Half Action worth of Attacks. This Attack gains all Bonuses and Penalties that a normal Attack would. This means that the Warfare Ranged/Melee check is made as per usual.

ADVANCED MELEE OPTIONS

Advanced Melee Options reduce the DOS of the Attack. For example an option which costs +1 Attacks reduce the DOS of the Attack by 1. This must be declared before evasion.

Only one advanced melee option may be taken per attack.

EVADING/PARRYING THE ATTACK

Roll evasion as usual, subtracting the Degrees of Success of the evasion from the Degrees of Success of the attack. If the DOS becomes 0 and the evasion succeeds the attack is evaded, and no damage is dealt.

The next evasion made gains a stacking -10 for every DOS that the attack was reduced by. Abilities and Traits that affect the Penalty given for consecutive evasions affect this Penalty.

RESOLVING DAMAGE

When rolling Damage, the weapon gains extra D10's equal to the number of DOS remaining up to maximum of the weapon's Fire rate. or the character's Melee Rate of Attack. Armor is only figured once against this Damage.

FIRING RATES

FIRING TYPE	EXPLANATION
Auto	Doubles the DOS of the attack if a full action is used to fire the gun. The weapon must be fired without interruption to gain this benefit.
Burst	Burst weapons trade 2 DOS to guarantee Special Damage against their target.
Flintlock	No special benefit.
Pump Action	The character can use their reaction to increase the number of DOS on their attack by 1.
Semi	No special benefit.
Sustained	Attack DOS for Resolving Damage becomes the weapon's Sustained(X) when at least 1 dos is scored.
Strafe (Ordnance)	Attack DOS for Evading/parrying becomes Strafe(X).
Strike (Ordnance)	Attack DOS for Resolving Damage becomes the number of strikes which touch the character at once.

ENERGY SHIELDS

Energy Shields take additional damage from the weapon's rate of fire. For every DOS remaining once damage is resolved Energy Shields take additional damage equal to the weapon's base damage.

If a weapon would add its pierce to the damage dealt to energy shields additional pierce is also added for every DOS remaining once damage is resolved.

WORLD, MISSION, AND EVENT GENERATION TOOLS

SCENARIO, ENVIRONMENT, AND ENCOUNTERS

Move down the list and roll or select the desired results. Some lists lead to other lists, allowing for a more intricate encounter and location. Not everything needs to be rolled on for a randomized scenario. Some outcomes can cover another roll's job.

ENVIRONMENT AND WEATHER

The Environment Type is a specific biome that begins the Encounter and Scenario System. Each Biome has a supplemental Biome that goes into further detail of the surroundings. Each Biome also contains its own Weather. Similar to the Biome Supplements, a GM may decide to select a Weather Supplement, as well.

ROLL	OUTCOME
1	Desert
2	Jungle/Forrest
3-4	Grassland
5	Mountains
6	Coastal
7-8	Wetland
9	Valley
10	Space (Non-planetary)

ROLL	OUTCOME
1-3	Empty Space
4	Asteroids/Meteors
5	Space Stations
6	Spaceship
7	Defense Station
8	Mobile Fleet Platform
9	Cosmic Dust Clouds
10	Derelict Satellites or Ship Cemeteries
EVENT	
1-6	Clear
7	Radiation Storm
8	Micrometeoroid Shower
9	Cosmic Wind
10	Geomagnetic Storm

WEATHER SUPPLEMENTS

Weather Supplements offer an expanded set of options for previously rolled Weather Outcomes. These Supplements can be used for more in-depth weather options for your game. These can be rerolled while time passes to signify the change in weather.

When the GM feels like it is appropriate, they can decide to have storms and inclement weather to die down to a stop.

ROLL	OUTCOME
1	Sleet: Hardened snow and rain mix, slowly builds up and makes things difficult to maneuver. -5 Penalty to movements.
2	Freezing Rain: Everything is slowly, or already, encased in ice. -10 Penalty to movements.
3	Heavy Snowfall: Extreme conditions make for near-blinding snow. Up to a meter of snow is possible, if not more. Movement Speed is halved.
4	Ice Storm: Similar to Freezing Rain, but at a dangerous level. -10 Penalty to movements and halved Movement Speed.
5	Blowing Snow: Tracks are impossible to follow and everyone has a -30 Penalty to Perception.

ROLL	OUTCOME
1	Rain Change: Over time, Rain becomes Heavy Rain, or Heavy Rain calms down to Rain.
2	Hail: Chunks of ice begin to rain down, causing discomfort, and sometimes damage to glass and any weaker material.
3	Light Flooding: If it is not already flooding, puddles begin to expand over time.
4	Calming: Rain calms to a simple shower.
5	Constant: The rain does not stop for 4D10 days.

ENVIRONMENT							
Roll	Desert	Jungle/Forrest	Grassland	Mountains	Coastal	Wetland	Valley
1	Tundra	Rain Forest	Savanna	Volcanic	Beach	Marsh	Gulch
2	Hot and Dry	Tropical Jungle	Tropical Grassland	Rock	Estuary	Wet Meadow	Mountain Cove
3	Chaparral	Scrub Forest	Mountain Grassland	Dome	Cliffside	Swamp	Ravine
4	Coastal	Deciduous Forest	Prairie Grassland	Plateau	Dune	Bog	River Valley
5	Mesa	Coniferous Forest	Rolling Hills	Folded	Mud	Playa Lakes	Hanging Valley

WEATHER							
Roll	Desert	Jungle/Forrest	Grassland	Mountains	Coastal	Wetland	Valley
1-5	Clear	Clear	Clear	Clear	Clear	Clear	Clear
6	Sandstorm (Not Tundra and Chaparral)	Rain	Rain	Rain	Rain	Rain	Rain
7	Rain	Heavy Rain	Heavy Rain	Heavy Rain	Heavy Rain	Heavy Rain	Heavy Rain
8	Heavy Rain	Flooding	Flooding	Mudslide/Avalanche	Flooding	Flooding	Mudslide/Avalanche
9	Snowfall (Tundra)	Monsoon (Rain Forest)	Snowfall	Snowfall	Snowfall	Snowfall	Snowfall
10	Blizzard (Tundra)	Snowfall (Coniferous and Deciduous Only)	Blizzard	Blizzard	Monsoon/Typhoon	Blizzard	Blizzard

LIGHTING AND TIME OF DAY

Lighting and the Time of Day can both affect how players deal with visibility. These are best for if a GM is unsure of what time to base their game in.

TIME OF DAY

ROLL	OUTCOME
1	Twilight-Dawn
2	Sunrise
3-4	Morning
5	Noon
6	Evening
7	Sunset
8	Twilight-Dusk
9-10	Night

LIGHTING MODIFIERS

ROLL	OUTCOME
1	Normal Visibility
2	Blowing Dust and Debris
3	Fog
4	Lighting Storm (Flashing lights)
5	New Moon (High levels of Darkness)

STRUCTURES

Structures are various locations that can be found near or within the biome selected. There are two types of Structure Charts that can be rolled on: Mass Structures and Point of Interest Structures.

Mass Structures are locations like cities, installations, and factories. These Structures are usually found in larger numbers.

Point of Interest Structures are single Structures that are the point of interest for the mission or an event.

MASS STRUCTURES

ROLL	OUTCOME
1-5	Natural (None)
6-10	Farmland
11-15	Hamlet
16-20	Village
21-25	Town
26-30	City
31-35	Metropolis
36-40	Digsite
41-45	Forerunner Installation
46-50	UNSC Military Installation
51-55	Covenant Military Installation
56-60	Insurrectionist Military Installation
61-65	Industrial Complex
66-70	Banished Installation
71-75	Created Installation
76-80	Warehouses
81-85	National Park
86-90	Orbital Defense Platform
91-95	Asteroid Station
96-100	Megastructure (Location is one large building)

POINT OF INTEREST STRUCTURES

ROLL	OUTCOME
1-2	Cave System
3-4	Military Base
5-6	Dam or Levee
7-8	Sparse Civilian housing
9-10	Bunker
11-12	Tunnel System
13-14	Farms
15-16	Abandoned Vehicle
17-18	Battleground
19-20	Residential Area
21-22	Mine
23-24	Skyscraper
25-26	Frigate or other large Ships, Space or Sea
27-28	Hospital, Field or Civilian
29-30	Power Plant
31-32	Airstrip or Airport
33-34	Church or Community Location
35-36	Sports Stadium
37-38	University or College
39-40	Space Elevator Platform or Supply Elevator
41-42	Shipwreck, Space or Sea
43-44	Port, Space or Sea
45-46	Communications Outpost
47-48	Research Facility
49-50	Launch Facility
51-52	Government Facility/Building
53-54	Weapons Depot
55-56	Server Farm
57-58	Barracks
59-60	Oil or gas rig
61-62	Transportation Hub
63-64	Forerunner Installation
65-66	Radio or Television Station
67-68	Prison
69-70	Cybersecurity Facility
71-72	Satellite Ground Station
73-74	Manufacturing Facility
75-76	Radar or Observatory Station
77-78	Mass Driver Station
79-80	Landfill
81-82	Seismic Monitoring Station
83-84	Orbital Defense Generator Facility
85-86	Pirate or Smugglers Cove
87-88	Prefabricated Memory Plastic Cubicle
89-90	Mobile Generator Facility
91-92	Expeditionary Firebase or Minibase
93-94	Watchtower
95-96	Landing Pad, Supply Pad, or Landing Site
97-98	Museum
99-100	Vehicle Depot

LOCATION MODIFIERS

ROLL	OUTCOME
1	Normal Location, Civilian Presence
2	Normal Location, Evacuated
3	Location was used as a battlefield
4	Location is heavily damaged
5	Location Glassed or completely destroyed

MISSIONS

There are 10 types of Missions that are used in standard Military and Guerilla Practices. The missions can be rolled on like anything else in the Encounter and Scenario System but can obviously be chosen based on a previous or decided scenario.

Attack and Defense are the two main Mission Types, as they're based on taking, controlling, or defending land.

Every Mission Type has a Supplement. These supplements are the different types of Missions and tactics that can be used.

MISSION TYPES

ROLL	MISSION OUTCOME
1	Attack
2	Defense
3	Patrol
4	Pursuit
5	Escort
6	Recon/Intel
7	Construction
8	Survival
9	Raid
10	Retrieval

ATTACK MISSIONS

ROLL	ATTACK OUTCOME
1	Attrition: Wear down the enemy to the point of collapse through loss of personnel and material.
2	Annihilation: The goal is to destroy all enemy military in a planned battle.
3	Investment Siege: Cut off supplies, material, or communications by force.
4	Decapitation: Achieve strategic paralysis by targeting the political leadership of the opponent.
5	Exhaustion: Erode the opponents' will and moral to damage overall effectiveness.
6	Interior Lines: Placing forces between enemy lines, allowing for outer forces to push through more easily.
7	Overwhelming Siege: A constant attack on a single target, unrelenting.
8	Shock and Awe: Attempt to prove overwhelming force against opponent by sending more than is needed against single target.
9	Coercion: Attack to fool opponent into acting a desired way by attacking political and economic centers.
10	Penetration: An attack that charges past enemy lines as to get as deep into enemy territory as possible.

DEFENSE MISSIONS

ROLL	DEFENSE OUTCOME
1	Boxing Maneuver: Box in an invading force to counterattack from as many sides as possible.
2	Choke Point: Use of a strategic chokehold to concentrate opponents into a confined area.
3	Depth Defense: Strategically delay an opposing force to help another force prepare for a proper assault.
4	Fortification: A structure built or taken to give physical protection against an invading opponent.
5	Fabian: Wearing down an enemy through powerful bolstering defense, instead of through Attacking.
6	Military District: Heavy fortified defense structures used as powerful last-defense measures.
7	Scorched Earth: Destroying anything that might be useful to an attacking force, while slowly falling back.

ROLL	DEFENSE OUTCOME
8	Turtling: Continuous military reinforcement until a defense reaches full strength, which eventually allows for a powerful counterattack.
9	Withdrawal: A retreat of forces while maintaining combat with the enemy.
10	Protection: Defense of a key individual or group, such as political or economic keys. Also covers Evacuations.

PATROL MISSIONS

ROLL	PATROL OUTCOME
1	Combat Patrol: A group with sufficient size and power to ambush an enemy across a specific pathway.
2	Clearing Patrol: A brief Patrol around newly occupied Defensive Positions, ensuring that the area is secure.
3	Standing Patrol: Standing Patrols are small static patrols intended to provide early warning, security, or guard to chosen groups.
4	Reconnaissance Patrol: A mobile Patrol whose main mission is to gather information along a specific pathway.
5	Screening Patrol: This type of Patrol is used to observe urban locations in search of possible threats.

PURSUIT MISSIONS

ROLL	PURSUIT OUTCOME
1	Individual Assassination: A group given an objective to pursue a key individual.
2	Backup Pursuit: Groups intended to pursue friendly Patrols in times of combat for fast backup.
3	Overrun: Forces given task to overpower an enemy force and move on to the next.
4	Constriction: Force an opposing force into a confined area for termination.
5	Wedge: Pursuing an enemy, tricking them into wondering between two allied forces.

ESCORT MISSIONS

ROLL	ESCORT OUTCOME
1	Convoy: Armored groups of vehicles escorting key individuals, groups, or equipment.
2	Anti-Ambush: Prepared Forces sent to ensure a known ambush is stopped.
3	Scout: A section of an Escorting Force scouts ahead to warn the Escort Team of danger.
4	Overseer: Use of force to guide units or equipment. Guiding is done by the Force, attempting to take the safest course.
5	Air Superiority: Air units escorting forces from afar, usually staying out of opponent range until needed.

ROLL	RECON/INTEL OUTCOME
1	Area: Terrain-oriented mission to find vantage points or possible routes.
2	Civil: Gathering broad information about specific population or race based on social and militaristic operations.
3	Route: Informants keep watch of specific routes and locations, such as bridges, landing and pickup zones, and roadways.
4	Zone: Scouts obtain detailed information of land, orientating within large areas such as urban districts or military bases.
5	Force: A recon team is sent to scout, but not confront, opponent military forces.

CONSTRUCTION MISSIONS

ROLL	CONSTRUCTION OUTCOME
1	Enemy Lines: Small force designed to sneak behind enemy lines and implant small military bases.
2	Defense Bolster: A team assigned to break through attacking forces to improve fortifications.
3	Advancement: Forces assigned to build or ready bridges, roadways, and other structures for the arrival of larger forces.
4	Reform: A team given assignment to alter the use of a structure to something more useful to the Military.
5	Artillery: A team is assigned to flank or bypass enemy forces to build and maintain locations for artillery and long-range platforms.

SURVIVAL MISSIONS

ROLL	SURVIVAL OUTCOME
1	Overwhelmed: Overwhelmed in a firefight, forces must retreat while fighting only to survive.
2	Incoming Forces: Larger incoming enemy forces are arriving, leaving allied forces preparation of retreat to survive.
3	Key Figure: A team must allow a key figure to survive harsh situations, no matter what the cost.
4	Mission Critical: Mission objective so important that allied forces must do anything in their power to assure the completion of the mission.
5	Guerilla Onslaught: Smaller forces attacking larger forces in hopes of weakening them before the arrival of allied backup.

RAID MISSIONS

ROLL	RAID OUTCOME
1	Bombardment: The forces must counterattack an enemy bombardment or form a bombardment of their own.
2	Landed: Paratroopers and Shocktroopers assault ground forces from behind enemy lines, before returning to ally controlled land.
3	Hostile Structure: A specific structure is targeted to be cleared or destroyed in as little time as possible.
4	Raiding Party: Forces are given task to catch enemy forces off guard for devastating assaults.
5	Equipment Raid: Forces are given charge to find and destroy enemy equipment as fast as possible, before retreating.

RETRIEVAL MISSIONS

ROLL	RETRIEVAL OUTCOME
1	Artifact: Forces are given task to retrieve an artifact from enemy forces, or before an enemy force is able to retrieve it first.
2	Hostage: Infantry must quickly mobilize, infiltrate, and neutralize any threats to rescue high-profile targets.
3	Equipment: Operations based on the retrieval of lost or desired equipment from raiding parties and enemy forces.
4	High Profile: A desired high-profile target, such as an enemy political figure, are selected for capture.
5	Fortification Retrieval: Military forces tasked with the recapture of fortifications or defensive structures.

THE ENCOUNTER SYSTEM

This section gives the GM Encounters and Scenarios to use mid-mission. These Modifiers can be rolled on multiple times in different situations, allowing for a mix-up in events for any Party.

ENCOUNTER AND MISSION MODIFIERS

ROLL	OUTCOME
1-2	Traps have been set for the players
3-4	Players come across traps set for someone else
5-6	Forerunner structure surfaces
7-8	Traveling enemy patrol arrives
9-10	Dangerous weather forms
11-12	Massive EMP device detonated
13-14	Fake distress call received
15-16	New distress call received
17-18	Location of interest is victim to large detonation
19-20	Target has fled to a new location
21-22	Civilian evacuation ordered
23-24	Encounter dead enemy force
25-26	New item of interest found
27-28	Nuclear Device Detonation in the far distance
29-30	Enemy ambush, or enemy prepared for players
31-32	Allied reinforcements
33-34	Allied military survivors found without weapons
35-36	Unconscious enemy forces found
37-38	Heavily wounded enemy forces found
39-40	Earthquake or other natural disaster
41-42	Nearby Artillery fire without warning
43-44	Alert of Artillery fire at player location soon
45-46	Nearby Orbital Bombardment without warning
47-48	Alert of Orbital Bombardment at player location soon
49-50	Enemy accidental friendly fire incident
51-52	Large Fires break out
53-54	Raiding party from enemy faction arrives
55-56	Nearby Orbital Glassing
57-58	Shipwrecks nearby
59-60	Key ally betrays faction
61-62	Second opponent joins the battle
63-64	Allied accidental Friendly Fire incident
65-66	Two opposing forces begin fighting nearby
67-68	Forerunner Structure found
69-70	Opposing dropship jumps in nearby
71-72	Important new mission (At key point)
73-74	Enemy reinforcements
75-76	Jammed Communications
77-78	Enemy traitor joins your side
79-80	Falsified Intel received
81-82	Improved Intel received
83-84	Vehicle Depot found
85-86	Players' map is incorrect about current location
87-88	Weapons Locker found
89-90	Undetonated explosives found
91-92	Trained animals sent after players
93-94	Wild animals attack players
95-96	Prisoners Found
97-98	Volcanic Eruption
99-100	Radiation hot zone found

OPPONENT ENCOUNTERS

Now that you've world built and created your scenario, you can also have Encounters, which are random, or chosen, possibilities to slightly alter what happens within the battles or adventures.

This Opponent System not only can help you decide who your Party encounters during their Mission. You can also decide the type and size of the opposing encounter.

ENCOUNTER OPPONENT TYPE

ROLL	OUTCOME
1-21	Covenant Forces
22-42	UNSC Forces
43-63	Insurrectionist Forces
64-80	Banished Forces
81-90	Forerunner Sentinels
91-99	Created Forces
100	Flood Infestation

MILITARY FORCE ENCOUNTER TYPE

ROLL	OUTCOME
1	Patrol
2	Recon Team stalking party
3	Strike Force
4	Heavy Weapons Force
5	Vehicle Convoy
6	Sniper Team
7	Special Forces Team
8	Shock Troops
9	Sabotage and Demolitions
10	Commando Forces

FORCE ENCOUNTER SIZE

ROLL	OUTCOME
1-60	Fireteam (3-4 Individuals)
61-85	Squad (8-15 Individuals)
86-95	Platoon (15-30 Individuals)
96-99	Company (80-150 Individuals)
100	Battalion (300 – 800 Individuals)

BUILDING A PLANET

There are thousands of habitable planets in Halo, many of which have not even been discovered, yet. This allows GMs to make those planets discoverable, or at least generate ones with unknown structure. This allows a GM to find the amount of water a planet has, compared to land, the number of continents on the planet, and so on.

PLANETARY SIZE

This shows the size of the Planet's Diameter in Kilometers. Earth is roughly 12,700 KM, to give GMs a good understanding of size. Rolling on this Chart doesn't give you an exact number, but a rough estimation or rounding to the nearest number.

PLANETARY SIZE

ROLL	OUTCOME
1	3,000
2	6,000
3	8,000
4	10,000
5	12,700
6	14,000
7	15,000
8	17,000
9	18,000
10	20,000

GRAVITATIONAL PULL

This shows the size of the Planet's Gravitational Pull, where 1 is Earth's Gravity. Anything above is a stronger Gravity, which can alter Falling Damage to be even deadlier, whereas anything lower than 1 will be safer, but a weaker pull.

This Gravitational Pull also multiplies or divides the time it takes to escape a Planet's atmosphere. Planets meant to sustain life should not be under half or surpass 3x Earth's Gravitational Pull.

GRAVITATIONAL PULL

ROLL	OUTCOME
1-10	.25x (1/4 th)
11-20	.5x (1/2)
21-50	1x (Earth)
51-60	2x
61-70	3x
71-80	4x
81-90	5x
91-100	6x

PLANET ATMOSPHERE

The following is a series of possible planetary atmosphere compositions that can change how breathable the air is. Each composition has an explanation of what can happen when attempting to breathe it.

PLANETARY ATMOSPHERE

ROLL	OUTCOME
1	Oxygen and Nitrogen-based Atmosphere. Earth-like. Grunts cannot breathe this.
2	Methane-based. Only Grunts can properly breathe this without dying.
3	No Atmosphere. This planet has no usable atmosphere.
4	Higher Oxygen Atmosphere. Similar to Earth-Like atmospheres, but fires and explosives are much deadlier. Fires travel twice as fast, and explosions and fire deal twice as much Base Damage.
5	Carbon Dioxide or any other Atmosphere not covered in the chart. Very poisonous to all playable lifeforms in Halo, including most animals, unless specified otherwise.

PLANETARY DAY LENGTH

This determines the length of the average day of the planet. This is used in Earth's hours, as to make it easier for everyone playing. Instead of directly rolling for a set length, you roll for just how long the day could possibly be. This allows for a more expansive set of lengths.

PLANETARY DAY LENGTH

ROLL	OUTCOME
1-7	1D5+5 Hours
8-16	1D5+10 Hours
17-25	1D10+10 Hours
26-40	2D10+10 Hours
41-50	3D10+15 Hours
51-60	4D10+20 Hours
61-70	5D10+25 Hours
71-80	6D10+30 Hours
81-90	7D10+35 Hours
91-100	10D10+50 Hours

PLANETARY YEAR LENGTH

The Planet must have a length of time which it takes to make a full rotation around its sun(s).

PLANETARY YEAR LENGTH

ROLL	OUTCOME
1-7	1D100+50 Days
8-16	1D100+75 Days
17-25	2D100+50 Days
26-40	2D100+75 Days
41-50	3D100+50 Days
51-60	3D100+75 Days
61-70	4D100+50 Days
71-80	4D100+75 Days
81-90	5D100+50 Days
91-100	5D100+75 Days

SURFACE WATER TO LAND RATIO

ROLL	OUTCOME
1	35% Water, 65% Land
2	40% Water, 60% Land
3	45% Water, 55% Land
4	50% Water, 50% Land
5	55% Water, 45% Land
6	60% Water, 40 % Land
7	65% Water, 35% Land
8	70% Water, 30% Land
9	75% Water, 25% Land
10	80% Water, 20% Land

NUMBER OF CONTINENTS ON PLANET

ROLL	OUTCOME
1D10+3	The number of major continents of the planet.
1D10	The number of Biomes on each Continent.

COLONIZATION LEVEL

A Planet is able to hold a Colonization Level if it has a breathable Atmosphere. If the Planet does not have a Breathable Atmosphere, it will only be able to have a Large or Small Outpost.

Each Colonization Level shows the average population in the parenthesis.

COLONIZATION

ROLL	OUTCOME
1	Small Outpost (10-100)
2	Large Outpost (100-1,000)
3	Small Settlement (1,000-10,000)
4	Large Settlement (10,000-100,000)
5	Several Settlements (100,000-500,000)
6	Cities (500,000-2,000,000)
7	Metropolises (2,000,000-3,000,000)
8	Conurbation (3,000,000-10,000,000)
9	Megalopolis (10,000,000-100,000,000)
10	Ecumenopolis (100,000,000-1,000,000,000)

NPC GENERATION

Now that you have all your Generation done for your world building, now you can build your NPCs with ease. This allows a GM to quick-build NPCs based on attitude, complexion, and even current mood.

Depending on setting and location, rolling for Race is obviously not required.

The NPC Generation System can also be used for creating Player Characters.

RACE

ROLL	OUTCOME
1	Human
2	Sangheili
3	Jiralhanae
4	Unggoy
5	Kig-Yar
6	Mgalekgolo
7	San'Shyuum
8	Yanme'e
9	Huragok
10	Human AI

HUMAN COMPLEXION

ROLL	OUTCOME
1-15	Pale, Light
16-36	White, Fair
37-69	Light Brown
70-85	Olive, Moderate Brown
86-90	Brown, Dark Brown
91-100	Dark Brown, Black

KIG-YAR SUBSPECIES

ROLL	OUTCOME
1-4	Ruutian
5-7	Ibie'Shan
8-10	T'vaoan

RUUTIAN COMPLEXION

ROLL	OUTCOME
1	Light Tan
2	Tan
3	Dark Tan
4	Brown
5	Dark Brown

T'VOAN COMPLEXION

ROLL	OUTCOME
1	Light Gray
2	Dark Gray
3	Black
4	Light Brown
5	Dark Brown

IBIE'SHAN COMPLEXION

ROLL	OUTCOME
1	Light Tan
2	Tan
3	Beige
4	Brown
5	Dark Brown

SANGHEILI COMPLEXION

ROLL	OUTCOME
1	Light Gray
2	Dark Gray
3	Black
4	Light Brown
5	Brown

JIRALHANA COMPLEXION

ROLL	OUTCOME
1	White
2	Light Gray
3	Dark Gray
4	Brown
5	Black

JIRALHANA FUR AND HAIR COLOR

ROLL	OUTCOME
1	Black
2	Brown
3	White
4	Light Gray
5	Dark Gray

YANME'E COMPLEXION

ROLL	OUTCOME
1	Gold
2	Red
3	Brown
4	Tan
5	Gray
6	Black
7	Green
8	Blue
9	Purple
10	White

HURAGOK COMPLEXION

ROLL	OUTCOME
1	Blue
2	Pink
3	Purple
4	Red
5	Lavender

SAN'SHYUUM COMPLEXION

ROLL	OUTCOME
1-15	Pale
16-36	Light Tan
37-69	Beige
70-85	Dark Tan
86-90	Brown
91-100	Dark Brown

MGALEKGOLO COMPLEXION

ROLL	OUTCOME
1-6	Orange
7-9	Red
10	Purple

RACE HEIGHTS

The following represents the following heights of all Races Playable Races. This has a series of Heights from short to Tall. The GM may decide how short or tall they are by a simple 1D10 roll. Higher outcomes mean taller, 10 means tallest, 1 means shortest.

HEIGHT

RACE	HEIGHT
Human	140 centimeters (4'7 ft.) – 195 centimeters (6'4 ft.)
Sangheili	223 centimeters (7'4 ft.) – 259 centimeters (8'6 ft.)
Jiralhanae	259 centimeters (8'6 ft.) – 280 centimeters (9'2 ft.)
Unggoy	138 centimeters (4'7 ft.) – 167 centimeters (5'6 ft.)
Kig-Yar	190 centimeters (6'3 ft.) – 203 centimeters (6'8 ft.)
Mgalekgolo	369 centimeters (12'1 ft.) – 373 centimeters (12'3 ft.)
San'Shyuum	190 centimeters (6'3 ft.) – 203 centimeters (6'8 ft.)
Yanme'e	178 centimeters (5'10 ft.) – 206 centimeters (6'9 ft.)
Huragok	270 centimeters (9 ft.)

RACE WEIGHTS

The following represents the following weights of all Races Playable Races. This has a series of Weights from light to heavy. The GM may decide how heavy they are by a simple 1D10 roll. Higher outcomes mean heavier, 10 means heaviest, 1 means lightest.

WEIGHT

RACE	WEIGHT
Human	45 kilograms (100 lb.) – 117 kilograms (260 lb.)
Sangheili	139 kilograms (310 lb.) – 178 kilograms (390 lb.)
Jiralhanae	500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)
Unggoy	113 kilograms (248 lb.) – 118 kilograms (260 lb.)
Kig-Yar	88 kilograms (190 lb.) – 93 kilograms (210 lb.)
Mgalekgolo	4,800 kilograms (10,500 lb.)
San'Shyuum	88 kilograms (190 lb.) – 93 kilograms (210 lb.)
Yanme'e	77 kilograms (170 lb.) – 109 kilograms (240 lb.)
Huragok	57 kilograms (130 lb.)

AFFILIATION

ROLL	OUTCOME
1	UNSC
2	Insurrectionist
3	Covenant
4	Banished
5	Neutral

COVENANT FACTIONS

ROLL	OUTCOME
1-2	Covenant Empire
3	Sword of Sanghelios
4	Covenant Remnant
5	Banished

NPC CURRENT MOOD CHART

ROLL	OUTCOME
1-4	Afraid
5-8	Angry
9-12	Annoyed
13-16	Appreciation
17-20	Bored
21-24	Confident
25-28	Contempt
29-32	Curious
33-36	Depressed
37-40	Disappointed
41-44	Disgusted
45-48	Embarrassed
49-52	Excited
53-56	Frustrated
57-60	Happy
61-64	Interested
65-68	Jealous
69-72	Panicked
73-76	Sad
77-80	Shame
81-84	Shy
85-88	Stressed
89-92	Surprised
93-96	Upset
97-100	Worried

NPC CURRENT BEHAVIOUR

ROLL	OUTCOME
1-2	Active: Always busy with something.
3-4	Aggressive: Verbally or physically threatening.
5-6	Ambitious: Strongly wants to succeed.
7-8	Argumentative: Often arguing with people.
9-10	Assertive: Being outgoing and confident.
11-12	Bossy: Always telling people what to do.
13-14	Careless: Not being careful; rushing into things.
15-16	Caring: Desire to help people.
17-18	Cautious: Being very careful.
19-20	Charming: Pleasant, delightful.
21-22	Conceited: Arrogant, Thinks they are better than.
23-24	Conscientious: Taking time to do things right
25-26	Considerate: Thinking of others.
27-28	Creative: Someone who can make up things easily.
29-30	Curious: Always wanting to know things.
31-32	Deceitful: Doing anything to get what they want.
33-34	Docile: Submissive, does what they are told.
35-36	Domineering: Constantly trying to control others.
37-38	Enthusiastic: Has strong feelings; ardent.
39-40	Excitable: Gets excited easily.
41-42	Extroverted: Very outgoing; confident.
43-44	Faithful: Being loyal.
45-46	Funny: Causing people to laugh.
47-48	Impulsive: Saying or doing things without thinking first.
49-50	Inconsiderate: Not caring about others or their feelings.
51-52	Introverted: Keeps to themselves.
53-54	Inventive: Thinks of new ideas.
55-56	Irritating: Bothering people.
57-58	Kind: Thoughtful, caring.
59-60	Lazy: No desire to do things.
61-62	Manic: Acting just a little crazy.
63-64	Manipulative: Always trying to influence other people.
65-66	Moody: Being unpredictable; changing moods often.
67-68	Nervous: Very uncomfortable.
69-70	Passive: Does not argue; does as they are told.
71-72	Perfectionist: Wants everything to be done perfectly.
73-74	Pleasant: Calming to be around. Good attitude.
75-76	Polite: Exhibiting good manners.
77-78	Pragmatic Always sees the practical side of things.
79-80	Reserved: Keeps thoughts and feelings to himself.
81-82	Rude: Treating people badly; breaking social rules.
83-84	Serious: No-nonsense kind of behavior.
85-86	Shy: Quiet and reserved; lacking in confidence.
87-88	Sincere: Being genuine with your emotions.
89-90	Spiteful: Seeking revenge.
91-92	Thoughtful: Thinking things over.
93-94	Thoughtless: Not thinking of the effects of your actions.
95-96	Trustworthy: Simply worthy of someone's trust.
97-98	Volatile: Changing moods very quickly.
99-100	Zealous: Never changing their ways, no matter what.

NPC BESTIARY

INTRODUCTION

The Bestiary is a tool for the GM to use that offers many different pre-built NPCs for use as allies and enemies alike. Each Bestiary entry contains a Soldier Type, Bestiary Levels, and Bestiary Packages for the GM to choose from.

BESTIARY LEVEL

The Bestiary Level is the difficulty in which it would be to defeat the Character. The higher the Bestiary Level, the more Abilities, Skills, and Educations they have, on top of higher Characteristics. The Bestiary Level ranges from Easy to Nemesis, where Easy are baseline mooks and cannon fodder, and Nemesis are special bosses and end-game Characters for Players to spar against.

NPC EQUIPMENT PACKS

NPCs are given Equipment Packs the same as Player Characters. These Equipment Packs will give the NPC their base weapons, armor, and equipment to use. The GM may forgo Equipment Packs for simplified equipment that is easier to track, such as a single weapon, a set of armor, and maybe grenades. The GM may also choose to give NPCs unique equipment, as well.

NPC TRAINING

NPCs should be considered to have the Weapon and Faction Training needed for their weapons. This allows the GM to quickly make or use NPCs without the need of tracking more statistics.

SPECIALIZATION KITS (P. 312)

The Specialization Kit is a kit the GM may decide to use but is not mandatory. These Specialization Kits are like the ones from Character Creation but offer more Bonuses depending on Bestiary Level. Nemesis NPCs do not take from the Specialization Kits, as they should be made in the same regard as Player Characters. These Kits will increase the amount of XP the NPC is worth. When figuring out an NPC's Experience payout, the Specialization Kits are added in after the difficulty multiplier.

BESTIARY LEVEL	EXPERIENCE ADDITION
Normal	+25 Experience
Heroic	+50 Experience
Legendary	+100 Experience

WEAPON AND EQUIPMENT TRAINING

All non-Civilian NPCs begin with their respective Weapon Training.

NPC EQUIPMENT

Some pieces of Equipment may seem missing from the Equipment sets of NPCs. This is because the GM should not have to worry about whether an NPC is carrying a device or not, or how they are carrying it. It is a simplified process to help the GM through combat.

NPC LUCK

Luck should be relegated to harder enemies, though a GM may allow any NPC they use to make use of Luck. The values in the Bestiary are only a suggested amount to give the NPC and a GM should always realize that Luck is a powerful tool and that not every enemy should have it. The GM should also realize that Burning luck is even more powerful of an asset that should be left for Nemesis NPCs.

THE NEMESIS

A Nemesis is an NPC that is considered one of the main antagonists of the Players. This is the Character who is considered the main boss, or at least strong enough to hold their own against the Player. Many times, the GM must create the Nemesis as more of their own Player Character, giving them a much higher amount of Experience to work with, purchasing more Skills and Abilities, and further buying more Characteristic Advancements.

BUILDING YOUR NEMESIS

The Nemesis is much stronger than any standard enemy on the battlefield, including Legendary-difficulty opponents. Nemesis may be used as powerful fodder or even an opponent that could easily challenge the Players at any turn. The GM may decide how to use their Nemesis.

It's advised that a good Nemesis should be at a higher Experience level than the Party, meaning that if the Players are at Tier 5, the Nemesis should be around Tier 6, as an example. The main Nemesis against the party should be treated like a final boss of a mission or a series of missions.

The GM may decide not to use a custom Nemesis, and instead, use one of the many pre-made Nemesis NPCs. These pre-made Nemesis options are much weaker than the standard boss Nemesis but are still a greater challenge against the Party.

NEMESIS ABILITIES(P. 311)

Nemesis Abilities are special Abilities that give the Nemesis an advantage against the Party through either Combat or Story Narrative. Many are treated as backstories to the Nemesis, which can be the reasoning behind the NPC's success at becoming a Nemesis. A Nemesis should have no more than 3 Nemesis Abilities.

These Abilities are a constant effect that works like a normal Ability but are only given to NPCs. Player Characters should not be allowed to choose from Nemesis Abilities.

INCREASING THE USEFULNESS OF A NEMESIS

In a system that can be as fatal as 100DOS, a Nemesis may not be powerful enough with the original tools they were given at NPC creation.

The GM should give the Nemesis more utilities to work with. Underlings to boss around and protect them. Vehicles for them to stay safely inside until the time they should confront the Players.

The stronger the Party, like a party of Spartans or a group of Tier 6 Marines, the more utilities the Nemesis should have access to. A team of Spartans can easily circumvent many obstacles, so the GM should always be ready.

PLAYING A NEMESIS

Any Nemesis NPCs that are treated as serious threats to the Players should be able to gain Experience like any other Player could. A Nemesis should be able to learn and purchase Skills, Abilities, and Educations. The Nemesis may also make two purchases of the Characteristic Advancements.

The Nemesis NPC should also be given access to Support Points, Luck, and any other system a Player may take advantage of. The Nemesis is supposed to be a tier of Opponent that is a challenge.

BESTIARY EXPERIENCE PAYOUT

Players gain Experience when killing or dispatching of NPCs. All NPCs have an Experience Payout listed based on their Bestiary Level. The Experience payout is also divided up amongst all Characters involved that took part in the Combat. This means that if there are 5 players and the Experience Payout was 1,000 Experience, each player receives only 200 total Experience.

If a GM wants to figure out the Experience Payout of a creation they made or of a nonstandard NPC that does not follow the basic Bestiary layout, there is a simple math equation to follow. The GM must take the total amount of Experience the NPC was made from and divide it by 15. That becomes the NPC's Experience Payout.

NEMESIS EXPERIENCE PAYOUT

Nemesis NPCs that are available within the Bestiary are more difficult versions of the standard Bestiary NPCs. The Experience Payout should be the same as listed.

For special Nemesis NPCs made by the GM, the Nemesis should be worth 1/10th of the Experience used to make the Character. For each Nemesis Ability given to a Nemesis, they should be worth 100 more Experience.

NEMESIS ABILITIES

ABILITY	EFFECT
Atrocious	After any point the Players witness horrific acts of the Nemesis, whether it be first-hand or from a third party source, each Player must make a Fear Test against the Nemesis when first meeting them in person. The Nemesis must have committed great acts of war crimes and other heinous actions to take this Nemesis Ability.
Blood	The Nemesis is a relative of, or in some way, important or related to a Party Member. Use sparingly.
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. Any other time the Nemesis makes a Charisma Test, it is at a +10 Bonus.
Calculating	The Nemesis is one step ahead of the Players. This gives the Nemesis one +10 Bonus to give to a chosen Opposed Test against each Player. Once this Bonus is used against a Player, the Bonus is lost and can no longer be taken against that Player.
Caring	Having great care of their underlings, the Nemesis gains Bonuses To Hit when they view their underlings harmed. When the Nemesis views their Underlings get harmed, the next Round the Nemesis gains a +10 To Hit against the Player who harmed the Underling.
Fanatical	The Nemesis is obsessed with a specific outcome chosen by the GM. Any Tests made to assure this outcome happens is at a +10 Bonus. Any actions dealing with anything else while the Nemesis has the possibility of assuring said outcome is at a -10 Penalty.
Gray	The Nemesis' actions are not one of pure good or evil, but a middle ground of opposing views. The Nemesis takes no Penalties or Bonuses when dealing with NPC Disposition.
Indisputable	The Nemesis is in control over their underlings, whether they be guards or even Military personnel. The Nemesis has high standings with anyone under them and can even be viewed as a hero or outstanding public figure. This gives the Nemesis a +30 to any Social Actions and Skills when dealing with those who view highly of them. The Players or any other Character making a Social Skill or Action against someone who views highly of the Nemesis gains a -20 Penalty to these Tests.
Kind-Hearted	The Nemesis is more understandable and caring. This gives the Players a +10 Bonus to Negotiations against the Nemesis, while the Nemesis gains a +10 Bonus to all Charisma and Leadership Tests.
Lucky Escape	The Nemesis gains one extra point of Luck to use during a major battle. This Luck can only be used for the Nemesis to survive and attempt to escape.
Morbid	The Nemesis is not afraid of death, which allows them to not hold back in a fight. The Nemesis ignores Fatigue and the effects of Pinning but cannot fall back during a major battle.
Penitent	The Nemesis acts out of sorrow for past sins. +10 to Deception against the Nemesis based on actions they're trying to atone for. -10 to any other Social Skill dealing with the Nemesis.
Pursuer	At any point the Nemesis needs to track or find the Players, they gain a +10 Bonus to these Tests. This includes Opposing Camouflage and Athletics.
Respectful	The Nemesis shows deep respect for their Opponents. This gives them a +10 Bonus To Hit in one vs. one duels. The Character, when outside of a one vs. one duel, will take a -10 to Evasion while in Combat.
Scarring	The Nemesis is able to scar a Player when Damage is dealt. This can be used only once. This scar can be anything from a visible wound that does not fade, to even an extreme laceration.
Suspicious	The Nemesis is quick to sniff out problems or plans against them. +20 to Skills dealing with finding plans of any Attacker.
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.
Trustworthy	The Nemesis is trustworthy, their word is their honor and they will not go back on it.
Unperturbed	Having their wits about them and being relaxed in difficult situations, the Nemesis does well at keeping secrets and alternative motives hidden from others. This gives any Player or Character a -20 Penalty when making Investigation Tests against the Nemesis.

NPC SPECIALIZATION KITS

HEAVY WEAPONS		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Heavy Preparation	Survival
	Gather Senses	Athletics
	Always Ready	Intimidation
Heroic	Quickdraw	Evasion
	Under Control	Athletics +10
	Mind Timer	Investigation
Legendary	Rapid Reload	Evasion +10
	Strong Back	Survival +10
	Mobile Fire	Intimidation +10

VEHICLE EXPERT		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Mobile Fire	Technology
	Eagle Eye	Pilot (Air or Ground)
	Gather Senses	Navigation
Heroic	Manslaughter	Pilot +10
	Battle Mind	Navigation +10
	Aviator	Stunting
Legendary	Air Time	Pilot +20
	Resilient	Navigation +20
	Wheelman	Stunting +10

MARKSMAN		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Marksman	Camouflage
	Eagle Eye	Athletics
	Clear Target	Navigation
Heroic	Battle Mind	Camouflage +10
	Rapid Reload	Athletics +10
	Snapshot	Navigation +10
Legendary	Triangulation	Evasion
	Focused Warrior	Camouflage +20
	Break Shot	Investigation

CLOSE QUARTERS		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Evasive Maneuvers	Survival
	Disarm	Athletics
	Hand-To-Hand Basics	Investigation
Heroic	Shotfun	Athletics +10
	Mobile Fire	Investigation +10
	Bound Back	Evasion
Legendary	Quick Toss	Survival +10
	Disarm (Improved)	Athletics +20
	Rush	Evasion +10

BATTLEFIELD MEDIC		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Cynical	Investigation
	Stabilization	Medication
	Under Control	Technology
Heroic	Battle Mind	Evasion
	Always Ready	Investigation +10
	Medical Insight	Medication +10
Legendary	Blur	Evasion +10
	Mobile Fire	Investigation +10
	Medical Prowess	Technology +10

DEMOLITIONS		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Eagle Eye	Demolitions
	Gather Senses	Athletics
	Under Control	Investigation
Heroic	Aggressive Advance	Demolitions +10
	Blur	Investigation +10
	Triangulation	Camouflage
Legendary	Vault	Demolitions +20
	Resilient	Camouflage +10
	Mind Timer	Investigation +20

TECHNICIAN/COMMS		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Alien Tech	Command
	One Enemy Language	Technology
	Battle Mind	Investigation
Heroic	Reliable Reputation	Command +10
	Quickdraw	Technology +10
	Peer	Evasion
Legendary	Gather Senses	Investigation +10
	Mind Timer	Technology +20
	Triangulation	Evasion +10

POINT MAN		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Fast Foot	Athletics
	Resilient	Survival
	Gather Senses	Investigation
Heroic	Adept Marksman	Athletics +10
	Eagle Eye	Survival +10
	Investigation +10	Evasion
Legendary	Focused Warrior	Camouflage
	Mobile Fire	Athletics +20
	Snapshot	Evasion +10

RECON/INFILTRATION		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Eagle Eye	Camouflage
	Exceptional Hearing	Athletics
	Always Ready	Investigation
Heroic	Clear Target	Camouflage +10
	Disarm	Athletics +10
	Gather Senses	Cryptography
Legendary	Mobile Fire	Camouflage +20
	Outstanding Olfactory	Athletics +20
	Resilient	Navigation

RESOURCE/SUPPORT		
BESTIARY LEVEL	ABILITY	SKILL
Normal	+2 Support Points	Technology
	Chosen Education +5	Security
	Quick Draw	Investigation
Heroic	One Eye Open	Interrogation
	Peer	Navigation
	Eagle Eye	Security +10
Legendary	Alien Tech	Technology +10
	Always Ready	Cryptography
	Inspiration	Appeal

DUELIST		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Akimbo	Evasion
	Denial	Survival
	Battle Mind	Athletics
Heroic	Quickdraw	Evasion +10
	Rush	Athletics +10
	Clear Target	Stunting
Legendary	Swift Shot	Evasion +20
	Fast Foot	Athletics +20
	Evasive Maneuvers	Stunting +10

COMMAND		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Order of Things	Command
	Under Control	Appeal
	Reliable Reputation	Investigation
Heroic	Inspiration	Command +10
	Battle Mind	Appeal +10
	Gather Senses	Intimidation
Legendary	Mind Timer	Command +20
	Peer	Intimidation +10
	Valorous	Investigation +10

LOGISTICS		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Chosen Education +5	Cryptography
	Exceptional Hearing	Security
	One Enemy Language	Technology
Heroic	Battle Mind	Cryptography +10
	Alien Tech	Security +10
	Triangulation	Technology +10
Legendary	Vault	Cryptography +20
	Wheelman	Security +20
	Under Control	Technology +20

MEDICAL PHYSICIAN		
BESTIARY LEVEL	ABILITY	SKILL
Normal	Cynical	Investigation
	Stabilization	Medication
	Under Control	Technology
Heroic	Blur	Medication +10
	Medical Insight	Technology +10
	Gather Senses	Investigation +10
Legendary	Stabilization	Medication +20
	Medical Prowess	Technology +20
	Second Chance	Evasion

HUMAN BESTIARY

UNSC OR INSURRECTIONIST ARMY SOLDIER

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

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	35	35	35	35	35	30	35	35	30	30	
2	40	40	40	40	40	35	40	40	35	35	
3	45	45	45	45	45	40	45	45	40	40	
4	50	50	50	50	50	45	50	50	45	45	
5	60	60	60	60	60	55	60	60	55	55	
PHYSICAL ATTRIBUTES											
HEIGHT	130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)										
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)										
SIZE	Normal										
SOLDIER TYPE TRAITS											
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20



POINT MAN EQUIPMENT	
MA3 or MA4 Series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

COLONIAL MILITIAMAN

“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.”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	35	35	35	35	35	30	35	35	30	30
2	40	40	40	40	40	35	40	40	35	35
3	45	45	45	45	45	40	45	45	40	40
4	50	50	50	50	50	45	50	50	45	45
5	60	60	60	60	60	55	60	60	55	55
PHYSICAL ATTRIBUTES										
HEIGHT	130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)									
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

MARKSMAN EQUIPMENT	
M392 DMR	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

ASSAULT EQUIPMENT	
MA37 Assault Rifle	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT	
M90 SCAWS Shotgun	Hard Case
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or MK 88 Ratio
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC Battle Dress Uniform

MID-RANGE EQUIPMENT	
Two M7 Caseless SMG	Hard Case
Two M9 Dual-Purpose Grenades	Flashlight
Two Flashbang Grenades	M1 Combat Knife or MK 88 Ratio
Two Tactical Hard Cases	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC OR INSURRECTIONIST MARINE SOLDIER

“We’re best of the best, and we’ll prove it to anyone who disagrees.”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	35	35	35	35	35	30	35	35	30	30
2	40	40	40	40	40	35	40	40	35	35
3	45	45	45	45	45	40	45	45	40	40
4	50	50	50	50	50	45	50	50	45	45
5	60	60	60	60	60	55	60	60	55	55

PHYSICAL ATTRIBUTES	
HEIGHT	130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)
SIZE	Normal

SOLDIER TYPE TRAITS	
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.	

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20



POINT MAN EQUIPMENT			
MA5 series Assault Rifle	Hard Case		
M6 series Pistol of the time	Flashlight		
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife		
Two Flashbang Grenades	Holographic Tactical Eyepiece		
Two tactical Softcases	UNSC/Insurrectionist	Battle	Dress Uniform

MARKSMAN EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 High-Explosive Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

UNSC OR INSURRECTIONIST AIR FORCE SOLDIER

“Just remember, boys. We’re the apex predators.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	35	35	35	35	35	30	35	35	30	30	
2	40	40	40	40	40	35	40	40	35	35	
3	45	45	45	45	45	40	45	45	40	40	
4	50	50	50	50	50	45	50	50	45	45	
5	60	60	60	60	60	55	60	60	55	55	
PHYSICAL ATTRIBUTES											
HEIGHT	130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)										
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)										
SIZE	Normal										
SOLDIER TYPE TRAITS											
The Air Force Soldier should have access to a UNSC vehicle. The most common options a GM could choose for this NPC is a Mongoose, Warthog, Kestrel, or Falcon.											
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODS, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	65	42	--
Normal	90	48	--
Heroic	125	52	1
Legendary	150	58	3
Nemesis	190	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series Pistol of the time	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M90 Close Assault Weapon System Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU



UNSC OR INSURRECTIONIST NAVY TECHNICIAN

"I can do it blindfolded, sir."

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	35	35	35	35	35	30	35	35	30	30
2	40	40	40	40	40	35	40	40	35	35
3	45	45	45	45	45	40	45	45	40	40
4	50	50	50	50	50	45	50	50	45	45
5	60	60	60	60	60	55	60	60	55	55
PHYSICAL ATTRIBUTES										
HEIGHT	130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)									
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

STANDARD EQUIPMENT			
M6 series or M6J Carbine Variant	Two Large Tactical Softcases		
UNSC Portable TACPAD	Flashlight		
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife		
Multi-Tool Kit	Holographic Tactical Eyepiece		
Six tactical Softcases	UNSC/Insurrectionist	Battle	Dress Uniform

GUARD EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
UNSC Portable TACPAD	M1 Combat Knife or Model 52 Knife
Multi-Tool Kit	Holographic Tactical Eyepiece
Three Tactical Hard Cases	UNSC/Insurrectionist BDU



UNSC MARINE CORPS ORBITAL DROP SHOCK TROOPERS

“We go feet first, sir!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	35	35	35	35	35	30	35	35	30	30
2	40	40	40	40	40	35	40	40	35	35
3	45	45	45	45	45	40	45	45	40	40
4	50	50	50	50	50	45	50	50	45	45
5	60	60	60	60	60	55	60	60	55	55
PHYSICAL ATTRIBUTES										
HEIGHT	130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)									
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle of the time	Hard Case
M6 series or M6J Carbine Variant	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

ASSAULT AND AMBUSH EQUIPMENT	
M7 Silenced Caseless Submachine Gun	Hard Case
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

GENERAL PURPOSE GUNNERY EQUIPMENT	
M247 Machine Gun	Hard Case
M6 series Pistol	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Holographic Tactical Eyepiece
Tactical Softcase	ODST BDU of Choice

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcase	ODST BDU of Choice

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	ODST BDU of Choice

MARKSMAN EQUIPMENT	
BR55, BR75, or BR85 Battle Rifle	Hard Case
M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	ODST BDU of Choice

UNSC/ONI SECTION I OPERATIVE

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

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	30	30	30	35	30	35	35	30	40	40	
2	35	35	35	40	35	40	40	35	45	45	
3	40	40	40	45	40	45	45	40	50	50	
4	45	45	45	50	45	50	50	45	55	55	
5	55	55	55	60	55	60	60	55	65	65	
PHYSICAL ATTRIBUTES											
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)									
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE		Normal									
SOLDIER TYPE TRAITS											
It is never obvious to the Players, or sometimes even other NPCs, that this Character is an ONI Operative. Other players will only ever know the Character is an ONI Operative if they are told so beforehand.											
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODS, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	80	42	--
Normal	105	46	--
Heroic	140	52	1
Legendary	165	56	3
Nemesis	200	62	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	17	18	19	18
COV WAR	18	19	20	19
POST WAR	19	19	20	20

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	35	35	35	35	35	30	35	35	30	30	
2	40	40	40	40	40	35	40	40	35	35	
3	45	45	45	45	45	40	45	45	40	40	
4	50	50	50	50	50	45	50	50	45	45	
5	60	60	60	60	60	55	60	60	55	55	

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	--
Normal	90	48	--
Heroic	120	52	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20

STANDARD EQUIPMENT	
MA5 series Assault Rifle of the time	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform

MARKSMAN EQUIPMENT	
BR55 or BR85	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Tactical Softcase	UNSC Battle Dress Uniform

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
WAYPOINT Comm	Flashlight
Interrogator Translator	M1 Combat Knife or Model 52 Knife
Spoofers	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform



UNSC ORION PROJECT AUGMENTED SOLDIER “SPARTAN 1/1.1”
 “You were the best of the best, and we made you better.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	45	50	45	35	35	30	50	35	30	30	
2	50	55	50	40	40	35	55	40	35	35	
3	55	60	55	45	45	40	60	45	40	40	
4	60	65	60	50	50	45	65	50	45	45	
5	70	75	70	60	60	55	75	60	55	55	
--	+2	+3	+1	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	130 centimeters (4’3 ft.) – 200 centimeters (6’6 ft.)										
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)										
SIZE	Normal										
SOLDIER TYPE TRAITS											
SQUAD UP: When with others from the Army, Marine, Air Force, Navy, ORION, ODST, Militiaman, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	115	52	--
Normal	135	56	--
Heroic	170	62	1
Legendary	195	66	3
Nemesis	225	72	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	20	19	20	19
COV WAR	20	19	20	19
POST WAR	21	20	21	20



POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two Tactical Hard Cases	UNSC/Insurrectionist BDU

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 High-Explosive Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Holographic Tactical Eyepiece
Tactical Softcase	UNSC/Insurrectionist BDU

UNSC/ONI SPARTAN II AUGMENTED SOLDIER

"My Spartans are Humanity's next step."

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	60	55	60	50	50	30	50	45	15	35
2	65	60	65	55	55	35	55	50	20	40
3	70	65	70	60	60	40	60	55	25	45
4	75	70	75	65	65	45	65	60	30	50
5	85	80	85	75	75	55	75	70	40	60
--	+5	+4	+3	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)									
WEIGHT	172 kilograms (380 lb.) – 181 kilograms (400 lb.)									
SIZE	Large									
SOLDIER TYPE TRAITS										
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	220	54	--
Normal	230	60	--
Heroic	265	64	1
Legendary	280	70	3
Nemesis	305	76	6

ARMOR RATING: MJOLNIR Mark IV				+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	25	25	26	25	
STRENGTH MODIFIER			AGILITY MODIFIER		
+10 Strength			+5 Agility		
+1 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V				+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	26	26	26	26	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
125	3	25			
STRENGTH MODIFIER			AGILITY MODIFIER		
+15 Strength			+5 Agility		
+2 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI				+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	27	26	27	26	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
125	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+5 Agility		
+2 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: GEN II				+200 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	28	27	28	27	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
150	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+10 Agility		
+3 Mythic Strength			+2 Mythic Agility		

ARMOR RATING: GEN III				+225 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	29	28	29	28	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
175	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+10 Agility		
+3 Mythic Strength			+2 Mythic Agility		

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



SPARTAN III AUGMENTED SOLDIER

"Excellence is an art won by training and habituation."

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	55	55	60	50	50	30	50	50	25	30	
2	60	60	65	55	55	35	55	55	30	35	
3	65	65	70	60	60	40	60	60	35	40	
4	70	70	75	65	65	45	65	65	40	45	
5	80	80	85	75	75	55	75	75	50	55	
--	+5	+4	+3	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT		193 centimeters (6'4 ft.) – 226 centimeters (7'5 ft.)									
WEIGHT		172 kilograms (380 lb.) – 181 kilograms (400 lb.)									
SIZE		Large									
SOLDIER TYPE TRAITS											
SQUAD UP: When with others from the Spartan II, Spartan III, and Spartan IV Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	210	54	--
Normal	220	60	--
Heroic	255	64	1
Legendary	275	70	3
Nemesis	295	76	6

ARMOR RATING: MJOLNIR Mark IV				+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	25	25	26	25	
STRENGTH MODIFIER			AGILITY MODIFIER		
+10 Strength			+5 Agility		
+1 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V				+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	26	26	26	26	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
125	3	25			
STRENGTH MODIFIER			AGILITY MODIFIER		
+15 Strength			+5 Agility		
+2 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI				+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	27	26	27	26	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
125	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+5 Agility		
+2 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: GEN II				+200 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	28	27	28	27	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
150	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+10 Agility		
+3 Mythic Strength			+2 Mythic Agility		

ARMOR RATING: GEN III				+225 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	29	28	29	28	
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE			
175	2	50			
STRENGTH MODIFIER			AGILITY MODIFIER		
+20 Strength			+10 Agility		
+3 Mythic Strength			+2 Mythic Agility		

POINT MAN EQUIPMENT	
MA5K Carbine	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

ASSAULT AND AMBUSH EQUIPMENT	
Two M7 Silenced Submachine Guns	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M41 Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



UNSC SPARTAN IV AUGMENTED SOLDIER

"You stand side by side with your Spartan brothers and sisters."

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	55	55	50	50	45	30	45	45	30	40
2	60	60	55	55	50	35	50	50	35	45
3	65	65	60	60	55	40	55	55	40	50
4	70	70	65	65	60	45	60	60	45	55
5	80	80	75	75	70	55	70	70	55	65
--	+5	+4	+3	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	175 centimeters (5'8 ft.) – 226 centimeters (7'5 ft.)									
WEIGHT	82 kilograms (180 lb.) – 181 kilograms (400 lb.)									
SIZE	Large									
SOLDIER TYPE TRAITS										
Gen II and III Mjolnir gives the Spartan IV a +5 Strength, Toughness, and Agility.										
SQUAD UP: When with all UNSC Soldier Types; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	205	54	--
Normal	220	60	--
Heroic	250	64	1
Legendary	270	70	3
Nemesis	295	76	6

ARMOR RATING: MJOLNIR Mark IV				+100 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS	
ANY	25	25	26	25	
STRENGTH MODIFIER			AGILITY MODIFIER		
+10 Strength			+5 Agility		
+1 Mythic Strength			+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark V			+150 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	26	26	26	26
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
125	3		25	
STRENGTH MODIFIER		AGILITY MODIFIER		
+15 Strength		+5 Agility		
+2 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: MJOLNIR Mark VI			+175 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	27	26	27	26
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
125	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+5 Agility		
+2 Mythic Strength		+1 Mythic Agility		

ARMOR RATING: GEN II			+200 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	28	27	28	27
SHIELD INTEGRITY		RECHARGE DELAY		RECHARGE RATE
150	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+2 Mythic Agility		

ARMOR RATING: GEN III			+225 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	29	28	29	28
SHIELD INTEGRITY		RECHARGE DELAY		RECHARGE RATE
175	2		50	
STRENGTH MODIFIER		AGILITY MODIFIER		
+20 Strength		+10 Agility		
+3 Mythic Strength		+2 Mythic Agility		

POINT MAN EQUIPMENT	
MA5 series Assault Rifle	Hard Case
M6 series or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Two Flashbang Grenades	Two tactical Softcases

MARKSMAN EQUIPMENT	
M392 DMR or M395 DMR	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
Two M9 Dual-Purpose Grenades	M1 Combat Knife or Model 52 Knife
Flashbang Grenade	Tactical Softcase

CLOSE QUARTERS EQUIPMENT	
M45 Tactical Shotgun	Hard Case
M6 series Pistol or M6J Carbine	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Three Flashbang Grenades	Two tactical Softcases

HEAVY SUPPORT EQUIPMENT	
AIE-486H Heavy Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

HEAVY SQUAD SUPPORT EQUIPMENT	
M735 or M739 Light Machine Gun	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase

LONG RANGED SPECIALIST EQUIPMENT	
Sniper Rifle System 99 Rifle	Tactical Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Two Flashbang	Tactical Softcase

ANTI-ARMOR EQUIPMENT	
M57 Pilum Rocket Launcher	Hard Case
M6 series Pistol	Flashlight
M9 Dual-Purpose Grenade	M1 Combat Knife or Model 52 Knife
Flashbang	Tactical Softcase



UNSC SMART AI

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	30	35	30	45	30	70	60	40	45	45
2	35	40	35	50	35	75	65	45	50	50
3	40	45	40	55	40	80	70	50	55	55
4	45	50	45	60	45	85	75	55	60	60
5	55	60	55	70	55	95	85	65	70	70

SOLDIER TYPE TRAITS

Many Skills and Abilities will not work for the Smart AI, as they have limitations for something without a body. Always be aware what Ability or Skill you are purchasing to make sure the Smart AI can benefit from it.

Smart AI can connect to, and sync with, Human technology without any rolls needed. Connecting with Covenant Technology is at a -10 Penalty, and connecting with Forerunner Technology is at a -25 Penalty.

This does not include any attacks or infiltration Penalties that could be given.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	75	42	--
Normal	100	48	--
Heroic	135	52	1
Legendary	155	58	2
Nemesis	195	64	6



UNITED EARTH GOVERNMENT POLICE FORCE
 “When the going gets tough, we’ll get tougher.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	35	35	35	35	35	30	35	35	30	30	
2	40	40	40	40	40	35	40	40	35	35	
3	45	45	45	45	45	40	45	45	40	40	
4	50	50	50	50	50	45	50	50	45	45	
5	60	60	60	60	60	55	60	60	55	55	
PHYSICAL ATTRIBUTES											
HEIGHT	130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)										
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)										
SIZE	Normal										
SOLDIER TYPE TRAITS											
PROTECT AND SERVE: When around Civilians in distress or in danger, Policemen gain a +20 Bonus in Courage.											
SQUAD UP: When with others from the United Earth Government Police Force; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	65	42	0
Normal	90	48	0
Heroic	125	52	1
Legendary	150	58	3
Nemesis	190	64	6

ARMOR RATING				
ERA	HEAD	ARMS	CHEST	LEGS
PRE-WAR	14	15	15	15
COV WAR	15	15	16	15
POST WAR	15	16	16	15

POINT MAN EQUIPMENT	
MA37 Assault Rifle	Hard Case
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

CQC EQUIPMENT	
DTM Shotgun	Hard Case
Riot Shield	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

CLOSE-RANGE EQUIPMENT	
M7 Caseless Submachine Gun	Hard Case
M6B or M6K	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad

MARKSMAN EQUIPMENT	
M392 DMR	Hard Case
M6C Pistol	Flashlight
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	Police Equipment Package
Police Battle Dress Uniform	COM Pad



HUMAN CIVILIAN

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

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	30	35	35	25	25	40	40	35	40	30	
2	35	40	40	30	30	45	45	40	45	35	
3	40	45	45	35	35	50	50	45	50	40	
4	45	50	50	40	40	55	55	50	55	45	
5	55	60	60	50	50	65	65	60	65	55	
PHYSICAL ATTRIBUTES											
HEIGHT		130 centimeters (4'3 ft.) – 200 centimeters (6'6 ft.)									
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE		Normal									
SOLDIER TYPE TRAITS											
SQUAD UP: When with other Civilians, the Civilian gains +5 Courage.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	42	0
Normal	95	50	0
Heroic	130	54	1
Legendary	155	60	3
Nemesis	195	68	6



UNSC WAR DOG

“A good boy.”

WAR DOG										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	30	35	60	11	45	6	45	50	11	10
2	35	40	65	11	50	6	50	55	11	15
3	40	45	70	11	55	6	55	60	11	20
4	45	50	75	11	60	6	60	65	11	25
5	55	60	85	11	70	6	70	75	11	35
--	--	--	+5	MYTHIC CHARACTERISTICS						
WOUNDS				45		LUCK		2		
JUMP				1.5 Meters		LEAP		4 Meters		
55 centimeters (1'8 ft.) – 65 centimeters (2'1 ft.) 22 kilograms (49 lb.) – 40 kilograms (88 lb.) SIZE: Small The Dog has the Outstanding Olfactory Ability.										
DOG CARRY WEIGHT										
The average War Dog should never carry more than 30% of their body weight. The Average War Dog can safely carry up to 10.5 KG. Anymore and the Dog will begin taking Fatigue for every Kilometer traveled.										
DOG WALKING AND RIDING DISTANCE										
The average Dog is able to travel upwards of 90 Kilometers a day. After this, Fatigue begins to set into the dog, 1D5 Fatigue every Kilometer traveled after. The average Dog can Run for 6 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.										
WAR DOG ATTACKS										
War Dogs are trained for takedown and killing blows. The average War Dog is able to jump high enough to reach the throat of any Human or even Jiralhanae.										

RUSH
During a Charge or Run, the Dog leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Dog performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.
Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If the Dog succeeds, the Opponent is dropped to the ground.
The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN
Without Charging or Rushing, the Dog attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.
Even if Damage was not made, the Dog may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Dog will drop their Opponent to the ground.

BITE
A Dog's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Dog is able to deal 2 Attacks per Half Action.
If the Dog is facing an Opponent who is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Dog is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL			
The Dog attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Dog will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.			
If the Dog landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Dog may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or attack one-handed.			
LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	55	52	--
Normal	70	58	--
Heroic	95	62	--
Legendary	110	68	1
Nemesis	140	74	2

COMMAND	ACTION TAKEN
Watch	The Dog will watch the location it's in for any intruders or known Opponents.
Drop It	The Dog will drop whatever it is holding.
Stay	The Dog will stay in its current position.
Fetch	The Dog will fetch a thrown item, or an item pointed at by the master.
Attack	The Dog will perform the most useful move it can think of with a given circumstance. If the Dog has proper distance, the Dog will open with a Rush Attack, else the Dog will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Dog will perform that specified Attack.
Heel	The Dog stops moving and will generally join up with the master if nearby.
Bark or Speak	The Dog will bark.
Here or Come	The Dog will rush to the master.
Up or Jump	The Dog will Jump up to a specified location or to the master or stop laying down.
No	The Dog will usually understand that the master is displeased with the Dog's current actions.
Pay Attention	Saying this, or the Dog's name, will cause the Dog to pay attention to the master.
Shame	The Dog understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Dog will jump down from wherever it is at, if at an elevated position.
Sit	The Dog will sit in place.
Lay Down	The Dog will lay down in place.
Search	If given a specified object with a smell, the Dog will begin tracking for the whereabouts of the smell's source.
Go On	The Dog will perform a blind search, where it will alert its master of anything the Dog may view out of the ordinary or other Humans.
Go Forward	The Dog will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Dog begins to crawl.
Shake	The Dog will shake hands.
Go Over	The Dog will jump over and clear obstacles ahead of it.
Good	The Dog understands that what it did pleased their master.
Dig	The Dog will begin digging in a specified location.

COVENANT BESTIARY

COVENANT UNGGOY

“We’re gonna go down in history!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	40	40	25	35	35	25	35	30	30	30
2	45	45	30	40	40	30	40	35	35	35
3	50	50	35	45	45	35	45	40	40	40
4	55	55	40	50	50	40	50	45	45	45
5	65	65	50	60	60	50	60	55	55	55
PHYSICAL ATTRIBUTES										
HEIGHT	138 centimeters (4’7 ft) – 167 centimeters (5’6 ft)									
WEIGHT	113 kilograms (248 lb.) – 118 kilograms (260 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
The Unggoy has the Natural Weapon Trait at Character Creation.										
The Unggoy gets a Methane Tank at Character Creation.										
SQUAD UP (CIVILIAN): When with other Civilians, the Civilian gains +5 Courage. This is lost if the Unggoy becomes Combat Trained.										
SQUAD UP (TRAINED): When with others Unggoy, the Unggoy gains +5 Courage, Warfare Melee, and Warfare Range. This is lost if the Commanding Unit dies or becomes incapacitated.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	60	44	--
Normal	90	48	--
Heroic	120	54	1
Legendary	145	58	3
Nemesis	185	64	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	18	19	20	19
MAJOR	19	19	20	19
ULTRA	20	19	22	19

DEACON

BECOMING A DEACON
EXPERIENCE PAYOUT: +10 EXP
DEACON SPECIAL RULES
Deacons do not have to report to a higher ranking Jiralhanae or Sangheili. Deacons are also able to spend a Support Point to contact a San’Shyuum Prophet for support or information.
Deacons can lead their own groups of Grunts and Jackals and can purchase an Unggoy Goblin vehicle at half price.
Deacon gives the NPC +5 Intellect and Leadership.

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Unggoy Combat Harness

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness

ORDINANCE EQUIPMENT	
Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness

HEAVY WEAPONS EQUIPMENT	
Plasma Launcher	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Unggoy Combat Harness



COVENANT SANGHEILI

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

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	55	50	55	45	50	30	30	50	30	35
2	60	55	60	50	55	35	35	55	35	40
3	65	60	65	55	60	40	40	60	40	45
4	70	65	70	60	65	45	45	65	45	50
5	80	75	80	70	75	55	55	75	55	60
PHYSICAL ATTRIBUTES										
HEIGHT		223 centimeters (7'4 ft) – 259 centimeters (8'6 ft)								
WEIGHT		139 kilograms (310 lb.) – 178 kilograms (390 lb.)								
SIZE		Large								
SOLDIER TYPE TRAITS										
Sangheili are given a -20 Penalty to Climbing and Swimming Tests.										
When figuring their Leaping Distance, the Sangheili adds +2 to their Agility Modifier.										

MYTHIC CHARACTERISTICS			
LEVEL	STRENGTH	TOUGHNESS	AGILITY
Easy	5	2	4
Normal	6	3	5
Heroic	6	3	5
Legendary	6	3	5
Nemesis	7	4	6

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	165	50	--
Normal	190	56	--
Heroic	220	62	1
Legendary	240	66	3
Nemesis	275	74	6

MINOR COMBAT HARNESS			+20 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	20	21	22	21
SHIELD INTEGRITY		RECHARGE DELAY		RECHARGE RATE
100		3		50

MAJOR COMBAT HARNESS			+30 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	21	22	23	22
SHIELD INTEGRITY		RECHARGE DELAY		RECHARGE RATE
125		3		50

ULTRA COMBAT HARNESS			+40 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	21	22	23	22
SHIELD INTEGRITY		RECHARGE DELAY		RECHARGE RATE
150		3		50

ZEALOT COMBAT HARNESS			+50 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	20	21	22	21
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
175		4 (5*)	50	
Built-in Active Cloaking System. *When active, Recharge Delay is 5.				

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

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

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

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Sangheili Combat Harness	



COVENANT JIRALHANAЕ

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

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	55	55	45	30	45	25	45	35	20	30	
2	60	60	50	35	50	30	50	40	25	35	
3	65	65	55	40	55	35	55	45	30	40	
4	70	70	60	45	60	40	60	50	35	45	
5	80	80	70	55	70	50	70	60	45	55	
PHYSICAL ATTRIBUTES											
HEIGHT	223 centimeters (7'4 ft) – 280 centimeters (9'2 ft)										
WEIGHT	500 kilograms (1,100 lb.) – 680 kilograms (1,500 lb.)										
SIZE	Large										
SOLDIER TYPE TRAITS											
The Jiralhanae begins with the Berserker Ability and a +10 to Smell-Based Perception Tests.											
The Jiralhanae doubles their Strength and Toughness when figuring Carrying Weight											

MYTHIC CHARACTERISTICS			
LEVEL	STRENGTH	TOUGHNESS	AGILITY
Easy	8	4	5
Normal	9	5	6
Heroic	9	5	6
Legendary	9	5	6
Nemesis	10	6	7

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	160	72	0
Normal	185	84	0
Heroic	215	88	1
Legendary	235	96	3
Nemesis	270	108	6

MINOR COMBAT HARNESS			+15 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	15	16	17	16
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
50		3	25	

MAJOR COMBAT HARNESS			+20 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	17	17	19	16
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
75		3	25	

CAPTAIN MAJOR			+25 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	19	19	20	19
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
120		3	20	

CAPTAIN ULTRA			+30 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
SCHISM	20	19	20	20
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
125		3 *(5)	25	

Built-in Active Cloaking System. When active, Recharge Delay is 5.

For the Jiralhanae Pre-Schism Armors, please refer to the Covenant Armory section of the handbook.

SPIKER EQUIPMENT	
Spiker	Two Equipment Pouches
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenades	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenades	Jiralhanae Combat Knife
Jiralhanae Combat Harness	

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Jiralhanae Combat Knife	Power Drainer
Spike or Flame Grenade	Jiralhanae Combat Harness

EXPLOSIVE EQUIPMENT	
Brute Shot	Equipment Pouch
Jiralhanae Combat Knife	Deployable Cover
Spike or Flame Grenade	Jiralhanae Combat Harness



COVENANT KIG-YAR RUUTIAN

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

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	25	25	40	50	25	35	55	35	20	30	
2	30	30	45	55	30	40	60	40	25	35	
3	35	35	50	60	35	45	65	45	30	40	
4	40	40	55	65	40	50	70	50	35	45	
5	50	50	65	75	50	60	80	60	45	55	
--	--	--	+1	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT		176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)									
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)									
SIZE		Normal									
SOLDIER TYPE TRAITS											
Kig-Yar doubles their Characteristic Modifier when figuring Jump Actions.											
Kig-Yar gain the Natural Weapon Trait.											
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	75	40	--
Normal	100	46	--
Heroic	135	50	1
Legendary	160	56	3
Nemesis	195	62	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	18	19	20	19
MAJOR	20	19	21	20
ZEALOT	23	21	22	21

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT KIG-YAR T'VAOAN

“Saw one of those chickens nearly catch up to my Mongoose.”

CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	25	30	55	35	30	35	40	35	15	30		
2	30	35	60	40	35	40	45	40	20	35		
3	35	40	65	45	40	45	50	45	25	40		
4	40	45	70	50	45	50	55	50	30	45		
5	50	55	80	60	55	60	65	60	40	55		
--	--	--	+6	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)										
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)										
SIZE		Normal										
SOLDIER TYPE TRAITS												
Kig-Yar gain the Natural Weapon Trait.												
The Kig-Yar T'vaoan multiplies their Strength Modifier by 3 when figuring Jump and Leap.												
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	80	40	--
Normal	105	46	--
Heroic	140	50	1
Legendary	165	56	3
Nemesis	200	62	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	18	19	20	19
MAJOR	20	19	21	20
ZEALOT	23	21	22	21



ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness

COVENANT KIG-YAR IBIE'SHAN

“Betcha he’ll stop attacking you for some ham.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	30	45	35	35	30	35	50	35	20	30	
2	35	50	40	40	35	40	55	40	25	35	
3	40	55	45	45	40	45	60	45	30	40	
4	45	60	50	50	45	50	65	50	35	45	
5	55	70	60	60	55	60	75	60	45	55	
--	--	+1	--	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT		176 centimeters (5'9 ft) – 203 centimeters (6'8 ft)									
WEIGHT		63 kilograms (140 lb.) – 93 kilograms (210 lb.)									
SIZE		Normal									
SOLDIER TYPE TRAITS											
Kig-Yar doubles their Characteristic Modifier when figuring Jump Actions.											
Kig-Yar gain the Natural Weapon Trait.											
SQUAD UP: When with other Kig-Yar; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	75	46	--
Normal	105	52	--
Heroic	135	56	1
Legendary	160	62	3
Nemesis	200	68	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	18	19	20	19
MAJOR	20	19	21	20
ZEALOT	23	21	22	21

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

RANGER EQUIPMENT	
Needle Rifle	Two Equipment Pouches
Targeting Headgear	Curveblade
Two Plasma Grenades	Kig-Yar Vacuum Suit
Kig-Yar Combat Harness	

SUPPRESSOR EQUIPMENT	
Storm Rifle	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

HEAVY PLASMA EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Plasma Grenade	Curveblade
Kig-Yar Combat Harness	

MARKSMAN EQUIPMENT	
Covenant Carbine	Two Equipment Pouches
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Kig-Yar Combat Harness	

EXTREME RANGE EQUIPMENT	
Beam Rifle	Two Equipment Pouches
Two Plasma Grenades	Flashlight
Curveblade	Kig-Yar Combat Harness



COVENANT SAN'SHYUUM

“Will they not see us as Gods? Will our power not push us towards our Great Journey?”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	30	30	30	30	30	40	35	30	40	40	
2	35	35	35	35	35	45	40	35	45	45	
3	40	40	40	40	40	50	45	40	50	50	
4	45	45	45	45	45	55	50	45	55	55	
5	55	55	55	55	55	65	60	55	65	65	
PHYSICAL ATTRIBUTES											
HEIGHT		198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)									
WEIGHT		45 kilograms (100 lb.) – 117 kilograms (260 lb.)									
SIZE		Large									
SOLDIER TYPE TRAITS											
San'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.											
The San'Shyuum has 5 Support Points.											
San'Shyuum are from a Planet with 0.5x Earth Gravity, meaning they will always gain an automatic -10 Penalty to Agility when under the effects of standard 1.0x Gravity, or greater. San'Shyuum come with a Gravity Belt that eliminates this Penalty when active.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	80	42	--
Normal	105	46	--
Heroic	135	52	1
Legendary	160	56	3
Nemesis	200	62	6

ARMOR			+10 Experience Payout	
ERA	HEAD	ARMS	CHEST	LEGS
ANY	20	19	21	20
SHIELD INTEGRITY		RECHARGE DELAY	RECHARGE RATE	
175		4	50	
-10 Penalty to Agility when worn.				

CLERIC

BECOMING A CLERIC
EXPERIENCE PAYOUT: +10
CLERIC SPECIAL RULES
The Cleric also gains the Medication Skill at +10.

CLERIC ADDITIONAL EQUIPMENT	
5 Magnetic Splints	10 sets of Sealant Mesh
6 Thermal Blankets	Syringe Set
30 cR worth of UNSC Medical Equipment, used as a 'Covenant variant.'	

ANTI-INFANTRY EQUIPMENT	
Plasma Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT	
Suppressor	Equipment Pouch
Boltshot	Flashlight
Two Pulse Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT	
Light Rifle	Equipment Pouch
Boltshot	Flashlight
Two Splinter Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe



COVENANT SAN'SHYUUM PRELATE

"There were not many San'Shyuum who could match your skills or your devotion - and now perhaps there are none."

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	50	30	60	40	50	40	45	30	40	40	
2	55	35	65	45	55	45	50	35	45	45	
3	60	40	70	50	60	50	55	40	50	50	
4	65	45	75	55	65	55	60	45	55	55	
5	75	55	85	65	75	65	70	55	65	65	
--	+3	+2	+5	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	198 centimeters (6'6 ft) – 228 centimeters (7'6 ft)										
WEIGHT	45 kilograms (100 lb.) – 117 kilograms (260 lb.)										
SIZE	Large										
SOLDIER TYPE TRAITS											
Covenant Weapons and Equipment are at half the price for the San'Shyuum.											
San'Shyuum gain a +20 to Leadership when commanding Characters in the Covenant.											
The Prelate can purchase the Cleric and Prophetic advancements found in the San'Shyuum Soldier Type.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	180	55	--
Normal	195	54	--
Heroic	230	60	1
Legendary	250	64	3
Nemesis	275	70	6

PRELATE POWERED ARMOR		+250 Experience Payout	
The Prelate Powered Armor is a strong and lightweight armor that offers unique abilities to boosting the user's capabilities at any given notice. The armor also gives a boost to the User's Characteristics or Mythic Characteristics. Has a built-in visor system that acts as VISR.			
PRELATE ARMOR VALUES			
HEAD	ARMS	CHEST	LEGS
23	25	26	25
MYTHIC CHARACTERISTICS			
STR	TOU	AGL	
+3	+2	+2	
CHEMICAL BOOSTERS			
The Chemical Boosters built into the Prelate Armor gives the Character a +2 to each Mythic Characteristic for 5 Rounds. The Character may keep activating the Booster when it runs out, but each consecutive use will add +1 Fatigue. To avoid gaining the Fatigue, the Character must wait 1 minute (10 Rounds) before use.			
The Character may opt out of boosting all three Mythic Characteristic stats, and instead give one Characteristic a +10 for the same amount of time. The following Characteristics can be boosted (only once at a time). STR, TOU, AGL, PER, CRG.			
HARDLIGHT GAUNTLET SHIELDING			
The Character may choose one arm on the Armor to activate a Hardlight Shield. This Shield protects the arm from damage as an Energy Shield.			
Shield Integrity	Delay	Recharge Rate	
400	5	25	

STANDARD EQUIPMENT	
Plasma Rifle	Two Equipment Pouches
Spiker or Mauler	Radar Jammer
Two Spike or Flame Grenades	Jiralhanae Combat Knife

GUIDED MUNITIONS EQUIPMENT	
Needler	Two Equipment Pouches
Plasma Pistol	Bubble Shield
Two Spike or Flame Grenades	Jiralhanae Combat Knife

SUPPRESSOR EQUIPMENT	
Concussion Rifle	Equipment Pouch
Plasma Pistol	Power Drainer
Two Spike or Flame Grenades	Jiralhanae Combat Knife

PROPHETIC: ARTIFACT AUTOMATIC EQUIPMENT	
Suppressor	Equipment Pouch
Boltshot	Flashlight
Two Pulse Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe

PROPHETIC: ARTIFACT MARKSMAN EQUIPMENT	
Light Rifle	Equipment Pouch
Boltshot	Flashlight
Two Splinter Grenades	Curveblade
San'Shyuum Combat Harness	Spy Probe



COVENANT MGALEKGOLO

“They’re big and scary, and they like to smash things.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	60	40	30	20	35	30	30	45	25	15	
2	65	45	35	25	40	35	35	50	30	20	
3	70	50	40	30	45	40	40	55	35	25	
4	75	55	45	35	50	45	45	60	40	30	
5	85	65	55	45	60	55	55	70	50	40	
--	+15	--	+1	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT		369 centimeters (12'1 ft) – 373 centimeters (12'3 ft)									
WEIGHT		4,800 kilograms (10,500 lb.)									
SIZE		Hulking									
SOLDIER TYPE TRAITS											
The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.											
The Mgalekgolo takes no Penalties from Dual Wielding with their Assault cannon and Heavy Shields.											
Mgalekgolo add +3 to their Agility Modifier when discovering Charge and Run Movement Distances.											
SQUAD UP: When with their Bond Brother; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Single worm	0.5	3	--
Easy	210	52	--
Normal	225	56	--
Heroic	260	64	1
Legendary	275	68	3
Nemesis	300	76	6

EXTREMOPHILE ANATOMY

GESTALT ANATOMY: Each Mgalekgolo is formed of roughly 300 sentient Eels. Mgalekgolo are immune to the Headshot Special Rule and Special Damage. Mgalekgolo do not suffer from Hunger or Thirst for 3 Months without eating or drinking. Mgalekgolo do not require Oxygen and can survive in a vacuum.

They’re able to collapse and reform, taking a Full Action to collapse and 2 Full Actions to rebuild.

TECHNOLOGICAL HUNTER: Mgalekgolo have the ability to see active technology through disturbances in the air, including magnetic fields, radio waves, and electromagnetic pulses.

Mgalekgolo can see up to half their Perceptive Range in Meters to see active technology within their normal eyesight. The Mgalekgolo may also sense technology through walls, debris, etc. up to their Perception Modifier in Meters. This works similar to thermal vision but take a Full Action of concentration to do.

A Hunter cannot discern what the Technology is from this Ability and cannot find technology that is turned off or smaller than a common cell phone.

CLAWS: The Mgalekgolo have large claws on each arm. Due to this, they lack the dexterity needed for precision movement and delicate actions. When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult, are given a -20 Penalty.

BOND BROTHER: Mgalekgolo are commonly found in pairs. This gives two players the ability to become Bond Brother Mgalekgolo.

At any point, a Bond Brother is incapacitated or killed, the other may temporarily gain the Berserker Trait for 6 hours.

EXTREMOPHILE ANATOMY

VEHICLE USE: Mgalekgolo are able to pilot and Hijack in their Collapsed Form as two Full Actions. To Hijack a vehicle, the Vehicle must be going slow enough to allow the majority of the Eels to board. The Eels are able to slip into small sections to bypass the Hijacking rules. They must fight for control against the active pilot, where an Opposed Agility Test gains control for the Round.

HUNTER EQUIPMENT RULES

Hunter Assault Cannon Beam	Hunter Assault Cannon Blast
Hunter Heavy Metal Shield	Type-57 Assault Cannon
The Mgalekgolo may choose two of the Weapons listed above. This will become their Equipment Pack and may not be traded between missions.	
HUNTER ARMOR	
Hunter Armor	

SINGLE LEKGOLO EEL

STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	15	15	--	10	5	20	5	5	5

CARRYING WEIGHT

All Mgalekgolo have a Carry Weight of 5,000 Kilograms.

For the Mgalekgolo’s Armor, please refer to the Covenant Armory section of the Handbook. (p. 187)



COVENANT YANME'E

"They're like giant cockroaches, except angrier."

CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	25	35	25	30	25	45	40	35	15	25		
2	30	40	30	35	30	50	45	40	20	30		
3	35	45	35	40	35	55	50	45	25	35		
4	40	50	40	45	40	60	55	50	30	40		
5	50	60	50	55	50	70	65	60	40	50		
--	+1	+1	+4	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)										
WEIGHT		77 kilograms (170 lb.) – 109 kilograms (240 lb.)										
SIZE		Normal										
SOLDIER TYPE TRAITS												
The Yanme'e begin with the following Traits: Crawler, Natural Weapon, Natural Armor (10), Flight, and Four Arms.												
SQUAD UP: When with others Yanme'e, the Characters gain +5 Courage.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	85	44	--
Normal	110	50	--
Heroic	140	54	1
Legendary	165	60	3
Nemesis	200	66	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	13	15	15	14
MAJOR	13	15	16	15

TRAITS	
Crawler	The Character has insect-like limbs or equipment that allows the Character to attach itself to walls and surroundings. The Character takes no Penalties when moving over difficult terrain and gains a +40 Bonus to Climbing Actions.
Flight	The Character has the ability of flight through the means of wings or anti-gravitational technology. The Character's flight speed is their Movement Speed multiplied by 2. Exceeding 50% of the Character's Carry Weight removes the x2 multiplier for Movement Speeds. Exceeding 75% of the Character's Carry Weight will cause the Character to be unable to fly.
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra Penalty.
Natural Armor	Natural Armor is Armor that a Character always has, even when not wearing a harness or BDU. Natural Armor is halved, rounding down, when worn with regular Armor.

ANTI-INFANTRY EQUIPMENT	
Plasma Pistol	Equipment Pouch
Two Plasma Grenades	Flashlight
Curveblade	Optional Yanme'e Combat Harness

GUIDED MUNITIONS EQUIPMENT	
Needler	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Optional Yanme'e Combat Harness

HEAVY WEAPONS EQUIPMENT	
Fuel Rod Gun	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Optional Yanme'e Combat Harness

MARKSMAN EQUIPMENT	
Covenant Carbine	Equipment Pouch
Plasma Grenade	Flashlight
Curveblade	Optional Yanme'e Combat Harness



COVENANT HURAGOK

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

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	10	60	20	15	10	70	65	30	15	15
2	15	65	25	20	15	75	70	35	20	20
3	20	70	30	25	20	80	75	40	25	25
4	25	75	35	30	25	85	80	45	30	30
5	35	85	45	40	35	95	90	55	40	40
--	+10	--	--	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	270 centimeters (9 ft) with extended neck									
WEIGHT	57 kilograms (130 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
The Huragok begin with the following Traits:										
Only Flight and Four Arms										
Must pass a Courage Test to harm another Character for their Round.										
The Huragok is either an Engineer or a Lifeworker.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	120	48	--
Normal	140	52	--
Heroic	175	58	1
Legendary	200	62	3
Nemesis	230	68	6

TRAITS	
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra Penalty.
Only Flight	The Character only has the ability of flight, as they have no other form of transformation. The Character’s flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.

LEG AND ARM BODY LOCATIONS

When a Huragok is struck in the Leg Body Location, the Attack should be considered striking the Huragok’s Gas Bladders that keep them afloat.

When a Huragok is struck in the Arm Body Location, the Attack should be considered striking the Huragok’s tentacles.

INFUSION HURAGOK

Experience Cost: 1,000

The Banished Huragok have the option to be Infused with Infusion Gel. They are no longer passive by nature and can attack as needed. This is not limited to Character Creation and can be selected between missions. Infusion Huragok glow red.

Intellect is reduced by 10, but Toughness is increased by 10.

The Huragok cannot project Overshields anymore but are able to replace the Overshield with a radius that hurts any Character inside it, not including Infusion Huragok. This takes a Half Action to use and deals damage with Blast (8). This ability has a Recharge of 10 Half Actions. Deals 2D10 + Intellect Modifier in Damage.

ENGINEER

Engineers gain the Techno-Organic Trait at Character Creation. This gives the Huragok the Ability to interface with all electronics and equipment as if they had the tools to do so.

The Engineer also acts as if it were a computer when interfacing with electronics and take no Penalties for Difficulty. All technology-based Tests with Equipment are at a +10.

LIFEWORKER

Lifeworkers gain the Bio-Organic Trait at Character Creation. This gives the Huragok the Ability to connect with organic material, such as bodies, plant life, and so on. This is treated similar to interfacing with a Computer.

The Lifeworker counts as having any Medical Tools needed, except for Medication. Performing surgeries or any medical Tests are also at a +10 Bonus, and the Lifeworker takes no Penalties for alien biology.

For every Degree of Success on a Medical Test made when attempting to Heal, the Lifeworker is able to heal 1 extra Wound and remove 1 Fatigue. This can only be done once after Damage is taken.

OVERSHIELD PROJECTION

Huragok are able to project an Energy Shield onto several allies, equal to their Perception Modifier, and up to 8 Meters away. They also are always counted as being protected by their own Shield. Two or more Huragok Shields cannot stack. When depleted, these Shields must recharge normally per Character under effect.

Huragok may also project their Shields onto one single vehicle and its pilot, instead of other Characters. Switching what is protected by the Overshield takes one Half Action and the Shield Integrity begins at 0 and must Recharge, without the Delay.

SHIELD INTEGRITY	DELAY	RECHARGE RATE
50	3	10

EQUIPMENT

Huragok Explosive Armor



ARMOR	WEIGHT	PRICE	ARMOR RATING				EXTRA INFORMATION
Slave Explosive Harness	9 kg	40 cR	HEAD	ARMS	CHEST	LEGS	When the Slave Explosive Harness takes 50 Damage in a single Attack, or when the Huragok dies, it explodes, dealing the damage of a Covenant Charge. The Slave Explosive Harness can also be remote detonated by whoever is commanding the Huragok.
			20	--	24	--	
Protective Harness	12 kg	34 cR	HEAD	ARMS	CHEST	LEGS	
			20	12	24	12	
Heavy Harness	24 kg	39 cR	HEAD	ARMS	CHEST	LEGS	
			24	14	26	14	

SHARQUOI

“I suspect we are forcing the Humans into a tighter arena than they care to fight in—soon we may be able to use the Sharquoi.”

CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	65	70	25	1	50	1	5	50	1	1		
2	70	75	30	1	55	1	10	55	1	1		
3	75	80	35	1	60	1	15	60	1	1		
4	80	85	40	1	65	1	20	65	1	1		
5	90	95	50	1	75	1	30	75	1	1		
--	+6	+10	--	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		487 centimeters (16 ft)										
WEIGHT		1,088 kilograms (2,400 lb.)										
SIZE		Immense										
SOLDIER TYPE TRAITS												
The Character gains a +40 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.												
The Sharquoi gain +40 to Toughness Tests against Flood infections and any attempts to take over their body.												
The Sharquoi have a Natural Armor of 20.												
The Sharquoi have two large claws on each arm that add 10 Pierce to their unarmed attacks. They cannot hold or use weapons of any kind.												
Sharquoi are nothing more than massive, terrifying animals that were modified by the Forerunners to combat the Flood. They may be controlled via a tool called The Vertex. This tool is a GM fiat tool that shouldn't be bought. It's a powerful device that can control thousands of Sharquoi at once in massive hive formations. Without it, the Sharquoi will act as a violent animal would, as they are incredibly territorial.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	80	104	--
Normal	95	108	--
Heroic	115	116	--
Legendary	125	120	1
Nemesis	145	128	2



ENDLESS SKIMMER

“They’re the smelliest bastards I have ever seen.”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	25	40	30	35	20	35	35	35	30	35
2	30	45	35	40	25	40	40	40	35	40
3	35	50	40	45	30	45	45	45	40	45
4	40	55	45	50	35	50	50	50	45	50
5	50	65	55	60	45	60	60	60	55	60
--	--	--	+5	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT		178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)								
WEIGHT		77 kilograms (170 lb.) – 109 kilograms (240 lb.)								
SIZE		Normal								
SOLDIER TYPE TRAITS										
The Skimmer begin with the following Traits: Crawler, Natural Weapon, and Flight.										
SQUAD UP: When with other Skimmers, the Characters gain +5 Courage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	70	44	--
Normal	95	48	--
Heroic	130	54	1
Legendary	155	58	3
Nemesis	195	64	6

ARMOR RATING				
TYPE	HEAD	ARMS	CHEST	LEGS
MINOR	18	19	20	19
MAJOR	19	20	22	19

TRAITS	
Crawler	The Character has insect-like limbs or equipment that allows the Character to attach itself to walls and surroundings. The Character takes no Penalties when moving over difficult terrain and gains a +40 Bonus to Climbing Actions.
Flight	The Character has the ability of flight through the means of wings or anti-gravitational technology. The Character’s flight speed is their Movement Speed multiplied by 2. Exceeding 50% of the Character’s Carry Weight removes the x2 multiplier for Movement Speeds. Exceeding 75% of the Character’s Carry Weight will cause the Character to be unable to fly.
Four Arms	The Character has multiple arms, allowing for better grasp and mobility. The Character gains a +10 to Grapple and is able to use more than two weapons, at extra Penalty.
Natural Armor	Natural Armor is Armor that a Character always has, even when not wearing a harness or BDU. Natural Armor is halved, rounding down, when worn with regular Armor.

RANGED EQUIPMENT	
Shock Rifle	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

DUAL-WIELD EQUIPMENT	
Two Disruptors	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

SEMI-AUTOMATIC EQUIPMENT	
VK78 Commando	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor

CLOSE-QUARTERS EQUIPMENT	
CQS48 Bulldog Shotgun	Equipment Pouch
Two Dynamo Grenades	Flashlight
Curveblade	Skimmer Armor



FORERUNNER BESTIARY

PROMETHEAN SOLDIER

“Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	50	50	45	40	40	30	40	40	30	30	
2	55	55	50	45	45	35	45	45	35	35	
3	60	60	55	50	50	40	50	50	40	40	
4	65	65	60	55	55	45	55	55	45	45	
5	75	75	70	65	65	55	65	65	55	55	
--	+1	+1	--	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT		178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)									
WEIGHT		77 kilograms (170 lb.) – 109 kilograms (240 lb.)									
SIZE		Normal									
SOLDIER TYPE TRAITS											
PROMETHEAN VISION: The Soldier can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans. Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage. Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.											
TRANSLLOCATION: Prometheans can teleport towards a chosen location. The Soldier is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do. The Soldier may choose to Teleport up to 400KG with them, including other Characters and multiple pieces of Equipment. The Soldier may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.											
AUTO-TRANSLATION: Soldiers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.											
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.											
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.											
SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	135	48	--
Normal	155	52	--
Heroic	190	58	1
Legendary	210	62	3
Nemesis	240	68	6

SOLDIER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	25	25	35	25
The Soldier has powerful Chest Armor, but there is a glowing Sub-Location on both the front and back of the Chest. Attacking these weak Sub-Locations in the Armor causes the Armor to be at a -15 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.				

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor



PROMETHEAN KNIGHT

“Sentient, intelligent, and resourceful. A major upgrade from those braindead sentinels we managed to trick with a rock and a piece of string.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
1	50	50	35	40	40	30	40	40	30	30	
2	55	55	40	45	45	35	45	45	35	35	
3	60	60	45	50	50	40	50	50	40	40	
4	65	65	50	55	55	45	55	55	45	45	
5	75	75	60	65	65	55	65	65	55	55	
--	+5	+3	--	MYTHIC CHARACTERISTICS							

PHYSICAL ATTRIBUTES											
HEIGHT	178 centimeters (5'10 ft) – 206 centimeters (6'9 ft)										
WEIGHT	77 kilograms (170 lb.) – 109 kilograms (240 lb.)										
SIZE	Huge										

SOLDIER TYPE TRAITS

PROMETHEAN VISION: The Promethean can see through 15 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.

Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.

Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.

TRANSLLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do.

The Promethean may choose to Teleport up to 800KG with them, including other Characters and multiple pieces of Equipment.

The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 3 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 3.

AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.

GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.

CLAWS: The Promethean Knights have large claws on each arm that independently float two centimeters from the base of each arm. Due to this, knights lack the dexterity needed to perform precision movement and delicate actions.

When attempting to throw items, grab onto small objects, or any other action a GM would suggest being difficult are given a -20 Penalty.

MICRO-ARMS: Promethean Knights have an extra set of small limbs, roughly the size of a small human child. These arms can be used to bypass the Claws Trait Penalty, but only if whatever the Knight is attempting to accomplish is in reach of these small arms.

These Micro-Arms cannot be used to use or throw weapons, and are not considered to have the Knight's Mythic Strength.

DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.

SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	175	48	--
Normal	190	52	--
Heroic	225	58	1
Legendary	245	62	3
Nemesis	270	68	6

KNIGHT ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	40	30	45	30

Though the Knight has powerful Chest Armor, there are two glowing sub-locations located on each side of the Knight's body.

Attacking these Weak points in the Armor causes the Armor to be at a -25 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.

SHORTHAND EQUIPMENT	
Scattershot	Boltshot
Splinter Grenade	Soldier Armor

COMMANDO EQUIPMENT	
Light Rifle	Boltshot
Pulse Grenade	Soldier Armor

DEVASTATOR EQUIPMENT	
Hardlight Sword	Boltshot
Splinter Grenade	Soldier Armor

RANGER EQUIPMENT	
Binary Rifle	Boltshot
Pulse Grenade	Soldier Armor

WATCHER SPAWNING

Knights are able to summon a single Promethean Watcher with a Full Action. These Watchers, if destroyed, take 20 in-game minutes to rebuild and redeploy. The Knight does not control the Watcher, the Watcher will act on its own. It will attempt to stick alongside the Knight and stay 5 Meters above if possible. Watcher priorities are projecting shields, catching grenades, and redeploying the Knight if killed.



PROMETHEAN WATCHER

“They bring those big ones back, so take them down quick.”

CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	10	10	20	45	10	15	40	45	30	10		
2	15	15	25	50	15	20	45	50	35	15		
3	20	20	30	55	20	25	50	55	40	20		
4	25	25	35	60	25	30	55	60	45	25		
5	35	35	45	70	35	40	65	70	55	35		
--	--	--	+5	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		130 centimeters (4.2 ft)										
WEIGHT		43 kilograms (96 lb.)										
SIZE		Small										
SOLDIER TYPE TRAITS												
PROMETHEAN VISION: The Watcher can see through 20 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans.												
Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage.												
Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.												
REDEPLOY: Watchers can redeploy a destroyed Promethean that was destroyed within 25 Meters of the Watcher. If the Promethean is redeployed this way, it returns with half of its original Wounds. Each time a destroyed Promethean is redeployed, it respawns with half the wounds from the previous time it was redeployed.												
AUTO-TRANSLATION: Watchers have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.												
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.												
THROWBACK: The Watcher is able to catch Grenades and Explosives with a small tractor beam. The explosive must be within 5 Meters of the Watcher, and they are able to throw them so their allies are not within the Blast and Kill Radius. The Watcher must make a successful Agility Test to catch the Grenade, and a Warfare Range Test to throw the Grenade.												
The Watcher has the Flight Trait .												
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.												
PROMETHEAN REPAIR: The Watcher is able to heal Promethean Characters 1D10 + Intellect Modifier in Wounds as a Full Action. The Repair sequence forms a 2 Meter Radius and can heal up to 6 Targets within it. This has a Recharge of 5 Rounds.												
SQUAD UP: When with other Prometheans; these Characters gain a +5 Bonus to Courage Tests. The Characters also gain a +10 Bonus to Warfare Melee and Warfare Range Tests when taking Combined Actions.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	50	38	--
Normal	80	42	--
Heroic	115	48	--
Legendary	140	52	1
Nemesis	180	58	2

WATCHER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	16	17	18	--

WATCHER EQUIPMENT	
Boltshot	Watcher Armor



PROMETHEAN CRAWLER

CRAWLER										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
1	25	25	45	10	25	1	30	20	25	5
2	30	30	50	15	30	1	35	25	30	10
3	35	35	55	20	35	1	40	30	35	15
4	40	40	60	25	40	1	45	35	40	20
5	50	50	70	35	50	1	55	45	50	30

MYTHIC CHARACTERISTICS										
------------------------	--	--	--	--	--	--	--	--	--	--

JUMP	2 METERS	LEAP	4 METERS
------	----------	------	----------

72 centimeters (2'3 ft.) – 80 centimeters (2'6 ft.)

157 kilograms (347 lb.) – 168 kilograms (371 lb.)

SIZE: Small

Crawlers take no Falling Damage.

CRAWLER CARRY WEIGHT

The average Crawler should never carry more than 50% of their body weight. The Average Crawler can safely carry up to 80 KG. Any more and the Crawler will begin taking Fatigue for every Kilometer traveled.

CRAWLER WALKING DISTANCE

The average Crawler is able to travel upwards of 100 Kilometers a day. After this, Fatigue begins to set into the Crawler, 1D5 Fatigue every Kilometer traveled after. The average Crawler can Run for 8 hours straight without the need of rest. After the first 6 hours, Fatigue begins to set in, causing 1D5 levels of Fatigue for every hour without rest.

DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	5	40	--
Normal	25	46	--
Heroic	55	50	--
Legendary	80	56	1
Nemesis	120	62	2

RUSH

During a Charge or Run, the Crawler leaps into the air, grabbing an Opponent's arm to jerk their entire body downward. The Crawler performs a Warfare Melee Attack. Once connected, the Attack deals 2D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Crawler may still attempt to pull the Opponent down with an Opposed Strength Test. If the Crawler succeeds, the Opponent is dropped to the ground.

The Rush Attack is a Full Action that can only be made if Charging or Running.

TAKEDOWN

Without Charging or Rushing, the Crawler attempts to latch onto and pull down an Opponent. This Attack is like Rush, but deals 1D10 + Strength Modifier Piercing Damage, with 4 Pierce.

Even if Damage was not made, the Crawler may still attempt to pull the Opponent down with an Opposed Strength Test. If successful, the Crawler will drop their Opponent to the ground.

BITE

A Crawler's Bite is their standard Attack, dealing 1D10 + Strength Modifier Piercing Damage, with 4 Pierce. The average Crawler is able to deal 2 Attacks per Half Action.

If the Crawler is facing an Opponent who is prone or knocked down, it is able to attack the jugular, a neck Sublocation, without Penalty. The Crawler is able to deal 3D10 + Strength Modifier Piercing Damage, with 4 Pierce.

PULL

The Crawler attempts to latch onto its Opponent with a Warfare Melee Test. If Successful, the Crawler will deal 1D10 + Strength Modifier Pierce Attack, with 4 Pierce.

If the Crawler landed the Attack, they're able to do a +10 Strength Test to Pull their Opponent 1 Meter in the direction of their choosing. The Crawler may choose to keep hold of the Opponent to attempt another Pull next Round, while the Opponent may attempt to escape or Attack one-handed.

COMMAND	ACTION TAKEN
Watch	The Crawler will watch the location it's in for any intruders or known Opponents.
Drop It	The Crawler will drop whatever it is holding.
Stay	The Crawler will stay in its current position.
Fetch	The Crawler will fetch a thrown item, or an item pointed at by the master.
Attack	The Crawler will perform the most useful move it can think of with a given circumstance. If the Crawler has proper distance, the Crawler will open with a Rush Attack, else the Crawler will most likely use a Takedown or Bite.
Specified Attack	Saying "Attack" and then an Attack name, the Crawler will perform that specified Attack.
Heel	The Crawler stops moving and will generally join up with the master if nearby.
Bark or Speak	The Crawler will bark.
Here or Come	The Crawler will rush to the master.
Up or Jump	The Crawler will Jump up to a specified location or to the master or stop laying down.
No	The Crawler will usually understand that the master is displeased with the Crawler's current actions.
Pay Attention	Saying this, or the Crawler's name, will cause the Crawler to pay attention to the master.
Shame	The Crawler understands that whatever it was doing is bad, will usually attempt to not do those actions anymore.
Down	The Crawler will jump down from wherever it is at, if at an elevated position.
Sit	The Crawler will sit in place.
Lay Down	The Crawler will lay down in place.
Search	If given a specified object with a smell, the Crawler will begin tracking for the whereabouts of the smell's source.
Go On	The Crawler will perform a blind search, where it will alert its master of anything the Crawler may view out of the ordinary.
Go Forward	The Crawler will begin to run ahead of the master in the general direction traveled and scout ahead.
Crawl	The Crawler begins to crawl.
Shake	The Crawler will shake hands.
Go Over	The Crawler will jump over and clear obstacles ahead of it.
Good	The Crawler understands that what it did pleased their master.
Dig	The Crawler will begin digging in a specified location.

CRAWLER ARMOR

ERA	HEAD	ARMS	CHEST	LEGS
ANY	14	15	16	15

CRAWLER EQUIPMENT

Boltshot, Suppressor, or Binary Rifle	Crawler Armor
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PROMETHEAN CAVALIER

“My reach exceeds that of the stars themselves. You cannot escape my wrath.”

CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	60	60	65	50	40	35	35	35	30	50		
2	65	65	70	55	45	40	40	40	35	55		
3	70	70	75	60	50	45	45	45	40	60		
4	75	75	80	65	55	50	50	50	45	65		
5	85	85	90	75	65	60	60	60	55	75		
--	+8	+10	+2	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		430 centimeters (14 ft. 1 inches)										
WEIGHT		1,452 kilograms (3,205 lb.)										
SIZE		Giant										
SOLDIER TYPE TRAITS												
CONSTRAINT FIELD: The Constraint Field is an apparatus that allows the Cavalier to levitate and constrain Characters and objects. The Constraint Field can carry up to 600 KG of Weight and reach up to 6 Meters away. Characters caught in the Constraint Field are considered as Helpless and can only take speech actions. The Cavalier cannot attack while the Constraint Field is active and after use, it takes 10 Full Actions to use again.												
PROMETHEAN VISION: The Promethean can see through 50 Meters of wall, floor, and any non-biological obstacle, to find biological forms. Promethean Vision can see any Character and Creature, including other Prometheans. Promethean Vision also gives the Character +30 to finding Characters cloaked using Active Camouflage. Promethean Vision lasts for 4 Half Actions and must recharge for 6 Half Actions.												
TRANSLLOCATION: Prometheans can teleport towards a chosen location. The Promethean is able to move up to their Run Movement Speed in Meters with each use of the Translocation Ability. This takes a Full Action to do. The Promethean may choose to Teleport up to 2,000KG with them, including other Characters and multiple pieces of Equipment. The Promethean may charge their Translocation Ability. The amount of Full Actions used to Charge is the multiplier to the distance able to be traveled. So, a Soldier Charging for 5 Full Actions will be able to Translocate up to their Run Movement Speed, multiplied by 5.												
AUTO-TRANSLATION: Prometheans have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.												
GLOWING: Prometheans have an orange and yellow glow to their bodies, giving them a -25 Penalty to Camouflage Tests.												
ETERNAL: The Cavalier, when commanding other Promethean Troops, automatically count as a Success with 0 Degrees of Success if the Test is failed. Any Promethean within 100 Meters can hear the Cavalier’s commands. This means the GM doesn’t have to always roll any Social Tests with the Prometheans unless they are actively fighting against the Cavalier.												
DEATH SLIPSPACE FIELD: When the Cavalier is killed on or within 1,500 Meters a Forerunner structure, a SlipSpace Field with a 3 Meter Radius opens. This Field teleports the damaged Cavalier back to a repair facility but will take any other Promethean material with. This includes the Prefect Mjolnir Armor and its wearer, alongside any Character that has Promethean or Forerunner-based Armor Abilities and Permutations. The Cavalier may return with a new body in 5 Rounds at full Wounds, but 1 point of Luck must be Burnt.												
GRAVITY BOMB: The Cavalier has access to Gravity Bombs, which are a SlipSpace spheres of energy with EMP properties. These Gravity Bombs move at 15 Meters Per Turn and track a single chosen Opponent. If the Bomb hits any non-Character or Vehicle surface, it dissipates. If it strikes a Character or Vehicle, it detonates in a Blast (5) Radius, with EMP (20) Special Rule. The Gravity Bomb deals 1D10 +10 Damage, with 60 Pierce. The Gravity Bomb will not attempt to make major course corrections around cover but will not stop following a Character until it makes a collision of any kind. Gravity Bomb has a cooldown of 4 Full Actions that only begins counting down after the active Gravity Bomb is done attacking.												
DEATH AND WOUNDS: Prometheans can only be healed by Watchers and Huragok, but Natural Healing is multiplied by 10. A Promethean that dies will be able to get a new body after 10 Rounds, with full Wounds. A point of Luck must still be Burnt.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	265	100	--
Normal	275	104	--
Heroic	305	112	1
Legendary	320	116	3
Nemesis	340	124	6

CAVALIER ARMOR				
ERA	HEAD	ARMS	CHEST	LEGS
ANY	35	28	30	28
Though the Cavalier has powerful Chest Armor, there is a glowing sub-location located on each side of Cavalier's head. Both the back of the head and the face. Attacking these Weak points in the Armor causes the Armor to be at a -10 Penalty, meaning the Armor Rating will only be 20 for figuring Damage Resistance.				

CAVALIER EQUIPMENT	
5 Splinter Grenades	Cavalier Hardlight Blade
Floodgate	Cavalier Armor



FORERUNNER MONITOR

“Greetings! I am the monitor of Installation 04. I am 343 Guilty Spark.”


CHARACTERISTICS												
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR		
1	10	35	30	55	5	75	65	55	55	60		
2	15	40	35	60	10	80	70	60	60	65		
3	20	45	40	65	15	85	75	65	65	70		
4	25	50	45	70	20	90	80	70	70	75		
5	35	60	55	80	25	100	90	80	80	85		
--	--	+15	+10	MYTHIC CHARACTERISTICS								
PHYSICAL ATTRIBUTES												
HEIGHT		58 centimeters (22.9 in)										
WEIGHT		57 kilograms (126 lb.)										
SIZE		Mini										
SOLDIER TYPE TRAITS												
AUTO-TRANSLATION: Monitors have auto-translation devices that are built into them. This allows them to speak, write, and understand any languages they have heard before.												
GLOWING: Monitors have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.												
CONSTRAINT FIELD: The Constraint Field is an apparatus that allows the Monitor to levitate and constrain Characters and objects. The Constraint Field can carry up to 2,600 KG of Weight and reach up to 6 Meters away. Characters caught in the Constraint Field are considered as Helpless and can only take speech actions. The Monitor cannot attack while the Constraint Field is active.												
INTRUSION: When making any hacking attempts, the Monitor always gains a +20 Bonus to any and all Computer and technology Tests, no matter what, when against anything but Ancient Human and Forerunner technology. Monitors can even access nearly destroyed technology, and technology protected or reinforced by UNSC and Covenant Smart AI. When dealing with Mjolnir or other armor, the Monitor is considered not to have access. Monitors must be within 5 Meters to access non-Forerunner Technology, while they must be within 500 Meters to access Forerunner Technology.												
INFRASTRUCTURE: Monitors have access to nearly all Forerunner information, alongside many other pieces of information detailing UNSC and Covenant factions. This makes it a constant -60 Difficulty when attempting to lie to or misinform a Monitor.												
REPARATIONS: Reparations allow the Monitor to repair equipment and technology of any kind. Every Round that Reparations are active, the Monitor is able to repair 1 Breakpoint on a piece of Equipment. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Breakpoints. The Monitor is able to use this Ability on themselves.												
The Monitor has the Only Flight Trait .												
The Monitor does not take Special Damage.												

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Easy	355	108	--
Normal	350	116	--
Heroic	380	120	1
Legendary	385	128	3
Nemesis	390	136	6

MONITOR ARMOR		
ERA	BODY	
ANY	30	
The Monitor has one Armor Location, which is Body. A Called-Shot to the “eye” of the Monitor will reduce the Monitor’s Armor by 7.		
The Monitor’s Armor allows it to not take the x2 Damage from Attacks with a Kill Radius.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
150	3	50

MONITOR EQUIPMENT	
Floodgate	Forcefield

FORCEFIELD
Forcefield is a hardlight-based field with a 10 Meter Radius that is projected from the center of the Monitor. This Forcefield pushes any Character within it outward at 10 Meters per Turn. This can be reduced by a Toughness Test. For every degree of success on a Toughness Test, the Character is pushed by 1 Meter less.
For every Meter pushed back, the Character takes a point of damage ignoring Damage Resistance.
When activated, the Monitor increases their Damage Resistance by 15. The Forcefield lasts for 5 Rounds and must recharge for 3 Rounds once used.
The Monitor’s Forcefield may be used as Gravimetric (5).

Eradicator Sentinel Monitor Armor					
					
COST			DEFEAT EXPERIENCE		
1,145 cR			230 Exp		
MOBILITY					
ACCELERATE	BRAKE	TOP SPEED		MANEUVER	
20 MpT	20 MpT	80 MpT (48 Km/H)		20	
PHYSICAL ATTRIBUTES				CUSTOMIZATION	
LENGTH	WIDTH	HEIGHT	WEIGHT	SIZE	WEAPON
7.2 M	9.2 M	5.0 M	4 Tonnes	3	
BREAKPOINTS					
WEP	MOB	ENG	OP	HULL	
85	140	150	95	150	
ARMOR					
FRONT	BACK	SIDE	TOP	BOTTOM	
45	45	45	45	45	
ENERGY SHIELD PROJECTOR					
SHIELD RATING		RECHARGE DELAY		RECHARGE RATE	
250		5		50	
INFORMATION					
Can only be piloted by Monitors or hacked to be driven by Smart AI and Dumb AI. An Eradicator Sentinel has a Firewall (40). However, an Eradicator Sentinel is impossible to hack when it is in-use.					
One Jet propulsion system, Four Arms.					
Eradicator					
[O] Four Safeguard Sentinel Beams					



AGGRESSOR SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	60	75	80	60	40	40	50	--	--	--	
--	+4	--	+8	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	2.9 Meters (9'6 ft.)										
WEIGHT	957 kilograms (2,109 lb.)										
SIZE	Large										
SOLDIER TYPE TRAITS											
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.											
REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Breakpoint on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Breakpoints.											
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.											
The Sentinel is able to make Punch Melee Attacks with the Slow Special Rule.											
The Sentinel has the Only Flight Trait .											
The Sentinel does not take Special Damage instead its arms have 120 Breakpoints each, no Armor and can be destroyed. Damaging a sentinel's arms deals no wounds to the Sentinel.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	200	114	--

AGGRESSOR ARMOR	
ERA	BODY
ANY	22
The Sentinel has one Armor Location, which is Body. The Shield of the Aggressor Sentinel extends outward half a Meter in each direction, meaning the Aggressor is able to also block possible missed shots as well as attacks against others behind it.	
If an Attack misses the Aggressor by 1 or less Degrees of Failure, it will still count as hitting an active Shield.	
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.	
SHIELD INTEGRITY	RECHARGE DELAY
200	2
RECHARGE RATE	50

SENTINEL EQUIPMENT	
Sentinel Beam	Aggressor Armor



REGULATOR SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	50	70	75	80	6	30	85	--	--	--
--	--	+4	+8	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT		2.3 Meters (7'5 ft.)								
WEIGHT		563 kilograms (2,109 lb.)								
SIZE		Large								
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
REGULATOR: The Regulator Sentinel multiplies the Close Range and Max Range of the Safeguard Sentinel Beam by 10 when it is used. The Safeguard Sentinel Beam also triples its own Perceptive Modifier.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel has the Only Flight Trait .										
The Sentinel does not take Special Damage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	195	154	--

REGULATOR ARMOR	
ERA	BODY
ANY	20
The Sentinel has one Armor Location, which is Body. The Shield of the Regulator Sentinel extends outward half a Meter in each direction, meaning the Regulator is able to also block possible missed shots as well as attacks against others behind it.	
If an Attack misses the Regulator by 1 or less Degrees of Failure, it will still count as hitting an active Shield.	
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.	
SHIELD INTEGRITY	RECHARGE DELAY
200	2
RECHARGE RATE	50

SENTINEL EQUIPMENT	
Safeguard Sentinel Beam	Regulator Armor



GOLDEN AGGRESSOR SENTINEL

“Hey, look sarge that one’s made of gold!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	65	80	85	65	45	45	65	--	--	--
--	+4	--	+8	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	2.9 Meters (9'6 ft.)									
WEIGHT	957 kilograms (2,109 lb.)									
SIZE	Large									
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Breakpoint on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Breakpoints.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel is able to make Punch Melee Attacks with the Slow Special Rule.										
The Sentinel has the Only Flight Trait .										
The Sentinel does not take Special Damage instead its arms have 120 Breakpoints each, no Armor and can be destroyed. Damaging a sentinel's arms deals no wounds to the Sentinel.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	235	124	--

AGGRESSOR ARMOR		
ERA	BODY	
ANY	24	
The Sentinel has one Armor Location, which is Body. The Shield of the Aggressor Sentinel extends outward half a Meter in each direction, meaning the Aggressor is able to also block possible missed shots as well as attacks against others behind it.		
If an Attack misses the Aggressor by 1 or less Degrees of Failure, it will still count as hitting an active Shield.		
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
200	2	75

SENTINEL EQUIPMENT	
Sentinel Beam, +3 Base Damage	Aggressor Armor



ENFORCER SENTINEL

“Sentinel Enforcers are much more than a simple sentinel upgrade.”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	80	80	65	60	50	40	50	--	--	--
--	+15	+7	+10	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT		7.0 Meters (22'11 ft.)								
WEIGHT		32 Metric Tons								
SIZE		Hulking								
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 208 MpT (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel is able to make Punch Melee Attacks with the Slow Special Rule.										
The Sentinel has the Only Flight Trait .										
The Sentinel may fire all of its weapons at the same time. it takes no Penalties when it is firing in this way. And can fire at different opponents with each.										
The Sentinel does not take Special Damage instead its arms have 120 Breakpoints each, no Armor and can be destroyed. Damaging a sentinel's arms deals no wounds to the Sentinel.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	270	194	--

ENFORCER ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	25	30
The Enforcer has one Armor Location, but with stronger rear armor.		
The Enforcer’s Shield extends outward in a 10 Meter length, 8 Meter Height shield. This Shield protects the front of the Enforcer, but not the top, bottom, sides, or rear. Due to the size of the Shield, missed shots, as well as attacks against others behind the Enforcer, will still hit the Shield.		
If an Attack misses the Enforcer by 1 or less Degrees of Failure, it will still count as hitting an active Shield.		
The Enforcer’s Shield ignores the Penetrating Special Rule.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
300	6	300

SENTINEL EQUIPMENT	
Two Shard Cannons	Two Enforcer Missile Launchers
Enforcer Armor	



SUPER SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	80	80	90	60	50	40	65	--	--	--
--	+15	+7	+10	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	6.9 Meters (20'6 ft.)									
WEIGHT	30 Metric Tons									
SIZE	Giant									
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 208 MpT (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel has the Only Flight Trait .										
The Sentinel may fire all of its weapons at the same time. it takes no Penalties when it is firing in this way. And can fire at different opponents with each.										
The Sentinel does not take Special Damage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	290	194	--

SENTINEL ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	26	23
The Super Sentinel has one Armor Location, but with stronger front Armor. Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
500	2	100

SENTINEL EQUIPMENT	
Four Sentinel Beams	Super Armor



CONSTRUCTOR SENTINEL

“I serve the Builders!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	35	45	60	60	20	30	65	--	--	--
--	--	--	+8	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	41.8 Centimeters (16.5 in.)									
WEIGHT	4 kilograms (9 lb.)									
SIZE	Small									
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -30 Penalty to Camouflage Tests.										
REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Breakpoint on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Breakpoints.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
TINY: Due to this Sentinel's size, they are at a -10 Penalty To Hit.										
The Sentinel has the Only Flight Trait .										
The Sentinel does not take Special Damage										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	100	48	--

SENTINEL ARMOR	
ERA	BODY
ANY	17



CONTROLLER SENTINEL

“Wherever you find a controller you will find quality salvage.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	80	80	90	60	25	70	55	--	--	45	
--	+10	+15	+10	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	3.4 Meters (11'1 ft.)										
WEIGHT	1,149 kilograms (2,533 lb.)										
SIZE	Huge										
SOLDIER TYPE TRAITS											
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.											
REPARATIONS: Reparations allow the Sentinel to repair equipment and technology of any kind. Every two Round that Reparations are active, the Sentinel can repair 1 Breakpoint on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 1 Wound back, instead of any Breakpoints.											
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.											
The Sentinel has the Only Flight Trait .											
The Sentinel may fire all of its weapons at the same time. it takes no Penalties when it is firing in this way. And can fire at different opponents with each.											
The Sentinel does not take Special Damage.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	325	274	--

CONTROLLER ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	20	25
The Controller has one Armor Location, but with stronger rear armor.		
The Controller's Shield extends outward in a 10 Meter length, 8 Meter Height shield. This Shield protects the front of the Controller, but not the top, bottom, sides, or rear. Due to the size of the Shield, missed shots, as well as attacks against others behind the Controller, will still hit the Shield.		
If an Attack misses the Controller by 1 or less Degrees of Failure, it will still count as hitting an active Shield.		
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
The Controller's Shield ignores the Penetrating Special Rule.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
300	5	300

SENTINEL EQUIPMENT	
Two Sentinel Beams	Shard Cannon



PROTECTOR I-00 SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	85	75	90	60	20	40	50	--	--	--
--	+3	+20	+15	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT		112 Meters (367'4 ft.)								
WEIGHT		78 Metric Tons (169,755 lb.)								
SIZE		Monumental								
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 208 mPt (190 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel has the Only Flight Trait .										
The Sentinel does not take Special Damage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	300	314	--

PROTECTOR ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	52	35
The Sentinel has one Armor Location, but with stronger front Armor.		
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
500	2	100

SENTINEL EQUIPMENT	
Sentinel Beam, +12 Base Damage	Protector Armor



PROTECTOR SW-0459 SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	50	60	90	55	20	50	65	--	--	--	
--	--	+4	+8	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	2.3 Meters (7'5 ft.)										
WEIGHT	563 kilograms (2,109 lb.)										
SIZE	Large										
SOLDIER TYPE TRAITS											
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.											
VARIANTS: There are three variants of the Protector SW-0459 Sentinel. Offensive, Healing, and Shielding. The GM must choose which variant this Sentinel is before using it.											
HEALING (Reparations): Reparations allow the Sentinel to repair equipment and technology of any kind. Every Round that Reparations are active, the Sentinel can repair 2 Breakpoints on a piece of Equipment or object. Any Promethean and Forerunner Characters will gain 2 Wounds back, instead of any Breakpoints.											
OFFENSIVE: The Offensive Protector Drone comes equipped with a Sentinel Beam.											
SHIELDING: The Sentinel is armed with a Shield Projection Unit that allows it to give any other Character or small vehicle (Warthog or smaller) a Shield with 100 Integrity and no Delay or Recharge Rate. The Character must be within 25 Meters to project the Shield. Once Depleted, the Shield will dissipate and must take 4 Turns to recharge. These Shields may overlap other Shields but cannot stack with that Shield or any other Protector Sentinel Shielding.											
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.											
The Sentinel has the Only Flight Trait .											
The Sentinel does not take Special Damage.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	185	144	--

SENTINEL ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	18	14
The Sentinel has one Armor Location, but with stronger front Armor. Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
100	2	100

SENTINEL EQUIPMENT	
View VARIANTS Special Rule	Aggressor Armor



ONYX SENTINEL

“Sentinels! The holy warriors of the sacred rings!”

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	50	75	90	60	1	40	55	--	--	--
--	--	--	+8	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT	2 Meters (6'6 ft.)									
WEIGHT	435 kilograms (960 lb.)									
SIZE	Normal									
SOLDIER TYPE TRAITS										
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.										
FORMATION: The Onyx Sentinels are able to combine with other Onyx Sentinels to increase their Firepower. For every Onyx Sentinel combined, the head Onyx Sentinel's Sentinel Beam will gain +1 To Hit and Damage. An Infinite amount of Onyx Sentinels may combine into one formation.										
STRUCTURE: Onyx Sentinels are able to create structures out of their Formation ability. This includes ships, bridges, buildings, and even entire planets.										
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.										
The Sentinel has the Only Flight Trait .										
The Sentinel does not take Special Damage.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	165	114	--

ONYX ARMOR		
ERA	BODY	BOOM
ANY	18	13
The Onyx Sentinel has two Armor Locations, Body and Boom. Attacks will generally hit the Body unless a hit on “Legs” or “Arms” is rolled when rolling To Hit. The Shield of the Onyx Sentinel will not activate against slow attacks, such as Melee, falling debris, and thrown weapons. The Shield on the Onyx Sentinel will only activate against fast-moving projectiles such as rifle-fire, plasma, and explosives. The Onyx Sentinel cannot use their Weapon while keeping their Shield activated. Whenever an Onyx Sentinel Attacks, the next Round their Shields will not be activated and any Recharge Delay will be paused.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
250	3	150

SENTINEL EQUIPMENT	
Sentinel Beam, -3 Base Damage	Onyx Armor



RETRIEVER SENTINEL

“It's a Strata-Sentinel. It's one of the automated drones the Forerunners use on their artificial worlds.”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	95	95	80	55	20	60	70	--	--	--	
--	--	--	+10	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	478 Meters (1,568'2 ft.)										
WEIGHT	100 Metric Tons (220,462 lb.)										
SIZE	Colossal										
SOLDIER TYPE TRAITS											
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -20 Penalty to Camouflage Tests.											
EXTRACTING: Retriever Sentinels are able to use its Gravitic Beam to harvest 10 Square Meters of material, including Forerunner material, per Round. This is broken down and stored within the Retriever Sentinel. Characters stuck within this Beam are sucked into the Retriever at high speeds from a tornado-like vortex. Characters inside the Retriever Sentinel will die if the Retriever is not destroyed within 10 Rounds.											
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.											
The Sentinel has the Only Flight Trait .											
The Sentinel may fire all of its weapons at the same time. it takes no Penalties when it is firing in this way. And can fire at different opponents with each.											
The Sentinel does not take Special Damage.											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	295	234	--

RETRIEVER ARMOR		
ERA	BODY FRONT	BODY REAR
ANY	35	45
The Retriever has one Armor Location, but with stronger rear armor.		
The Retriever's Shield extends outward in a 10 Meter length, 8 Meter Height shield. This Shield protects the front of the Retriever, but not the top, bottom, sides, or rear. Due to the size of the Shield, missed shots, as well as attacks against others behind the Retriever, will still hit the Shield.		
If an Attack misses the Retriever by 1 or less Degrees of Failure, it will still count as hitting an active Shield.		
Sentinel Shields will not activate against slow attacks, this includes Melee Attacks and thrown objects such as grenades. They will activate for explosives.		
The Retriever's Shield ignores the Penetrating Special Rule.		
SHIELD INTEGRITY	RECHARGE DELAY	RECHARGE RATE
300	5	300

SENTINEL EQUIPMENT	
Gravitic Beam	Two Two Linked Cleansing Beams
Containment Pulse	



STEWARD SENTINEL

“Will he watch over us, too?”

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	55	55	25	35	35	45	40	1	1	1	
--	--	--	+2	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT	2.2 Meters (6'6 ft.)										
WEIGHT	670 kilograms (1,476 lb.)										
SIZE	Normal										
SOLDIER TYPE TRAITS											
GLOWING: Sentinels have an orange and yellow glow to their bodies, giving them a -30 Penalty to Camouflage Tests.											
AGGRESSIVE REPARATIONS: While the Steward Sentinel is not aggressive or violent, it will still attempt to forcefully repair damaged equipment, armor, weapons, and more. If a Marine has a damaged rifle and walks near a Steward Sentinel, it will attempt to take that rifle from the Marine to repair it. Steward Sentinels will give back any repaired equipment.											
Aggressive Reparations will repair 1 Breakpoint for each Half Action. Prometheans and Forerunner Characters will gain 1 Wound back, instead.											
IMPULSE DRIVE: The Sentinel is equipped with an Impulse Drive that removes the Agility aspect of the Sentinel's Movement and is replaced with a Top Speed of 265 MpT (240 km/h), and an Accelerate and Brake of 100. This takes one Round to activate and deactivate.											
The Sentinel has the Only Flight Trait .											
The Sentinel does not take Special Damage											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
Normal	205	124	--

SENTINEL ARMOR	
ERA	BODY
ANY	19



NEMESIS BESTIARY EXAMPLES

HIGH COUNCILOR - N'THAGA DEL 'KRATTINAI

Race	Sangheili				Tier	6	Size	Huge - 345cm			Weight	278 kg		
CHARACTERISTICS														
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	WNDS	LUCK	XP	
3	70	65	65	55	60	40	40	60	40	45	62	0	2220	
4	75	70	70	60	65	45	45	65	45	50	67	2	2240	
5	85	80	80	70	75	55	55	75	55	60	75	5	2275	
SKILLS AND EDUCATIONS														
Appeal +10					Investigation + 20					Martial Arts +10				
Athletics +20					Medication Covenant +10					Covenant Culture +5				
Camouflage +10					Medication Xenobiology +20					Covenant Military +5				
Command +10					Pilot Air T					Flood Biology +10				
Deception T					Security +10					Mathematics +10				
Evasion +20					Stunting +20									
Interrogation +10					Technology Covenant +20									
ABILITIES														
Battle Mind					Roll initiative and adds the character's Intellect Modifier instead of the Agility Modifier.									
Akimbo					Lowers the Penalties taken by Dual Wielding by half.									
Denial					Stops an Opponent from leaving Melee Combat with a Warfare Melee Opposed Test.									
Aggressive Advance					Able to fire one shot when making a Charge attack without Penalty.									
Always Ready					Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.									
Adept Marksman					Roll Perception for the next shot to ignore half armor against Infantry, and not vehicles.									
Break Shot					Ranged Attacks gain +1D10 Damage when dealing Special Damage from Damage rolls of 10.									
Decapitating Strike					A great cleaving swipe that hits all enemies in range.									
Guillotine Strike					Downward strike that deals extra damage.									
Hand-To-Hand Basic					Gives an extra +5 To Hit with Melee Attacks and +5 to Parry with Melee Weapons.									
Modern Army Combative					Opens availability to Advanced Melee Combat for characters and gives Full Warfare Melee Modifier to figuring attacks per Action. Gives a +10 To Hit with melee weapons.									
Quickdraw					Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action.									
Swift Shot					When making a Quickdraw, the character is allowed to fire with a Penalty of -20.									
Rush					When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.									
EQUIPMENT														
Equipment Pouch						Two Plasma Grenades						Curveblade		
Gravitational Holster X2						Armor Mounted Anti-Ablation unit						Invincibility generator		



[OH] [UD]	Customized – Tracker Assault Guard Plasma Rifle			Semi-Auto (3) or Auto (8)		“Type-25 Directed Energy Rifle”	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	
Rifle	3D10	+10	19	250	25m-130m	Plasma Battery	
Cauterize, Homing Special Rule. To hit Penalty -5. Comes with: Built-in Covenant 2x Sight. Firing 16 shots within two Rounds gains the Overheat (2) Special Rule. When making Charge or Run actions, the Penalty To Hit is reduced by 15.						WEIGHT (KG):	5.9

[TH] [UD] [HW]	Customized – Blind Energy Stave					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE		
Polearm [UD]	3D10	25	45	+3		
Deactivated, Metal Only [BD]	2D10	Strength Modifier +12	--	+2		
Cauterize Special Rule. Deactivates when not held. If attacking using this weapon when deactivated, it deals the Deactivated Type damage set. Slow Special Rule. -30 Penalty to Visual Perception Tests to spot the weapon. The stave is given a -10 Penalty to Parrying and a -10 Penalty to being Parried.					WEIGHT (KG):	11.4

[OH] [UD] Energy Sword					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	
Sword	2D10	20	30	+1	
Cauterize Special Rule. Deactivates when not held. 128cm blade when activated.				WEIGHT (KG):	2.3

ARMOR	WEIGHT	ARMOR RATING				SHIELD			
High Council Ultra Combat Harness	24.1 kg	HEAD	ARMS	CHEST	LEGS		SHIELD INTEGRITY	DELAY	RECHARGE RATE
		23	24	25	24		150	3	50

HIGH COUNCILOR - N'THAGA DEL 'KRATTINAI

His name is N'thaga del 'Krattinai. And he is extraordinarily bad news. Information on him was scarce but I have since dug something up.

A highborn noble. With a knack for swordsmanship and status to match he quickly progressed through the ranks of major and ultra before finally grasping for a seat on The High Council. He has always been open to medical work. Even going so far as to have taken a prosthetic limb. A public statement which fellow councilors collegially disliked. He was shunned several times and almost dragged out for execution were it not for the prophet of truth interfering directly.

FIGHTING STYLE

Make use of the Armor's Motion Tracker to keep an eye on your local area, find your enemies and then capitalize. Use the Thrust Package to make a Half Action Charge towards your target, firing your plasma rifle while charging using Adept Marksman to increase the effectiveness of the shot. Then drop the rifle and let the Gravitational Holster catch it. Quickdraw the Energy Stave and finish the Charge with a melee attack. Use the remaining half action to continue your attack in a devastating coup de grace.

Keep the invincibility module ready for your retreat and remember to activate the Anti-Ablation unit if you face Explosives.

SPARTAN ORDNANCE SPECIALIST - SPARTAN-083: GEOFF

Race	SPARTAN II				Tier	6	Size	Large – 214cm			Weight	176 kg		
CHARACTERISTICS														
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	WNDS	LUCK	XP	
3	70	65	70	70	60	40	60	55	25	45	64	2	2260	
4	75	70	75	75	65	45	65	60	30	50	70	4	2275	
5	85	80	85	85	75	55	75	70	40	60	76	7	2300	
SKILLS AND EDUCATIONS														
Athletics +20					Medication human +10					Human military +10				
Camouflage +10					Navigation Land and air +10					Human weapons +10				
Evasion + 20					Pilot Land +10					Martial Arts +10				
Intimidation +10					Pilot air +10									
Investigation +20					Survival Trained									



ABILITIES

Always Ready	Always Ready allows a character to ignore any Unaware Conditions by passing a Perception Test.
Ask Nicely	A chance to reduce Support Point costs by 1.
Blur	Character may take a special Movement Action that allows them to Sprint at their Agility Modifier *8.
Clear Target	Reduces the Penalty for Called Shots by Half.
Eagle Eye	The character with Eagle Eye gains a +10 Bonus to all Visual Investigation and Perception Tests.
Emotionally Broken	Gain a +20 to all Fear Tests Also gains a -30 Bonus when rolling on the Shock Chart
Evasive Maneuvers	When used, applies +20 to Evasion but gives -20 Penalty to Ranged Attacks and -10 to Melee Attacks.
Fast Foot	Roll twice on the initiative roll and take the highest
Field Medic	Allows Character to make Medical Tests without Tools, halves Penalties for bad conditions.
Gather Senses	Characters may reroll one failed Pinning Test or Fear Test per Turn.
Hand-To-Hand Basic	Gives an extra +5 To Hit with Melee Attacks and +5 to Parry with Melee Weapons.
Heavy Preparation	Characters no longer have a chance of dropping Heavy Weapons when not braced. Penalties taken reduced by 10.
Lucky Shot	On rolls of 01 through 09 To Hit, the dice rolled to figure damage outcome is doubled.
Mobile Fire	When moving and shooting, Characters reduce the To Hit Penalties by 10.
Not Enough	If the Character were to go unconscious, allow for one more Half Action beforehand.
Quickdraw	Quickdraw allows a character to holster or equip a weapon or equipment as a Free Action.
Rapid Reload	Halves the Base Reload Time of any weapons reload (minimum of 1).
Snapshot	The character is able to take a Half Action Aim as a Reaction if using a scope under 6x Magnification.
Soldier of Fortune	The character may reroll a failed Luck Roll.

EQUIPMENT

M6D Personal Defense Weapon System	60x 7.62x51mm APHE	Ghillie Cloak
Close-Quarter M11 Combat Knife	Doppler Radar	Target Designator
ONI Bubble Shield	Hard Case	

ARMOR	WEIGHT	ARMOR RATING				SHIELD		
Mjolnir Mark VI Powered Assault Armor	220 kg	HEAD	ARMS	CHEST	LEGS	SHIELD INTEGRITY	DELAY	RECHARGE RATE
		27	26	27	26	125	2	50
Strength Modifier	+20 Strength	+2 Mythic Strength				Agility Modifier	+5 Agility	+1 Mythic Agility

[TH] [UD] [I]	Custom MA5B Individual Combat Weapon System				Auto (9) or Semi-Auto (3), Burst (3)		"Assault Rifle"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD	
Rifle	4D10	+6	11	60	60m-375m	7.62x51mm	56	6	
-5 Penalty To Hit. Comes With: Ammo Counter, Flashlight, Extended Magazine. Black Polymer finish. Due to the weapon's height, firing while Prone gives a -10 Penalty To Hit unless a magazine of 30 rounds or smaller is used with the weapon. When making any Charge or Run Movements, the Penalty gained To Hit is lessened by 10. When making a Move Action, the User reduces the To Hit Penalties by 10. For example, a Full Action Move will only be at a -10 Penalty To Hit.								WEIGHT (KG):	4.8

[TH] [HW] [I]	Custom M41 Surface-to-Surface Rocket Launcher				Semi-Auto (1)		"SPNKR"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	MAGAZINE	RANGE	AMMUNITION	cR	RELOAD	
Rocket Launcher	4D10	+16	12	2	20m-1,200m	M19 102mm	103	13	
Blast (9), Kill (3), Homing, Vehicle lock Special Rule. Comes with: Built-in KFA-2 x2 Scope. An Angled Grip is added to the bottom rail in front of the weapon, giving a +5 Bonus To Hit.								WEIGHT (KG):	10.8

ORDNANCE SPECIALIST - SPARTAN-083: GEOFF

As an ONI officer tasked with analyzing the psychological profiles of Spartan soldiers, I have had the opportunity to study Spartan-083. 083's expertise in weapons and explosives is undeniable, and he possesses a level of precision and skill that is rare even among the highly trained Spartan-II soldiers.

What sets 083 apart, however, is his ability to analyze complex situations and devise effective strategies in the heat of battle. This is a trait that has been honed over years of intense training and combat experience, and it has earned him the respect and admiration of his fellow Spartans.

FIGHTING STYLE

Make use of the Armor's Motion Tracker and Doppler radar to keep an eye on your local area, find your Enemies and then capitalize. Use the limited arsenal of Camo tools to your advantage and call in a devastating Light Ordnance strike to start the fight. In the same round the rounds drop be sure to relocate using the Assault Rifle as a mobile platform capable of laying down accurate fire while moving. If ordnance isn't available or if ordnance is reloading, the M41 can be used to take out priority targets and clusters of enemies.

Use the Plethora of Luck and Luck-based abilities to make the most of his opening shots, shock and awe, spartan.

THE FLOOD BESTIARY

FLOOD BESTIARY

The Flood is an ancient mass, an infection, a parasite. Originating as the corrupted form of the most ancient beings of the Galaxy, the Precursors, The Flood was responsible for the devouring and destruction of most sentient life in the galaxy.

The Flood operate in two ways, either the ability to infect and control forms as a host, or to break down biological matter to create Pure Forms, which are Flood forms with no host body.

THE FLOOD BESTIARY AND SPECIAL RULES

The following section of this book covers the Flood and their various Special Rules, Abilities, and options for the GM. It is important for the GM to familiarize themselves with this section of the book, as The Flood is one of the easiest ways a GM can end a campaign with. That is to say, the easiest way to accidentally kill the party without meaning to.

Each section of the Flood Bestiary will contain information for the GM to use each aspect of the Flood and their possible difficulty levels and possibility of a party's survival.

BESTIARY ENTRIES

Each of the Contamination Levels have information on when to use each Bestiary Entry. These aren't always needed but are a useful guideline for running a simple and, hopefully, streamlined campaign against the Flood.

Each Flood Bestiary Entry will not depend on needing the Contamination Level information, as each will have the information needed for each entry.

FLOOD TRAINING

Flood Characters are always considered to have the Training needed to use any of their Biological Weapons. Flood Characters also share the Trainings of the Characters they took over. If a Key Mind (Juggernaut, Gravemind, Abomination, etc) is active, all Flood Forms will have all Faction and Weapon Training.

FLOOD IMMUNITIES

The Flood are immune to a various amount of Special Rules and Medical aspects. The following is a list of Special Rules and Medical Rules that do not affect the Flood.

SPECIAL RULES	MEDICAL RULES
Stun Special Rule	All but Extreme Temperatures
Tranquilize Special Rule	Fatigue
Headshot Special Rule	Radiation
Tear Gas Special Rule	Hunger and Dehydration
Flashbang Special Rule	Sleep Deprivation
Concussive Grenade	Suffocation
Smoke Grenade	Flood Spores

FLOOD SPORES

When a Flood Form dies within half a Meter of the face of a Character, the Character must make a +30 Toughness Test. If failed, the Character takes +1 level of Fatigue.

This can be alleviated by covering the mouth with cloth, rebreathers, or any other gasmask or filtration system. If in an open area with working ventilation systems, the Spore Special Rule will not work and Characters will not gain fatigue.

GM DISCLOSURE

The following Contamination Level system is for GMs to use to make a slowly increasing threat to Players and relieve some of the work and effort the GM may need to do. The Contamination Level System is not mandatory and can be ignored by GMs who do not want to use it.

CONTAMINATION LEVEL

Contamination Level is very important for the difficulty in fighting off the Flood. The higher the Level, the more difficulty it becomes to defeat the Flood on a local level. Contamination Level goes from 1 to 100 but can also go beyond this. At 100%, most parties will be impossible to even survive in the location, let alone defeat or fight back the Flood. An example of 100% Contamination level would be The Indulgence of Conviction during the events of Halo 3. A fully taken over ship that became more Flood than Machine.

BEGINNING CONTAMINATION LEVEL

To figure beginning Contamination Level, the GM can either decide on a number, or roll 1D5 for every Bestiary Level the GM chooses the game to begin at. This could mean an Easy game beginning with only a D5 roll, or a Nemesis game beginning with a 5D5 roll.

HOW TO USE CONTAMINATION LEVEL

The Contamination Level helps decide how dangerous the Flood are at any given time, and what forms the Flood have access to. Each Flood Form will have a Contamination level where they would generally begin showing up to fight the Players.

For every day that takes place in the game, the Contamination Level increases by 1. If major events happen by the GM's decision, they may increase the Contamination level manually.

WHEN CONTAMINATION REACHES 100

When Contamination reaches 100, a Proto-Gravemind is formed. This means that all Infection Forms gain an Intellect of 25, instead of 0. This means that they are able to become much more dangerous. On top of this, a Contamination level of 100 also means the general danger levels are through the roof, and no standard group of Human players would be able to survive.

LOWERING CONTAMINATION LEVEL

Players are able to lower the Contamination Level by performing GM-decided tasks, such as destroying key Dens and Hives, performing missions, and destroying Abominations, Juggernauts, Proto-Graveminds, and Graveminds. Based on GM-decided difficulty levels or how deserved they believe the mission given to be worth, the GM lowers the Contamination Level. A general rule of thumb would be to lower Contamination by 5 for every Bestiary level of difficulty.

CONTAMINATION

FLOOD SPORES

Contamination Level: 1

The Flood Spore are micro-forms the size of up to a fingernail. These are the most basic form of the Flood that acts as a carrier for infection and the building-blocks of Flood hives.

When an area becomes infected with Spores, the Spores will begin to target air filtration systems and large-scale electronics to cease their functions. This includes ship engines, air filtration systems, and generators.

Flood Spores are able to begin construction Flood Dens Hives when there are enough built up in an area. When the Contamination level reaches 5, a Flood Den is created. When Contamination level reaches 10, a Flood Hive is created.

GROWTH POD

Contamination Level: 5

A Pod that incubates Flood Infection Forms. When destroyed, deploys 2D5 Pod or Seeder Infection Forms. When hatched without tampering, deploys 3D5 Infection Forms. Is available to deploy after 2 hours of growth and will break the moment any Damage is taken.

Pods will often deploy or even destroy themselves when a target is close enough to be attacked by the Infection Forms inside.

FLOOD DEN

Contamination Level: 5

A collection of (X)D5 Growth Pods. (X) is the level of Difficulty the GM wants, from 1 to 5. When Contamination reaches 10, Flood Dens are upgraded to Flood Hives.

INFECTION FORMS

Contamination Level: 5

Infection Forms are the most common form of the Flood. These are small balloon-like creatures that are deployed in large numbers.

Infection Forms are birthed from Flood Hives and Dens, and when they die, they release more Spores. Flood Infection Forms attack in parties of (X). (X) is equal to the Contamination level, multiplied by 2.

When a Character is at 0 Wounds and is attacked by a Flood Infection Form, they're taken over unless a Luck is burnt. When taken over, if Contamination is under 20, they'll generally be transformed into Carrier Forms. If Contamination is 20 or greater, they'll generally be transformed into Combat Forms. The GM may choose which happens.

The transformation takes 2 Full Actions for either.

FLOOD HIVE

Contamination Level: 10

When Contamination reaches 10, Flood Dens are upgraded to Flood Hives. When a Flood Den is upgraded to a Flood Hive, the Hive has a minimum of 30 Growth Pods.

Every 5 Contamination Level after the upgrade, 1D5 Growth Pods are added to the Hive.

When the Contamination Level reaches 20, the Hives become Flood Nests.

CARRIER FORMS

Contamination Level: 10

Carrier Forms are bloated walkers where the Host was used to incubate more Infection Forms. When killed, Carrier Forms spawn 2D5 Infection Forms.

COMBAT FORM

Contamination Level: 20

Flood Combat Forms are when Flood Infection Forms infect a Character and take them over. Flood Combat Forms serve as the Flood's primary form of combat and offense.

When Contamination Level reaches 20 and above, Combat Forms will begin showing up without casualties caused around the Players.

Each Combat Form may be stronger than another in various ways. Each time a Combat Form is created, the GM may select from a list of Options to customize it.

FLOOD NEST

Contamination Level: 20

Once Contamination reaches 20, the Flood Hives are upgraded to Flood Nests. When a Flood Hive is upgraded to a Flood Nest, the Nest has a minimum of 50 Growth Pods.

Every 5 Contamination Level after the upgrade, 2D5 Growth Pods are added to the Nest.

When the Contamination Level reaches 50, a Proto-Gravemind begins to form in one of the Flood Nests.

PURE FORMS

Contamination Level: 20

Pure Forms begin showing up at various levels of contamination. These are forms that need no host to take over. They are made of pure biomass and flood cells.

JUGGERNAUTS AND ABOMINATIONS

Contamination Level: 50

Juggernaut and Abominations begin to form at Contamination Level 50. These are the first step to Proto-Graveminds forming. Juggernauts and Abominations are powerful forms that increase the aptitude of Combat Forms by becoming a form of central intelligence for them.

Juggernaut and Abominations are powerful forms of Flood to fight.

PROTO-GRAVEMIND

Contamination Level: 75

A Proto-Gravemind takes a large force to take down. They are heavily armed with both intellect and biomass. A GM should only use these in narrative sense as taking one down could even take an orbital assault from ships.

GRAVEMIND

Contamination Level: 100

End-Game for the Flood. The use of a Gravemind should only be narrative tools for a GM. It takes more than orbital attacks to bring down a Gravemind, and they're hyper-intelligent. The creation of a Gravemind generally marks the end of life in the galaxy.

POD INFECTION FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	10	25	--	40	--	30	--	--	--
--	+1	--	+3	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			90 Centimeters (2'9 ft.)							
WEIGHT			5 Kilograms (11 lb.)							
SIZE			Small							
CONTAMINATION			5							
SOLDIER TYPE TRAITS										
INFECTION: When the Infection Form attacks a Character that is at 0 or lower Wounds, the Infection Form begins to take over that Character. In two Rounds, the Infection Form will have infected, taken over, and transformed the Character, creating either a Carrier Form or a Combat Form. If the Character burns a point of Luck, the Infection Form is destroyed and the Character is back to 1 Wound.										
SWARM: Flood Infection Forms attack in swarms of (X), where (X) is the Contamination Level, multiplied by 2. Swarms attack as one, increasing Mythic Strength by (X) for the Attack. The GM may also substitute this number, if not using the Contamination Level, by taking the Bestiary Level and multiplying it by 10, or just choosing a number they feel fit against their Party. On average, up to 10 Infection Forms can stay within a single 1x1 Meter tile.										
BURST: Flood Infection Forms have the capability of exploding themselves. This allows the Flood Infection Form to kill itself, popping Spores into the area and dealing (X)D10 Damage with a Pierce of 10, where (X) is how many Pod Infection Forms were in the Swarm. Burst is automatically triggered with Flood Infection Forms come in contact with Energy Shields and Plasma.										
BILE: If the Flood Infection Form is unable to take over a Character for whatever reason, the Infect Form will begin to slowly melt itself and the Character into usable biomass. Once this happens to 5 Characters, a Pure Form of the GM's choice is created.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	2	5	--

SEEDER INFECTION FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	10	35	--	40	--	30	--	--	--
--	--	--	+2	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			90 Centimeters (2'9 ft.)							
WEIGHT			5 Kilograms (11 lb.)							
SIZE			Small							
CONTAMINATION			5							
SOLDIER TYPE TRAITS										
INFECTION: When the Infection Form attacks a Character that is at 0 or lower Wounds, the Infection Form begins to take over that Character. In two Rounds, the Infection Form will have infected, taken over, and transformed the Character, creating either a Carrier Form or a Combat Form. If the Character burns a point of Luck, the Infection Form is destroyed and the Character is back to 1 Wound.										
SWARM: Flood Infection Forms attack in swarms of (X), where (X) is the Contamination Level, multiplied by 2. Swarms attack as one, increasing Mythic Strength by (X) for the Attack. The GM may also substitute this number, if not using the Contamination Level, by taking the Bestiary Level and multiplying it by 10, or just choosing a number they feel fit against their Party. On average, up to 10 Infection Forms can stay within a single 1x1 Meter tile.										
BURST: Flood Infection Forms have the capability of exploding themselves. This allows the Flood Infection Form to kill itself, popping Spores into the area and dealing (X)D10 Damage with a Pierce of 10, where (X) is how many Pod Infection Forms were in the Swarm. Burst is automatically triggered with Flood Infection Forms come in contact with Energy Shields and Plasma.										
ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	2	5	--



CARRIER INFECTION FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	40	25	--	40	--	30	--	--	--
--	--	+1	--	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			205 centimeters (6'9 ft) – 236 centimeters (7'9 ft)							
WEIGHT			130 Kilograms (287 lb.)							
SIZE			large							
CONTAMINATION			5							
SOLDIER TYPE TRAITS										
INCUBATION: The Carrier Forms gestate new Infection Forms, slowly becoming larger. At the point of formation, within the first Full Action of existence, the Carrier Form already holds one Infection Form. Every 5 Rounds, one more Infection Form is created. Once 10 have Formed within the Carrier, the Carrier will burst. The Carrier Form may decide to wait to Burst until a victim is within distance.										
BURST: At the point of Death or after forming 10 Infection Forms, the Carrier will explode. On detonation, the Carrier Form releases any Infection Form that was inside, while also dealing 3D10+10 Damage with a Pierce of 10. The Infection Forms are immune to the Burst. The Burst covers a Radius of 2 Meters.										
EXTERMINATION: If killed using an explosive that has a Damage Roll of 3D10 or more, or by a Flamethrower weapon, the Infection Forms inside will be destroyed, as well.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	86	--



CARRIER SPORE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	40	25	--	40	--	30	--	--	--
--	--	+1	--	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			205 centimeters (6'9 ft) – 236 centimeters (7'9 ft)							
WEIGHT			130 Kilograms (287 lb.)							
SIZE			large							
CONTAMINATION			5							
SOLDIER TYPE TRAITS										
INCUBATION: The Carrier Form gestates a growing mass of Flood Spores, slowly becoming larger. Starting at 1, every 5 Turns the Carrier Form will gain +1 to Spore (X). Spore (X) is how large of a Radius in Meters the Carrier's Burst will affect.										
Once the Carrier Spore Form has reached Spore (10), was killed, or has gotten close enough to a victim, it will Burst.										
BURST: At the point of Death or forming Spore (10), the Carrier will explode. On Detonation, the Carrier Form releases its Spores in an Blast radius equal to Spore (X). Anyone within 2 Meters will take 3D10+10 Damage with a Pierce of 10. Infection Forms are immune to the Burst. The Spore Cloud created will last Spore (X) in Turns.										
SPORES: Once the Spores have become active, they will begin clogging any ventilation system or attempt to clog and destroy electronics. If kept unchecked. Weapons can be kept clean by continuous use. Any weapons not used will get clogged and need a Full Action to clean out.										
EXTERMINATION: If killed using an explosive that has a Damage Roll of 3D10 or more, or by a Flamethrower weapon, the Infection Forms inside will be destroyed, as well.										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	86	--



COMBAT FORMS

Flood Combat Forms are when Flood Infection Forms take over a host. Some races are immune to the effects of a Flood Infection Form, which means they are unable to be turned into a Combat Form.

Combat Forms are used by the Flood as a first line of offense, quickly spreading and attacking non-Flood Characters and creatures.

BIOMASS ONLY

Creatures that are immune to Infection Forms are called “Biomass Only” for sake of simplicity for the GM and players. This includes any Lekgolo, including ORION and Spartan Soldiers, Mgalekgolo, Yanme’e, and Huragok. These Characters cannot be taken over by the Flood but may be broken down into Biomass.

Characters that are being used for Biomass are broken down into Pure Flood Forms. The GM may choose one Pure Flood Form to appear after 10 Minutes (40 Rounds) of In-game time.

COMBAT

Flood Combat Forms have two arms, which have the possibility of mutation. The GM may choose two arm weapon types, or use the default selection of one Whip Arm and one Weapon Arm.

Weapon Arms are the only one where the Combat Form is able to use weapons that take a hand to hold.

DAMAGE RESISTANCE

Unlike most other Characters in the Halo Mythic game, Flood Combat Forms have a pre-decided Damage Resistance. This helps speed up combat against these forms, as they tend to show up in swarms.

UNDEAD

The Head sublocation is replaced once transformed into a Flood Combat Form. A Flood Combat Form can only be completely killed when the Infection Form is destroyed, which is seen as the red tentacle frills that protrude from the location in which the Infection Form burrowed into the body. This is usually alongside the spinal cord or the neck and head area.

The Flood Combat Form cannot be killed unless the Infection Form is destroyed. If the body is destroyed, but the Combat Form is untouched, it is free to burst out of the Combat Form and attempt to take over another creature. Once the Wounds are reduced to 0, any amount of damage to the Head or the Infection Form will destroy that sublocation and kill the Combat Form. If the Head is destroyed but not the Infection Form, it is still able to leave.

Flood Combat Forms are still able to move and take Actions when reduced to under 0 Wounds unless their limbs have been destroyed.

Combat Forms are immune to Fatigue, Fear, Pinning, and all other Medical Effects.

RESSURECTION

If a Combat Form is destroyed, but the body remains intact, the body can be quickly taken back over by any other Infection Form, even if the Wounds of the body are under 0.

CHARACTER INFECTION

When a Character has been infected by the Flood, they are considered Dead. If the Player had failed to burn a Luck Point, or halt the Infection, then it is too late for them, and that Character cannot return. Infected Characters will have their Characteristics altered in a specific way to match them to the similar run-of-the-mill Combat Form.

Characters who are Infected lose half of the Agility, their Warfare Range is reduced to 20, and their Warfare Melee is reduced

to 25. The Character’s Intellect is removed, their Perception is halved, and the Character’s Charisma, Courage, and Leadership are removed.

The Character gains +2 Mythic Strength, +3 Mythic Toughness, and +2 Mythic Agility. Their Wounds are changed to 30, and they gain the same Damage Resistance of 6 + Half Armor as any other Combat Form.

COMBAT FORM BODY MODIFICATIONS

The GM may choose from the following Body Modifications when introducing a Flood Combat Form. Each alter how the Combat Form operates. Each chosen should give +10 Experience to the payout when killed.

JUMP DISTANCE

Jump and Leap are multiplied by 2 for all Combat Forms.

CONTROL: ABOMINATION AND JUGGERNAUT

When there is a Flood Abomination or Juggernaut within 100 Meters of the Combat Form, they gain 10 Intellect and can better coordinate in combat, instead of only attacking what is nearest.

CONTROL: PROTO-GRAVEMIND

Combat Forms within 1,000 Kilometers of a Proto-Gravemind are given an Intellect of 25 and are given the ability to Pilot vehicles and use Firearms.

CONTROL: GRAVEMIND

Combat Forms within 10,000 Kilometers of a Gravemind are given an Intellect of 40 and are given the Ability to Pilot Vehicles and use Firearms and Equipment. This includes flying ships, using explosives, and so on.

MODIFICATION	OUTCOME
Organic Armor	Large bone and skin masses are formed over chosen Armor Locations on the Body. The GM may choose these Locations. Each Location covered gains a +10 Bonus to Damage Resistance, but the Combat Form loses 1 Mythic Agility, or 5 Agility Characteristic if the Flood is out of Mythic Agility to use.
Fear Tactic	Some Forms will mutate in a way to expose the Skull, or other strange organic aspects of the Character. This gives the Combat Form a +10 to Intimidation Tests if controlled by a Gravemind, Proto-Gravemind, Juggernaut, or Abomination.
Overgrowth	The Flood Combat Form takes in extra Flood Biomass during conversion. The Flood Form increases in Size value, Small to Normal, Normal to Large, etc. This gives them +1 to Mythic Strength

COMBAT FORMS

HUMAN COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	65	20	20	35	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness			+2 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
30			54			9 + Half Armor			

UNGGOY COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
50	70	10	20	35	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness			+2 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
30			56			10 + Half Armor			

SANGHEILI COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
65	85	40	30	45	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+7 Strength			+5 Toughness			+6 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
125			62			13 + Half Armor			

JIRALHANA COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
60	85	30	15	45	--	25	--	--	--
MYTHIC CHARACTERISTICS									
+10 Strength			+7 Toughness			+7 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
125			96			15 + Half Armor			

KIG-YAR RUUTIAN COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
40	55	25	30	30	--	30	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness			+3 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
45			52			8 + Half Armor			

KIG-YAR T'VAOAN COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
40	60	40	20	35	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness			+8 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
65			54			9 + Half Armor			

KIG-YAR IBIE'SHAN COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	75	20	20	35	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+4 Toughness			+2 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
45			58			11 + Half Armor			

SAN'SHYUUM COMBAT FORM									
STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
45	65	20	20	35	--	15	--	--	--
MYTHIC CHARACTERISTICS									
+2 Strength			+3 Toughness			+2 Agility			
EXPERIENCE			WOUNDS			DAMAGE RESISTANCE			
30			54			9 + Half Armor			

FLOOD BIOLOGICAL WEAPONS

[PD] [SD] [OH] Claw Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass Fist	2D10	Strength Modifier +3	Strength Modifier +4	+1 Meter	--
Elongated claws made of random fingers and extra grown hands.					

[PD] [SD] [OH] Blade Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass One-Handed Sword	2D10	Strength Modifier +6	Strength Modifier +1	+1 Meter	--
A blade made of bone.					

[BD] [OH] Bludgeon Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass Club	1D10	Strength Modifier*2 +11	--	+1 Meter	--
A hardened, quick bludgeoning clump of biomass.					

[BD] [OH] Flesh Cudgel Appendage					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass Flail	3D10	Strength Modifier*2 +3	--	--	--
A large flesh-made cudgel.					

[BD] [OH] Flesh Lash					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass Whip	3D10	Strength Modifier	--	+2 Meters	--
A whip made of biomass.					

[PD] [TH] Bone Spike Thrower					
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	cR
Biomass Rifle	2d10	15	14	15m-100m	--
Spike weapon used by the Ranger Pure Form, This weapon has infinite ammo and does not need to be reloaded.					

THRASHER PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	60	60	10	--	40	--	10	--	--	--
--	+2	+10	+6	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			236 centimeters (7'9 ft)							
WEIGHT			200 Kilograms (440 lb.)							
SIZE			Large							
CONTAMINATION			20							
SOLDIER TYPE TRAITS										
BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.										
TRAMPLE: The Thrasher rushes forward with either a Run or a Charge Action to trample over anything in its path. Characters struck by the Trample must make a -40 Opposed Strength Test. If Failed, they're left Prone on the ground after being thrown 1D5 Meters away from the Thrasher. However, if the Character being struck has 4 or more Mythic Strength, they do not gain the -40 Penalty. If Successful, the Character is not left Prone and is not sent flying. If the Character is sent into a wall from going flying, they take an extra +1D10 Damage from the Trample Attack.										
Characters who are already Prone when struck by Trample cannot get the Strength Test and automatically take the +1D10 Damage.										
Trample will deal 4D10 Damage + Strength Modifier to all Characters struck and can hit multiple Characters.										
BIOLOGICAL WEAPONS										
Bludgeon Appendage (Feet)										
Flesh Lash (Tentacles)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	25	100	--

JUGGERNAUT PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	80	60	15	--	65	35	30	--	--	--
--	+8	+15	+6	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			5.5 Meters (28 ft)							
WEIGHT			500 Kilograms (1,102 lb.)							
SIZE			Immense							
CONTAMINATION			50							
SOLDIER TYPE TRAITS										
WEAPONIZED: The Juggernaut Pure Form has two long Whips for limbs, which allow them to Attack up to 10 Meters away from where they stand. The Juggernaut Pure Form may make two Melee Attacks per Round with these.										
BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.										
JUMP: The Juggernaut's Jump Height and Distance are multiplied by 2.										
HIVEMIND: The Hivemind Ability allows the Juggernaut to improve the capabilities of Flood Pure Forms and Combat Forms around them. Flood Forms within a 100 Meter radius of the Juggernaut are given a 10 Intellect and are able to work together more easily. The GM may allow Combat Form hordes to work more tactically, such as having them target a single Character, for example.										
Combat Forms are able to see and experience what the Juggernaut Form is experiencing.										
BIOLOGICAL WEAPONS										
Bludgeon Appendage (Feet)										
Flesh Lash (Arms)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	215	456	--



ABOMINATION PURE FORM

CHARACTERISTICS											
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR	
--	50	80	15	--	55	35	40	--	--	--	
--	+15	+8	+6	MYTHIC CHARACTERISTICS							
PHYSICAL ATTRIBUTES											
HEIGHT				310 centimeters (10'1 ft)							
WEIGHT				141 Kilograms (311 lb.)							
SIZE				Huge							
CONTAMINATION				50							
SOLDIER TYPE TRAITS											
WEAPONIZED: The Abomination has two long Whips for limbs and can move incredibly fast. As a Half Action, the Abomination can whip out to 5 Meters away. If the Abomination makes a successful Attack, they instantly Grapple their target.											
ROLL: The Abomination is able to use a Half Action to go in and out of a Roll, where they move very fast. While rolling The Abomination doubles it's charge and run movement speed. The Abomination may make a jump attack out from this Roll and gain -10 To Hit, but +1D10 Damage.											
JUMP: The Abomination's Jump Height and Leap Distance are multiplied by 2.											
HIVEMIND: The Hivemind Ability allows the Abomination to improve the capabilities of Flood Pure Forms and Combat Forms around them. Flood Forms within a 100 Meter radius of the Abomination are given a 10 Intellect and are able to work together more easily. The GM may allow Combat Form hordes to work more tactically, such as having them target a single Character, for example.											
Combat Forms are able to see and experience what the Abomination Form is experiencing.											
BIOLOGICAL WEAPONS											
Bludgeon Appendage (Feet)											
Flesh Lash (Tentacles)											

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	210	356	--

SWARMER FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	30	30	--	40	--	30	--	--	--
--	+5	--	+4	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			90 Centimeters (2'9 ft.)							
WEIGHT			9.5 Kilograms (21 lb.)							
SIZE			Small							
CONTAMINATION			20							
SOLDIER TYPE TRAITS										
ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.										
BITE: The Character can make strong Bite Attacks. 2D10 Damage Roll, Strength Modifier Base Damage, and Strength Modifier +6 Pierce. Bite Attacks take two Melee Attacks to perform and can only be made at Point Blank Range.										
BIOLOGICAL WEAPONS										
Claw Appendage (Feet)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	42	--



BOMBER PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	10	40	10	--	40	--	30	--	--	--
--	--	--	+7	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			60 Centimeters (2 ft.)							
WEIGHT			6.3 Kilograms (14 lb.)							
SIZE			Small							
CONTAMINATION			30							
SOLDIER TYPE TRAITS										
ONLY FLIGHT: The Infection Form only has the ability of flight, as they have no other form of transformation. The Character's flight speed is already figured into their Movement, and no Bonuses or Penalties are gained.										
BILE BOMBS: The Bomber spits an explosive ball of biomass that detonates on impact. The Bomber can spit out these Bile Attacks at terrifying distances of up to 50 Meters away. The Bomber can spit two types of Bile Bombs: Scatter Bile and Blast Bile.										
Scatter Bile will fire off 4 small balls of Bile that will each Scatter 1D10 Meters from the desired location to strike. This is increased by 1D10 for every degree of Failure, to a maximum of 50 Meters away from the Bomber. Each Scatter Bile Attack deals 1D10+9 Damage with a Pierce of 35 and Acid (3) Special Rule and Blast (3).										
Blast Bile will fire off 1 large ball of Bile that only Scatters 1D5 Meters from the desired location to strike. This is increased by 1D10 for every Degree of Failure, to a maximum of 50 Meters away from the Bomber. The Blast Bile deals 3D10+10 Damage with a Pierce of 30 and Acid (5) Special Rule and Blast (6).										
Bile Bombs are a Full Action Attack.										
BLAST: Bomber Forms will detonate when killed, and when within 1 Meter of a Character. This deals 2D10 Damage, with 10 Pierce. This kills the Bomber Pure Form.										
BIOLOGICAL WEAPONS										
Flesh Lash (Tentacles)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	20	44	--



STALKER PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	60	35	--	25	--	40	--	--	--
--	+8	+12	+6	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			92 Centimeters (3 ft.)							
WEIGHT			116 Kilograms (257 lb.)							
SIZE			Small							
CONTAMINATION			40							
SOLDIER TYPE TRAITS										
WEAPONIZED: The Pure Form has two Claw Appendages from the Flood Bestiary weapons.										
JUMP: The Jump Height and Distance are multiplied by 10.										
MUTATION: The Pure Stalker Form is able to mutate into the Pure Tank Form and the Pure Ranger Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.										
CRAWLER: The Pure Stalker Form is able to climb and walk on any surface, including walls, ceilings, and so on.										
BIOLOGICAL WEAPONS										
Claw Appendage (Feet)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	80	72	--



TANK PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	60	15	--	55	--	40	--	--	--
--	+15	+12	+6	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			228 centimeters (7'5 ft)							
WEIGHT			116 Kilograms (257 lb.)							
SIZE			Large							
CONTAMINATION			40							
SOLDIER TYPE TRAITS										
WEAPONIZED: The Pure Form attacks unarmed.										
JUMP: The Jump Height and Distance are multiplied by 10.										
MUTATION: The Pure Tank Form is able to mutate into the Pure Stalker Form and the Pure Ranger Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.										
BUILT TOUGH: The Character is large, wide, and well-balanced. The Character gains a +20 Bonus when Opposing a Grapple, Takedown, or any general Actions to prevent falling over.										
BIOLOGICAL WEAPONS										
Bludgeon Appendage (Left Arm)										
Flesh Cudgel Appendage (Right Arm)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	80	72	--

RANGER PURE FORM

CHARACTERISTICS										
BR	STR	TOU	AGI	WFR	WFM	INT	PER	CRG	CHA	LDR
--	20	60	35	55	--	--	40	--	--	--
--	+8	+12	+6	MYTHIC CHARACTERISTICS						
PHYSICAL ATTRIBUTES										
HEIGHT			125 Centimeters (4 ft.)							
WEIGHT			116 Kilograms (257 lb.)							
SIZE			Small							
CONTAMINATION			40							
SOLDIER TYPE TRAITS										
JUMP: The Jump Height and Distance are multiplied by 10.										
MUTATION: The Pure Ranger Form is able to mutate into the Pure Tank Form and the Pure Stalker Form. This Action takes 2 Half Actions to perform. The Form keeps the same Wounds, but Characteristics will change.										
BIOLOGICAL WEAPONS										
Bludgeon Appendage (Feet)										
Bone Spike Thrower (Mouth)										

LEVEL	EXPERIENCE PAYOUT	WOUNDS	LUCK
--	80	72	--



RANK

RANK	ARMY	MARINE	NAVY	AIR-FORCE	SPARTAN
E-1	PVT – Private	PVT – Private	SR – Crewman Recruit	AB – Airman Basic	SR 1 – 15
E-2	PV2 – Private 2	PFC – Private First Class	SA – Crewman Apprentice	Amn – Airman	SR 16 – 30
E-3	PFC – Private First Class	LCpl – Lance Corporal	SN – Crewman	A1C – Airman First Class	SR 31 – 45
E-4	SPC – Specialist	CPL – Corporal	PO3 – Petty Officer 3 rd Class	SrA – Senior Airman	SR 46 – 60
E-4 S	CPL – Corporal	--	--	--	SR 61 – 75
E-5	SGT – Sergeant	Sgt – Sergeant	PO2 – Petty Officer 2 nd Class	SSgt – Staff Sergeant	SR 76 – 90
E-6	SSG Staff Sergeant	SSgt – Staff Sergeant	PO1 – Petty Officer 1 st Class	TSgt – Technical Sergeant	SR 91 – 105
E-7	SFC – Sergeant First Class	GySgt – Gunnery Sergeant	CPO – Chief Petty Officer	MSgt – Master Sergeant	SR 106 – 120
E-7 S	--	--	--	MSgt Diamond – Master Sergeant	--
E-8	MSG – Master Sergeant	MSgt – Master Sergeant	SCPO – Senior Chief Petty Officer	SMSgt – Senior Master Sergeant	SR 121 – 135
E-8 S	1SG – First Sergeant	1st Sgt – 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	SR 136 – 141
E-9 S	SMA – Sergeant Major Army	SgtMaj. – Sergeant Major	MCPON – Master Chief Petty Officer of the Navy	CMSgt Diamond – Chief Master Sergeant	--
E-9 S	SM – Sergeant Major	SgtMajMC – Sergeant Major of the Marine Corps	--	CCM – Command Master Sergeant	--
E-9 S	--	--	--	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	2nd Lt – Second Lieutenant	SR 142
O-2	1LT – First Lieutenant	1stLt – First Lieutenant	LTJG – Lieutenant Junior Grade	1st Lt – First Lieutenant	SR 143
O-3	CPT – Captain	Capt – Captain	LT – Lieutenant	Capt – Captain	SR 144
O-4	MAJ – Major	Maj – Major	LCDR – Lieutenant Commander	Maj – Major	SR 145
O-5	LTC – Lieutenant Colonel	LtCol – Lieutenant Colonel	CDR – Commander	LT Col – Lieutenant Colonel	SR 146
O-6	COL – Colonel	Col – Colonel	CAPT – Captain	Col – Colonel	SR 147
O-7	BG – Brigadier General	BGen – Brigadier General	RDML – Rear Admiral Lower	Brig Gen – Brigadier General	SR 148
O-8	MG – Major General	MajGen – Major General	RADM – Rear Admiral Upper	Maj Gen – Major General	SR 149
O-9	LTG – Lieutenant General	LtGen – Lieutenant General	VADM – Vice Admiral	Lt Gen – Lieutenant General	SR 150
O-10	GEN – General	Gen - General	ADM – Admiral Chief of Operations	Gen – General Air Force Chief of Staff	SR 151
SP	GA – General of the Army	--	FADM – Fleet Admiral	Gaf – General of the Air Force	SR 152

RANK	LEGION	FLEET SECURITY	SPECIAL
E-1	Yanme'e Minor	--	--
E-2	Unggoy Minor	--	--
E-3	Unggoy Major	Unggoy Ranger	--
E-4	Unggoy Heavy	Spec-Ops Unggoy	--
E-5	Unggoy Ultra	--	--
E-6	Yanme'e Major	--	--
E-7	Yanme'e Ultra	--	--
E-8	Kig-Yar Minor	--	--
E-9	Yanme'e Leader	--	--
W-1	Kig-Yar Major	--	--
W-2	T'vaan Murmillo	Kig-Yar Ranger	--
W-3	T'vaan Champion	Kig-Yar Sniper, T'vaan Commando	--
W-4	Mgalekgolo, Huragok	--	--
W-5	Sangheili/Jiralhanae Minor	--	--
O-1	Mgalekgolo Gold, Junior Staffer	Stealth Sangheili, Minor Ranger, Jiralhanae Stalker, Jump Pack Jiralhanae Minor	--
O-2	Sangheili/Jiralhanae Major	Special Ops Sangheili, Major Ranger, Jump Pack Jiralhanae Major	Elder Mgalekgolo, Senior Staffer
O-3	Sangheili/Jiralhanae Ultra	Special Operations Officer	Honor Guard, Vice Minister, Deacon
O-4	Sangheili General, Jiralhanae Captain	Special Operations Sub-Commander, Jump Pack Jiralhanae Captain	Light of Sangheilios, Minister
O-5	Fleetmaster, Fieldmaster, Jiralhanae Chieftain	Special Operations Commander	Zealot, Ascetic
O-6	Supreme Commander, Jiralhanae War Chieftain	Ossoona	--
O-7	Imperial Admiral, Jiralhanae Army Commander	--	--
O-8	--	--	Zealot Ascetic, Yanme'e Queen, Kaidon
O-9	Arbiter, Chieftain of the Jiralhanae	--	High Councilor, Sangheili Councilor
O-10	--	--	Hierarch
SPECIAL	--	--	Prophet

HOW RANK WORKS

Ranks are a system of hierarchical relationships in Armed Forces, Intelligence Agencies, and Police Forces. Halo Mythic offers an in-depth Ranking System for the Human and Covenant-based Factions.

A Character with a rank about another Character will almost always have more power than those below them. Ranks also give Bonuses as they rank up, including more cR payouts, Support Points, and access to Military technology.

UNSC and Human Ranks work the same as the United States Military. However, for the Covenant, a similar but more disambiguated system is in place. This allows for the same type of rank pull and power, alongside cR and Experience payouts, but allowing the Covenant to have their own system free from the human system.

Ranks are a system of hierarchical relationships in Armed Forces, Intelligence Agencies, and Police Forces. Halo Mythic offers an in-depth Ranking system for both the Human and Covenant factions. It is recommended that the Covenant ranking system be followed, but the Human Faction Ranks should be used at GM Discretion.

A Character with rank above another will always be seen as more important, giving that Character more power. These Ranks also give Bonuses and Penalties to Social Skills of Military-based Characters.

At Character Creation for Human Characters, Players and the GM must decide rank through agreement. Usually, Players will begin around Rank E-1 through E-3, with the chosen Commanding Player at Rank E-6.

Covenant Players, on the other hand, have a simpler system. Their Soldier Type decides the Rank, with the Commanding Player given a single higher Rank than the rest. This means a Sangheili Minor can be a Commanding Unit above even some of the highest Kig-Yar and Unggoy.

Civilians are not held to ranks, nor are most Mercenaries and Scavengers. Civilians are exempt from Rank Bonuses and Penalties to Social Skills

RIISING THROUGH THE RANKS

As missions are completed and time progresses, Characters will rise through the Ranks. Those who do not cause their Military problems and make smart decisions should be rewarded over time for their survival, achievements, and even plot reasons.

COVENANT RANK DIFFERENCES

Covenant Ranks, on the other hand, are given based on the Total Experience the Player has accumulated over time. When they reach a threshold, the GM may decide when they are allowed to rank up. The player has a choice between different options, and the GM shouldn't always allow any and every option to be taken, as some ranks are incredibly specific or even limiting to some types of campaigns and missions.

Only Experience gained after Character Creation count towards ranking up.

SPECIAL 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. The Special Rank beyond O-10, however, does gain Bonuses.

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.

SPARTAN RANK

The creation of the Spartan IV Program introduced a new Military Branch for the UNSC specifically for Spartans. Any Spartan 1, 1.1, 2, 3, and 4 are folded into the new Branch, unless they have a standing and important Rank in another Branch, such as an Officer.

The Spartans Branch has a different system of Ranking, where they gain a number, instead of a title. These Spartans are then 'donated' or 'loaned' to one of the other Branches of the Military, giving them their equivalent of Rank that they would have, shown in the Rank table at the beginning of this section.

For every Mission completed, the Spartan gains +5 to their Spartan Rank (SR), and every time they show incredible skill in completing objectives and show great tactics and Commanding prowess, the GM may give them extra, up to 5 more. No Spartan should ever gain more than +10 to their SR in a single Mission unless the Mission was Hard or greater in difficulty.

Spartans that share the same human Rank, but have different Spartan Rank, have the same Commanding and Social status as the other when dealing with others, but the Spartan with the higher Spartan Rank of the two technically takes charge over the other.

RANK AND PLAYER COMMAND

A Character can Command other Players as long as that Character is in a Commanding Rank over the others. These Tests can only be made against those of lesser Rank, and a Roll is still made by the Commanding Character. A Player or Character can still choose to ignore this and are not bound by what the Commanding Character says. A Character is not allowed to use Commands to control the actions of another, but more to assert their authority.

RANK cR MULTIPLIER

Once a GM awards cR for a mission the total sum is multiplied by the Rank multiplier. To find your rank Multiplier, check the corresponding Multiplier to your Character's Rank.

RANK	CR
E-1:	*1
E-2:	*1.1
E-3:	*1.2
E-4/ E-4 Special:	*1.3
E-5:	*1.4
E-6:	*1.5
E-7/ E-7 Special:	*1.6
E-8/ E-8 Special:	*1.7
E-9/ E-9 Special:	*1.8
W-1:	*2
W-2:	*2.1
W-3:	*2.2
W-4:	*2.3
W-5:	*2.4
O-1:	*3.1
O-2:	*3.2
O-3:	*3.3
O-4:	*3.4
O-5:	*3.5
O-6:	*3.6
O-7:	*3.7
O-8:	*3.8
O-9:	*3.9
O-10:	*4
SPECIAL:	*5

SANGHEILI RANKING SYSTEM

LEGION

MINOR: Prerequisites: N/A

Minor is a Sangheili rank used by the Covenant and the Swords of Sanghelios. It is the lowest military rank in the Sangheili ranks. Minors often lead lances of Unggoy and Kig-Yar into battle. For Sangheili that choose to be in a fleet's Legion, this is their starting rank. The armor color is a dark blue.

MAJOR: Prerequisites: 3,500 Exp

Majors, as a rank, is medium-low in the Covenant rank structure, but are higher ranked than a Sangheili Minor. Only a Major can obtain the temporary rank of Ossoona, due to the fact that a more seasoned warrior prefers combat, not stealth. Majors usually command groups of Minors as well as other Covenant races in ground combat situations. In addition to commanding ground forces, Majors may also occupy the role of a "second-master" on a starship, effectively acting as the Shipmaster's second in command.

ULTRA: Prerequisites: 5,000 Exp

Sangheili Ultras command specific operations and are the Covenant's equivalent to a UNSC Field Officer. They are directly subordinate to Generals and Zealots. Ultras may choose to either continue infantry operations or begin naval operations. Upon choosing the former, they are used on high-priority missions. Upon choosing the latter, they are assigned to a starship and given the title of Second, showing they are Second in Command of the ship should the Shipmaster be absent.

GENERAL: Prerequisites: 8,500 Exp

Upon achieving the rank of General a Sangheili is given a choice; continue to serve the fleet's Infantry and lead further Ground Operations or command a Starship and participate in the fleet's Naval operations. Upon choosing the latter, they are assigned to a ship and granted the title of its Shipmaster. Depending on the nature of a given military operation, Generals can report directly to a Zealot, Fieldmaster, Fleetmaster, or even if the situation is dire enough, the Supreme Commander.

FIELDMASTER/FLEETMASTER:

Prerequisites: 10,000 Exp

Fieldmaster is a title given to a high-ranking Sangheili in command of ground forces. They are characterized by their gold-colored armor and are often put in charge of a fleet's entire Infantry. Commonly they answer to the fleet's Supreme Commander and no one else.

A Fleetmaster is a title given to a high-ranking Sangheili in command of naval forces. They are characterized by their gold-colored armor and are often put in charge of a fleet's convoy of ships, able to issue orders to each Shipmaster in the fleet. Commonly they answer to the fleet's Supreme Commander and no one else. In smaller, 1 to 5 ship fleets, the Fleetmaster may also be the fleet's Supreme Commander.

SUPREME COMMANDER Prerequisites: 15,000 Exp

The rank Supreme Commander is one of the highest ranks used by the Covenant Navy. They command large fleets. Despite the high status of the title, a Supreme Commander is lower in rank than an Imperial Admiral. The Supreme Commander of a fleet has direct command over its Fleetmaster, its Fieldmaster, and its Special Operations Commander, allowing the Supreme Commander to give assignments to all three divisions of their fleet (Infantry, Navy, and Special Warfare) without needing to micro-manage their activities directly. The Supreme Commander is normally the Shipmaster of the fleet's Capital Ship.

IMPERIAL ADMIRAL Prerequisites: 18,000 Exp

Imperial Admiral is the highest non-political rank a Sangheili within the Covenant could possibly obtain. An Imperial Admiral has command over every Supreme Commander in the Covenant Empire and may set assignments for them as such. Imperial Admirals control large fleets of warships and normally operate on a very high-ranking flagship such as a Supercarrier or other very powerful capital warships.

SPECIAL WARFARE**STEALTH SANGHEILI:** Prerequisites: 4,000 Exp

Stealth Sangheili are a specialized Sangheili unit of the Covenant, tasked with infiltration and stealth operations. They report to Fleet Security of the Special Warfare Group. They are typically seen commanding a file of Spec-Ops Unggoy soldiers. They are the starter rank for the Special Warfare branch of Sangheili. They come equipped with built-in active camouflage to their light blue harness.

MINOR RANGER: Prerequisites: 5,500 Exp

Ranger is a special position. It is a temporary inherited title which provides a vacuum-sealed suit to the user as well as a covenant thrust pack, which replaces the previous equipment and armor. Rangers often operate in the vacuum of space and normally are volunteers. They are officially a part of the Special Warfare division, but members from the Legion division may volunteer for Ranger service.

MAJOR RANGER: Prerequisites: 8,000 Exp

Major Rangers are to Minor Rangers as a regular Major is to a regular Minor. Major Rangers come with an anti-grav pack rather than a thruster pack, granting them true flight.

SPEC-OPS: Prerequisites: 6,000 Exp

The Special Operations Sangheili is a Covenant Sangheili rank. It is the second-lowest rank in the Special Operations branch.

Special Operations Sangheili are members of the Covenant Special Operations branch of the Covenant Special Warfare Group. Sangheili of this rank are extremely skilled warriors and are sent in to accomplish some of the most dangerous and difficult missions for the safety of the fleet.

SPEC-OPS OFFICER: Prerequisites: 7,000 Exp

A Special Operations Officer is subordinate to Special Operations Sub-Commander and possesses a large amount of political and military authority. The role of such individual is to lead a squad of Special Operations forces, similar to the role of the higher ranking Special Operations Commanders and Sub-Commanders, but the troop that Special Operations Officers command holds fewer troops in lower rank than the ones commanded by the others.

SPEC-OPS SUB-COMMANDER:**Prerequisites:** 8,000 Exp

Similar how a General is the subordinate to the fleet's Fieldmaster or Fleetmaster, a Sub-Commander is the subordinate to the fleet's Special Operations Commander. In times that demand the attention of the Commander, they will normally appoint a Sub-commander into the team they will lead, acting as a second in command should something happen.

SPEC-OPS COMMANDER: Prerequisites: 10,000 Exp

Special Operations Commander was a high Covenant Sangheili rank. Special Operations Commanders held authority over all Special Operations forces within a fleet and were tasked with maintaining the fleet's security and had the of speaking directly to the Hierarchs and relaying their messages to the High Council should need be. In missions of great importance, they will likely lead a task force consisting of a Sub-commander and several Officers.

OTHER/MISC RANKS/TITLES**SHIPMASTER:** Own a Starship

This is an inherited rank that anyone that owns a starship receives. The crew will refer to the character by this term and they are considered in Command of the vessel.

HONOR GUARD: Prerequisites: 7,500 Exp

Honor Guardsmen were among the most skilled of all Sangheili warriors and were hand-picked for the duty of protecting the High Prophets and other high ranking officials in the Covenant High Council. Honor Guardsmen were expected to immediately kill anyone who drew a weapon in the presence of a Hierarch, though they might stand down should an Arbiter or Kaidon do so. In addition, they kept order during important meetings within the High Council. Although the position was a great honor, it was seen by some Sangheili as a merely ceremonial duty and a way to silence those who were aware of the Hierarchs' duplicity. Some expected to encounter little to no combat in the ranking, select Sangheili were known to have even declined a place in the Honor Guard.

LIGHT OF SANGHEILIOS: Prerequisites: 9,000 Exp

The Lights of Sanghelios were a revered elite unit among the Sangheili Honor Guard. The Lights of Sanghelios, sometimes referred to as the Honor Guard Ultras or the "Helios" for short, was a distinctive unit of Sangheili Honor Guardsmen in the Covenant. The Lights of Sanghelios represented the most adept and highest-ranking combat units within the Covenant Honor Guard, consisting solely of Sangheili. Members of the elite unit were often given the privileged duty to protect the San'Shyuum of the Covenant. High-ranking San'Shyuum politicians hand-picked Honor Guardsmen within the Lights of Sanghelios to serve as their personal guards.

ZEALOT: Prerequisites: 10,000 Exp

This is a special title inherited by a Sangheili that meets the prerequisites. The Sangheili must be a devoted follower of the great journey to receive this title. As members of the Ministry of Fervent Intercession, true Zealots form the razor's edge of any significant Covenant military operation. Zealot squads are tasked with the location and analysis of any information which might lead to a reliquary (Forerunner) site. Once The color of a Zealot's armor depends on their role. Legion Commander Zealots have a bright golden color, while Special Warfare Zealots are given a maroon color.

ASCETIC: Prerequisites: 10,000 Exp

This is an inherited title/rank. The Ascetics are a group within Sangheili culture charged with enforcing ideological purity and correct interpretation of Holy Scriptures. Ascetics act as the physical and mental embodiment of ideological purity. Their presence is meant to promote feelings of stability and order, as well as instill confidence in those loyal to the State and fear in those who would undermine it; to that end, their actions are swift and their decisions final. Leading by example, their ultimate purpose is to show each Sangheili the true path.

KAIDON: Prerequisites: 11,500 Exp

The Kaidon (or "Clan Leader") is a Sangheili dynastic rank. The head of a Sangheili State is referred to as "Kaidon". Kaidons are chosen by the previous rulers of the specific state. After crowning, it is considered common that any Elder who disagrees with the crowning of the new Kaidon send one or more assassins to kill him or challenge the Kaidon himself, as a form of testing whether the Kaidon is worthy of ruling. The Sangheili believe that a Kaidon who cannot defend himself is unworthy of leadership. The Kaidon, despite being a political ruler, is still very active in the military, even leading long time campaigns into enemy territory, leaving the Elders to rule in their stead. Kaidon is a lifelong rank, so the next Kaidon is only crowned after the current Kaidon dies. For rules on Playing as a Kaidon, see the GM Section.

SANGHEILI COUNCILOR: Prerequisites: 13,000 Exp

Sangheili Councilor is a title bestowed upon Sangheili that become members of the High Council. This gives the Sangheili +30 on all Social Skill Tests within the Covenant.

JIRALHANAEE RANKS**SPECIAL RULE:** Pack Alpha

Whenever a Rank has this rule as an additional requirement, you must find and defeat another Jiralhanae that already holds that rank in a one on one fight to either unconsciousness or death.

LEGION**MINOR:** Prerequisites: N/A

Jiralhanae Minor is the lowest and most common Jiralhanae rank. The Jiralhanae who have this rank are the youngest and most inexperienced in the Covenant. They are very weak compared to Brute Majors but can still be challenging. This is the first rank for the Legion.

MAJOR: Prerequisites: 6,000 Exp

Majors are lightly experienced soldiers of the Covenant, making up a portion of the Jiralhanae ranking system. Majors often lead files and lances of lower-ranking Jiralhanae, Kig-Yar, and Unggoy on the battlefield. They are given better armor protection and have access to better armament. During the Great Schism, they were given better armor and weapons.

ULTRA: Prerequisites: 7,500 Exp

The Jiralhanae Ultra is the highest of the three Legion Jiralhanae infantry ranks, and as such they are fewer in number than Minors and Majors. Because of their intermediate status on the Jiralhanae hierarchy, these Jiralhanae can usually be found leading at least two Jiralhanae Minors and groups of lesser Unggoy and Kig-Yar. They are also frequently led by a higher-ranking Jiralhanae Captain or Jiralhanae Chieftain. Ultras may choose to either continue infantry operations or begin naval operations. Upon choosing the former, they are used on high-priority missions. Upon choosing the latter, they are assigned to a starship and given the title of Second, showing they are Second in Command of the ship should the Shipmaster be absent.

CAPTAIN:**CAPTAIN MINOR:** Prerequisites: 9,000 Exp and Pack Alpha**CAPTAIN MAJOR:** Prerequisites: 9,500 Exp and Captain Minor**CAPTAIN ULTRA:** Prerequisites: 10,000 Exp and Captain Major

Jiralhanae Captains come in three ranks, each holding higher status than the last, but all holding the same level of official rank compared to lower ranks. The ranks are Captains Minors, Majors, Ultras. All fill similar command roles. Upon achieving the rank of Captain, a Jiralhanae is given a choice; continue to serve the fleet's Infantry and lead further Ground Operations or command a Starship and participate in the fleet's Naval operations. Upon choosing the latter, they are assigned to a ship and granted the title of its Shipmaster.

CHIEFTAIN: Prerequisites: 10,500 Exp and Pack Alpha

Chieftain, also known as Alpha, is a position within the Jiralhanae race. It is one of the highest positions in the Jiralhanae hierarchy both in social aspects and in military rank within the Covenant. Chieftains primarily serve as military commanders. They are leaders of groups of the half-a-dozen or more Jiralhanae as well as several lower caste species within a "pack." In Jiralhanae society, Chieftains are subordinate only to War Chieftains and the Chieftain of the Jiralhanae.

Apart from pack leadership position, the Jiralhanae Chieftains are also spiritual leaders, giving sermons to their packs. Maccabeus, while Chieftain of the Rapid Conversion, would lead their pack in religious sermons, like the Progression of the Ages and blessing pack meals. While of similar rank to Fleetmaster, Fieldmaster, and Spec-Ops Commander, there can be as many as ten Chieftains in any fleet. They would only need to answer to their War Chieftain, a Jiralhanae Army Commander, or the Chieftain of the Jiralhanae.

WAR CHIEFTAIN: Prerequisites: 10,500 Exp and Pack Alpha

War Chieftains are superior in rank to regular Jiralhanae Chieftains and are responsible for commanding much larger packs. Despite this, War Chieftains are more often seen guarding smaller outposts. They are commonly commanders of Scarabs, and always perform tasks with a crew featuring Jiralhanae exclusively. There can be as many as five War Chieftains in any given fleet, but one always asserts their dominance as the Alpha. War Chieftains usually command the fleet's Master-packs and Alpha Tribes. A War Chieftain must only answer to their fleet's Alpha, a Jiralhanae Army Commander, or the Chieftain of the Jiralhanae.

JIRALHANAEE ARMY COMMANDER: 14,500 Exp and Pack Alpha

The Jiralhanae Army Commander is similar in rank to the Supreme Commander in that they have command of virtually all War Chieftains in the covenant. They are second only to the Chieftain of the Jiralhanae and are often their right hand in military affairs when they must partake in religious or diplomatic ones.

CHIEFTAIN OF THE JIRALHANAEE: 19,000 Exp and Pack Alpha

The Chieftain of the Jiralhanae was the central political and military leader within the Jiralhanae contingent of the Covenant, responsible for representing their interests in the Covenant. While a Jiralhanae Chieftain controlled a relatively small pack or clan, the Chieftain of the Jiralhanae had authority over every member of the race, and essentially functioned as the commander-in-chief of the Jiralhanae. Such a rank need only answer to the Hierarchs and the High Council. The Chieftain was also occasionally issued with missions of high importance, such as aiding an Arbiter on high importance missions.

SPECIAL WARFARE

STALKER: Prerequisites: 4,500 Exp

Stalkers are commonly seen acting as spies and bodyguards for Jiralhanae Chieftains, however, they have a far more covert role in the Covenant. On the battlefield, they can function as spies and assassins. Jiralhanae Stalkers often use their active camouflage to flank and ambush unsuspecting hostile forces. They also use radar jammers to confuse enemies, before charging in with Type-52 Maulers to finish them off. The Stalkers replaced the Stealth Sangheili after the Sangheili were expelled from the Covenant and are the starter class for their Special Warfare division.

JUMP PACK:

JUMP PACK MINOR: Prerequisites: 4,500 Exp

JUMP PACK MAJOR: Prerequisites: 6,000 Exp

JUMP PACK ULTRA: Prerequisites: 7,500 Exp

JUMP PACK CAPTAIN: Prerequisites: 9,000 Exp and Pack Alpha

Jump Pack Jiralhanae, are a specialist rank for Jiralhanae serving in the Covenant. They are airborne troops that utilize jump packs. The Jiralhanae believe that there are few honors higher than serving in a Jump Pack unit. There are a variety of ranks for these specialists, ranging from Minor, Major, Ultra, and even Captain. Each respective rank holds the same authority as their Legion Infantry counterpart. They were made out to replace Ranger Sangheili but lack the true flight Grav technology the former had.

BODYGUARD: Prerequisites: 10,000 Exp

Bodyguard is a specialty rank for Jiralhanae serving in the Covenant. They serve as bodyguards for Jiralhanae Chieftains and other Covenant political figures. Bodyguards are responsible for the protection of their pack's Chieftain as well as for the enforcement of tribal and military law. Whenever there is a Chieftain nearby, you will encounter Jiralhanae Bodyguards, which look very similar to Captains. During the Great Schism, some Jiralhanae Bodyguards served as the High Prophet of Truth's personal protectors.

OTHER/MISC.

HONOR GUARD: Prerequisites: 7,500 Exp

The position of Jiralhanae Honor Guardsman is a notably high Covenant Jiralhanae rank. Jiralhanae that occupy this rank serve as protectors for the Covenant's Hierarchs and other political figures during the Great Schism. The Jiralhanae Honor Guardsmen took the place of the Sangheili Honor Guardsmen as the loyal Protectors of the Hierarchs after the assassination of the High Prophet of Regret by John-117. This Changing of the Guard was the beginning of the Great Schism. The Sangheili were incensed that their role of protecting the San'Shyuum, which they had faithfully executed for a millennium, had been revoked and delegated to their rivals, the Jiralhanae. The new Jiralhanae role is largely ceremonial unless a San'Shyuum's life is being threatened.

UNGGYO RANKING

LEGION

MINOR: Prerequisites: N/A

Minors are the lowest rank in the Covenant military ranking system for the Unggoy, essentially being little more than cannon fodder. Bearing orange methane breathers and light-armored harness, the Sangheili and Jiralhanae often send them into battle with little or no remorse. Minors exhibit various combat behaviors when their commander is killed; the most common combat behavior being to simply retreat and seek cover or arming themselves with plasma.

MAJOR: Prerequisites: 2,000 Exp

Unggoy Majors are higher in rank than Minors and are slightly more powerful than their lesser counterparts in terms of strength, intelligence, leadership, and morale. They often lead Unggoy Minors in battle, and sometimes entire lances when no higher caste species are present. However, even these higher-ranked Unggoy hold no power over any other forces in Covenant society, save for Yanme'e Minors.

HEAVY: Prerequisites: 3,000 Exp

Heavy is a high Covenant Unggoy rank. This rank is designated for the use of heavy weapons, turrets, and some vehicles. The original Unggoy Heavies wore distinctive sage-green armor, typically with a full-face methane breather and a cylindrical methane tank on their back, similar to the Unggoy Ultra. Their armor provided significantly more protection.

ULTRA: Prerequisites: 4,500 Exp

The Unggoy Ultra is the highest Unggoy rank seen so far in the Covenant military outside of the church and council. Like Sangheili Ultras, Unggoy Ultras wear distinct white/pearl-like armor. Unggoy Ultras can sometimes be seen commanding groups of lower class Unggoy in battle, and are even seen leading black-armored Special Operations Unggoy into combat.

SPECIAL WARFARE

RANGER: Prerequisites: 2,500 Exp

Unggoy Rangers are specialists fully trained and armored for extra-vehicular activity. With engagement suits designed to withstand extreme temperatures, low-to-zero gravity, and other rigors found in the vacuum of space, this role is fully capable of EVA combat. Rangers are also deployed into dangerous terrestrial environments where terrain is unsuitable to traverse for other infantry. Their Methane packs are equipped with an added feature of being able to expel small amounts of Methane to jump around, as if using a Jump Pack.

SPEC-OPS: Prerequisites: 3,500 Exp

Unggoy of this rank are in the Special Operations division of the Covenant. If they Unggoy are given proper training, they can acquire specialized roles to provide excellent support to Special Operations teams. Often standard infantry. Generally tougher, smarter, and certainly more aggressive than their lesser brethren, Special Operations Unggoy are always deployed with Special Operations Sangheili team leaders. These resilient, loyal, and dangerous operatives are not to be underestimated under any circumstances. If a Special Operations Grunt's leading Sangheili is killed, rather than panicking and fleeing, they will often seek revenge, finding cover and sending plasma grenades and plasma bolts accurately at the opponent who killed the Sangheili.

OTHER/MISC.

DEACON: Prerequisites: See Unggoy Character Creation

Deacon is a decorated rank and title for Unggoy serving in the Covenant. As the name suggests, a Deacon is used for religious reasons rather than combat. A Deacon is sent to help reinforce the spirituality of ships and throughout the forces. Deacons are also learned in the "sacred glyphs" that the Forerunners use in their machines. Deacon is the only title in the Ministry of Tranquility that is open to Unggoy, likely making the rank the only governmental position that Unggoy can hold. Deacon is also one of the few jobs Unggoy can get that does not have to involve hard manual labor or military service. Unggoy Deacons command more respect than the rank and file Unggoy but are still held in low esteem.

KIG-YAR RANKING

LEGION

MINOR: Prerequisites: N/A

Minor is the lowest rank in the Kig-Yar rank structure. Like Unggoy, the Kig-Yar are commonly seen in combat and are deployed as cannon fodder. Because of this, they are seen in almost every engagement with other types of Covenant forces. Kig-Yar Minors spend most of their time bombarding enemy forces with rapid-fire volleys of plasma bolts from behind their arm shields.

Minors operate in a manner that is similar to Kig-Yar pirate "kill-squads" that once raided settlements in the Y'Deio system in the Kig-Yar's early history.

MAJOR: Prerequisites: 3,000 Experience

Major is a rank attainable by Kig-Yar in the Covenant military. They are characterized by their orange point-defense gauntlets and have moderately greater stamina than Kig-Yar Minors. Similar to their less experienced brethren, Majors constitute a large part of the Covenant's mainstream infantry. They are seen in almost every engagement alongside other types of Covenant forces. Sometimes, a Kig-Yar Major leads a lance of low-ranking Kig-Yar and Unggoy.

MURMILLO: Prerequisites: 4,500 Experience

Murmillon (plural: Murmillones) is a rank attainable by Kig-Yar T'vaoan in the Covenant military. Murmillones are one of the higher and more formidable ranks that a Skirmisher can obtain. The rank of Murmillon originates from ancient Kig-Yar gladiators. Murmillones are selected from the best combat-rated Skirmisher Majors. Murmillones specialize in close-quarters combat. The armor of Murmillones is based off of ancient Kig-Yar gladiatorial designs. These ancient Kig-Yar would hold inter-clan physical combat competitions in the largest population centers on Eayn's biggest continent. They generally strike in packs and attempt to flank the enemy and use their wrist shield gauntlets to cover their exposed bodies, including their heads, while strafing enemies.

CHAMPION: Prerequisites: 7,500 Experience

In the Covenant military, Champions hold several roles, as well as being a formidable portion of the frontline infantry combatants. Many Champions serve in leadership positions, reporting directly to Sangheili Majors on the battlefield instead of other squads in the Skirmisher contingent. This is because of the need for unilateral communication to outlying infantry forces. Most Sangheili are considered too valuable to have solitary command roles in the battlefield frontlines when leadership is necessary. Therefore, Champions often serve as the intermediary rank between other Skirmishers and the Sangheili command. Skirmisher Champions often lead Unggoy and lower-ranking Kig-Yar and Yanme'e in the field.

SPECIAL WARFARE

RANGER: Prerequisites: 4,500 Experience

The Kig-Yar Rangers are a specialized group of Kig-Yar in the Covenant military. This is a Rank given only to Ruutians and Ibie-Shan. Rangers are trained as zero-gravity combat units and wear vacuum suits. They are considered another component of the Covenant's extra-vehicular activity combat arm. Rangers are often deployed within infantry-based engagements in the vacuum of space, often in a defensive position. To a lesser extent, Rangers may be deployed to terrestrial environments where high mobility over vertical terrain serves as a significant advantage. Kig-Yar Rangers are trained in mid-range to long-range combat. Rangers are also used for boarding actions on hostile vessels and external maintenance on allied vessels. They were sometimes used to assist the Sangheili Rangers. Kig-Yar Rangers could be deployed into combat engagements through the use of Covenant drop pods, even in zero-gravity operations.

SNIPER: Prerequisites: 6,000 Experience

Sniper is a specialized Kig-Yar rank in the Covenant military, relatively high in the Kig-Yar rank hierarchy. This is a rank limited to the Kig-Yar Ruutians and Ibie-Shan. They are highly skilled marksmen, though they are not deployed as often as their infantry comrades. Kig-Yar Snipers are generally tasked with roles revolving around long-range combat, sniper support, scouting, and assassinations. The role of Kig-Yar Snipers has been viewed as critical to achieve success in most groundside engagements. Only battle-hardened veteran Kig-Yar are chosen to become a part of the Sniper class. All Kig-Yar are born gifted with extraordinarily acute senses of sight, hearing, and smell, making them adept as scouts and snipers in the Covenant military. The Kig-Yar's natural ability and skill at stealth makes them efficient hunters. Kig-Yar Snipers were often used as lookouts posted on patrol or on sniper perches around Covenant installations and military bases.

COMMANDO: Prerequisites: 6,000 Experience

This rank is exclusive for the Kig-Yar T'vaoan subtype. Commando is a rank held by a select number of Kig-Yar T'vaoan in the Covenant military. Commandos are essentially the special operations division of the Skirmisher contingent. Commandos are specifically trained to form specialized combat files and operate in discrete close-knit groups with extremely specific mission parameters. Other members of the Covenant military recognize Commandos on the battlefield for their incredibly proficient unit cohesion.

YANME'E RANKING

MINOR: Prerequisites: N/A

Minor is a rank held by Yanme'e serving in the Covenant military. Minor is the lowest rank attainable in the Yanme'e ranking system, as well as the Yanme'e caste. Originally, the assignment for Yanme'e Minors was relating to engineering and technological work. However, most were replaced by the Huragok and more began to be deployed in combat roles. Yanme'e are at the very bottom of the Covenant hierarchy. Although they may fight alongside Sangheili and Jiralhanae, even a Kig-Yar Minor is allowed to command them, as well as Yanme'e Majors and occasionally Unggoy Majors.

MAJOR: Prerequisites: 2,500 Experience

Major is a high attainable caste and infantry rank for Yanme'e serving in the Covenant's military. Yanme'e Majors are differentiated from lower ranks by their crimson shells, and frequently possess energy shields. They have longer wings and can fly faster than Yanme'e Minors.

ULTRA: Prerequisites: 3,500 Experience

An Ultra of the Yanme'e contingent of the Covenant is considered one of the highest military ranks for the species. Yanme'e Ultras are distinguished by their blue and cyan exoskeletons, along with paired forked horn-like structures on their head and cephalothorax. They usually wield Plasma Pistols, but they can be seen wielding other weapons. They often don't fly like other Yanme'e rankings, but rather stay on the ground as foot combat units. One of the higher Yanme'e ranks in the Covenant military, Ultras are often in command of lower-ranking Yanme'e, like the Majors or Minors. Occasionally, they will command lances of low-ranking Unggoy.

LEADER: Prerequisites: 6,000 Experience

Yanme'e Leaders are high in the Yanme'e caste and have one of the highest Yanme'e ranks in the Covenant military. They are distinguished by their golden exoskeletons and use of energy shields. The Leader is one of the highest ranks attainable for the Yanme'e. Yanme'e Leaders have normally been rushed from their pupal stage, and as a result, their abdomens glow brightly. They often command lances consisting of lower-ranking soldiers, such as Yanme'e Majors and Minors. Occasionally, they have some control over low-ranked Unggoy and even Kig-Yar.

MGALEKGOLO RANKING**LEGION****MGALEKGOLO: Prerequisites: 4,000 Experience**

Beginning off, Mgalekgolo are more used as tools and equipment until they prove themselves. The Rank of Mgalekgolo is also the name of the species that can hold the title, which is the only occurrence of this happening within the Covenant.

When an Mgalekgolo proves themselves, they gain their Rank within the Covenant Empire, allowing them to take power and command of lesser ranks during the battle. An Mgalekgolo's Battle Brother will gain the title alongside them.

GOLD MGALEKGOLO: Prerequisites: 7,500 Experience

Gold Mgalekgolos are those entrusted with running ground combat situations, such as a Sangheili or Jiralhanae Major. Gold Mgalekgolo command groups of Minors, as well as other Covenant races. Many Gold Mgalekgolo are chosen to be Shipmaster guards, and some are hand-picked by Council Members to be their personal guards. Gold Mgalekgolo are given golden armor. An Mgalekgolo's Battle Brother will gain the title alongside them.

SPECIAL WARFARE**ELDER MGALEKGOLO: Prerequisites: 9,000 Experience**

Elder Mgalekgolo are the most skilled of all Mgalekgolo warriors and were chosen for their abilities on the battlefield. Elder Mgalekgolo are given special benefits in the battlefield, allowing for the support and power to crush any foe they deem necessary to the cause. This position comes with great honor and a heavy expectations. Elder Mgalekgolo are given different sets of armor based on the skills they were chosen for. Red are for Battle Brothers with advanced skills in defense. White is given to those who are able to hunt down and eliminate a target, and a light blue is given to those who are expert rangers. An Mgalekgolo's Battle Brother will gain the title alongside them.

SAN'SHYUUM RANKING**LEGION****JUNIOR STAFFER: Prerequisites: N/A**

The San'Shyuum Junior Staffer is the lowest rank in the Covenant Empire that allows for combat roles. The Junior Staffer are used as clerical Commanding positions that lead their forces into battle. Those that are able to rise through the ranks of the Legion Ministry prove themselves worthy of eventually becoming a High Councilor.

SPECIAL WARFARE**SENIOR STAFFER: Prerequisites: 3,000 Experience**

Senior Staffers are given to those who have proven themselves with Junior Staffer, allowing them to branch outside of the Legion, and into Ministries and Specialty roles. A Senior Staffer may decide to stay within the Legion's rankings to continue their commanding roles and service. Else, the San'Shyuum are able to provide roles within the various Covenant Ministries. A San'Shyuum that has decided to stay a commanding role within the Legion are a rarity, but those that do can gain serious pull and power within the Legions of the Covenant Empire.

VICE MINISTER: Prerequisites: 6,000 Experience

A Vice Minister is one of hundreds that can populate a Covenant Ministry. Vice Ministers are the right-hand to the Minister, and are directly given orders by the Ministers, Hierarchs, and High Councilors. A Minister may allow their Vice Ministers to continue their Commanding Roles within the Legion. If a Vice Minister is to ever take over for the Minister, they're to leave the Legion. It is only optional to take the role of a Minister, but in doing so, the Character may no longer continue being in the party as a physical asset.

MINISTER: Prerequisites: 12,000 Experience

Minsters of the Covenant Empire are entirely held by the San'Shyuum. A Minister takes charge of one of the thousands of Ministries and given a title. A Minister of the Church of Tranquility will be given the honorary title of "Minister of Tranquility." Ministers are expected to give up their Commanding roles within the Covenant Legion entirely, so becoming a Minister would heavily limit the San'Shyuum.

San'Shyuum that become Minsters are still able to support their forces, but only through communication equipment. The Ministers are able to have high ranking Commanding roles, send equipment, cR, and even call in support.

HIERARCH: Prerequisites: 16,000 Experience

The Hierarch is the central decision-making body of the Covenant Empire. The High Council Hierarchs possess both legislative and judicial powers within the entire Covenant society. If this optional rank is gained, the Character is removed from play, entirely, as they are now in a position in which they no longer have control over The Legions and must give their time to the High Council. This is the endgame for San'Shyuum players, once this is gained, they are expected to submit all of their time to the Council.

HUMAN RANKING SYSTEM

E-1

ARMY:	Private
MARINE:	Private
NAVY:	Crewman Recruit
AIR FORCE:	Airman Basic

The Private wears no insignia. Privates have no use of Support Points and are easily moved up to E-2. After the first 3 to 6 months, or during combat, a Private E-1 is ranked up to E-2, unless the E-1 Private rank was gained via a punishment. Then, only the GM may decide when the Character will become an E-2. All starting Characters are generally 5 months into their service under the Military and shouldn't not be allowed to start with this Rank.

E-2

ARMY:	Private E-2
MARINE:	Private First Class
NAVY:	Crewman Apprentice
AIR FORCE:	Airman

E-2 is the rank given when a Private finishes their trainee courses and serves a minimum of 3 months, up to a maximum of 6 months. This rank opens up the use of Support Points to the Soldier.

E-3

ARMY:	Private First Class
MARINE:	Lance Corporal
NAVY:	Crewman
AIR FORCE:	Airman First Class

E-3 is given to those who have served a minimum of 10 months, to a maximum of a year. E-3 can be obtained earlier if one of the following criteria are made: Obtaining 2 Educations at +10, or 3 Educations at +5. Agreeing to an extended enlistment of 6 or more years or accepting a mission with a projected length of 3 months.

E-4

ARMY:	Corporal/Special
MARINE:	Corporal
NAVY:	Petty Officer Third Class
AIR FORCE:	Senior Airman

After every Mission, E-3s are able to go through a 'cycle' of rank promotion, allowing them to become an E-4 if they meet the requirements. A Character is able to gain this instantly if they have the Command Specialization Pack.

If an Army-based Character has been built to be dedicated in their Specialization Pack taken at Character Creation, they are eligible for the Army Specialist Rank. This means having six Skills, Skill Advancements, or Education, which can be used to further the Specialization Pack. The GM may decide whether or not a Character is eligible for this. This Specialist Rank offers a Paygrade Modifier of 1.4, instead of 1.3.

Instead of becoming a Specialist in one given trade, an Army or Marine-based Character may be given a rank promotion to an E-4 Corporal. Corporals are Squad-based leaders who direct activities of others below them. This rank is mainly given when a Character from rank E-1 through E-3 are put into a Leadership Position.

Navy and Air Force Personnel are qualified for this rank 36 months into their career. A Character with 3 Educations at +10, or 5 Educations at +5 are allowed advancement to E-4 in only 20 months.

E-5

ARMY:	Sergeant
MARINE:	Sergeant
NAVY:	Petty Officer Second Class
AIR FORCE:	Staff Sergeant

Marine and Army-based Characters are able to obtain the Sergeant Rank by either owning the Command Specialization Pack, and/or being assigned leader of their Fireteam. It is suggested that the GM properly assign a commanding role to the Character most fit.

Navy and Air Force Personnel are able to gain this title automatically at 7 years of "Good Conduct." The Navy and Army Personnel are also able to obtain this promotion earlier by passing an enrollment test after two missions, or one long mission, of being an E-3 or E-4. This enrollment test is rolled on the Character's Intellect. If the Test is made with two or more Degrees of Success, the rank of E-5 is gained. If failed, the Test may be retaken once a month, or after each Mission.

Alternatively, an Air Force may obtain the rank the same as an Army or Marine Character, but only if they're chosen to be the leader of a Fireteam.

E-6

ARMY:	Staff Sergeant
MARINE:	Staff Sergeant
NAVY:	Petty Officer First Class
AIR FORCE:	Technical Sergeant

Army, Marine, and Air Force Characters who hold the E-5 Rank for 7 to 12 months, given control over a Platoon, made a leader of a Convoy, or made leader of multiple Fireteams are given the rank promotion of E-6. A minimum Leadership of 40 is needed.

Navy and Air Force Characters have a choice of completing three years as an E-5, being recommended by a Commanding Officer, or gaining three or more Degrees of Success on an Intellect-based Enrollment Test, to gain the E-6 Rank Promotion.

E-7

ARMY:	Sergeant First-Class
MARINE:	Gunnery Sergeant
NAVY:	Chief Petty Officer
AIR FORCE:	Master/First Sergeant

For Army and Marine Characters, the E-7 Rank is given to those who their superior officers believe have knowledge on Drill Regulations and a complete knowhow of their weaponry. A Character that is E-5 or E-6 is able to be chosen for this roll if they have a minimum Leadership of 40 and the Military Command Education at +10.

Army and Marine Characters, if rank E-5 or E-6, can be instantly brought up to E-7 if they are put in charge of a Battalion, large Convoy, or put in charge of four Fireteams.

Air Force and Navy at rank E-6 must have the Military Command Education at +10 and pass the Enrollment Test, gaining a +10 from the Education. If the test is failed, the Test may be retaken once a month, or after each Mission. Navy Characters may also gain this rank if they hold four Educations at +10 including Military Command, Rank of E-6, and an Intellect and Leadership of 45.

Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants. First Sergeants are tasked with the mental wellbeing, morale, and conduct of those in the Character's squadron. This Rank is a special version of the Air Force's E-7 through E-9 Ranks, meaning that the Character still holds their basic E-7 through E-9 Ranks, but also hold the First Sergeant as a title, while using the standard E-8 and E-9 promotion requirements to advance.

E-8

ARMY:	Master/First Sergeant
MARINE:	Master/First Sergeant
NAVY:	Senior Chief Petty Officer
AIR FORCE:	Senior Master/First Sergeant

Army and Marine Characters who are given a Leadership position assigned to a mechanized division, convoy, or even a standard infantry platoon. A Master Sergeant is to provide a technical leadership and specialist. It is optional to allow a Master Sergeant to stay with their infantry, serving as an assistant operations Chief and a commanding unit to the others in the Fireteam or squad. To gain this Rank, the Army or Marine Character must have a minimum Leadership of 45 and take a Warfare Range test. This Test represents taking an enrollment test on weapon maintenance, handling, and usage.

Army and Marine Characters that are a Master Sergeant may decide to enroll to the First Sergeant rank. This rank, instead of helping command and keep upkeep to weaponry and equipment, can take role in training new soldiers and Sergeants within their Company. These Characters that are being trained are usually a new recruit, E-1 and E-2 Rank, being put into combat for the first time, or are newly promoted Sergeants needing trained to do their job. This enrolment is optional.

Navy Characters of E-7 must be proven to be a good Leader. They must have prior extraordinary use of Leadership Skills, either controlling their Fireteams and Squads with excellence, or overcoming the odds within a battle. Before a Mission, the GM may decide if the Character is ready to be an E-8, to play the role off the Navy's "Board of Master Chiefs" in their decision to choose the Character.

Similar to the Navy's E-7 to E-8 Promotion System, the Air Force Characters who hold the E-7 Rank must go through testing and have proven ability to Lead and use their skills. Though, instead of having to have such a distinguished ability to Lead, the Character must have a +10 in two different Educations and have a minimum Leadership of 45. Before a Mission, the GM may decide if the Character is ready to be an E-8, and to play the role off the Air Force's Central Promotion Board in their decision to choose the Character.

A Character who held the title of First Sergeant in E-7 are able to keep their rank of First Sergeant when they become an E-8, continuing their work as a guidance for the mental wellbeing, morale, and conduct of those in the Character's squadron. Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants and can be taken at this Rank.

E-9 - INFANTRY

ARMY:	Sergeant Major
MARINE:	Sergeant Major
NAVY:	Master Chief Petty Officer
AIR FORCE:	Chief Master/First Sergeant

E-9 – COMMAND

ARMY:	Command Sergeant Major
MARINE:	Master Gunnery Sergeant
NAVY:	Fleet/Command Master Chief Petty Officer
AIR FORCE:	Command Chief Master Sergeant

Army and Marine Characters, advancing from E-7 to E-8 are able to become Sergeant Majors or Command Sergeant Majors. Sergeant Majors are decorated and important leaders for specialized Squadrons and Battalions. They hold special position as a morale booster and upholder of discipline within the Company or Battalion. This rank must be given by the GM for special feats of glory and leadership. A Character becoming a Sergeant Major must have a 45 Leadership and 40 Charisma. The Character may also be chosen to become a Command Sergeant Major, which is a similar roll, but have more control over the various Squadrons nearby.

For the Marine and Army Characters of the E-8 Rank, becoming a Command Sergeant Major is a ceremonial final Enlistment rank. To gain this rank, the Character must be a proven leader, and must be chosen by the GM as ceremonial or having a good reason for the advancement. Command Sergeant Majors of the Marine and Army are highly decorated and command entire Squadrons and sometimes even Battalions. The Command Sergeant Major is also the Commander's 'senior advisor' for enlisted soldiers and is the one chosen to handle matters of discipline and morale among the others. This is a unique position for morale and leadership. The Marine's equivalent of the Command Sergeant Major is known as a Master Gunnery Sergeant.

The Air Force has a similar system to the Marine and Army Characters. The Chief Master Sergeant plays the same role as the Sergeant Majors, but for the Air Force. Similarly, the Command Sergeant Majors play a related role compared to the Master Gunnery Sergeant or the Command Sergeant Major. Only E-8 Air Force Characters with stellar Achievements may be chosen for this promotion.

A Character who held the title of First Sergeant in E-7 or E-8 are able to keep their rank of First Sergeant when they become an E-9, continuing their work as a guidance for the mental wellbeing, morale, and conduct of those in the Character's squadron. Air Force Characters that have a minimum Charisma of 45 are eligible to become First Sergeants and can be taken at this Rank.

Nearly identical to the Navy Character's E-8 enlistment, E-9 has the same process to become a Master Chief Petty Officer. Navy Characters of E-8 must be proven to be a good Leader. They must have prior extraordinary use of Leadership Skills, either controlling their Fireteams and Squads with excellence, or overcoming the odds within a battle. Before a Mission, the GM may decide if the Character is ready to be an E-9, to play the role off the Navy's "Board of Master Chiefs" in their decision to choose the Character.

Navy Characters who are E-8 or E-9 have a possibility of becoming a Command Master Chief Petty Officer. This rank is a special highly decorated rank in which the Character maintains communication, morale, and the mental wellbeing of all Navy Personnel in their Company. Navy Characters need a Charisma and Leadership of 45 and have Command at +10.

W-1

ARMY: Warrant Officer 1
MARINE: Warrant Officer 1

Army and Marine Characters who hold the E-9 Rank are able to be promoted to the W-1 Warrant Officer 1 Rank. This Rank is given to those who prove to be technical experts, combat leaders, and advisors. Warrant Officers are used to provide leadership and maintenance for long-duration missions that require technical expertise on the battlefield. Warrant Officers command temporary Mission detachments, which are groups built temporarily for Missions.

A Character who holds Warrant Officer 1 is expected to have the battle and technical expertise of an enlisted soldier, while holding the command and authority of a commissioned officer. When a Mission Detachment has been folded back into the battalion, they are either assigned to a new Mission Detachment, or they are promoted to Chief Warrant Officer to continue their duties on a larger scale.

Characters from ranks E-6 through E-8 may also be chosen for this roll if they have a Leadership of 55, a Command of +10, and the GM's approval to use this Rank. It is suggested that the GM only use Warrant Officer Ranks if a mission will last longer than a month of in-game time.

W-2

ARMY: Chief Warrant Officer 2
MARINE: Chief Warrant Officer 2
NAVY: Chief Warrant Officer 2

Navy Characters who hold the E-9 Rank are able to be promoted to the W-2 Chief Warrant Officer 2 Rank. This Rank is given to those who prove to be technical experts, combat leaders, and advisors. Chief Warrant Officers are used to provide leadership and maintenance for long-duration missions that require technical expertise on the battlefield. Unlike Warrant Officer 1, Chief Warrant Officers hold their rank and leadership in a Battalion, instead of temporary Mission Detachments. These are a permanent units.

A Character who holds Chief Warrant Officer 2 is expected to have the battle and technical expertise of an enlisted soldier, while holding the command and authority of a commissioned officer.

Characters in the Navy from ranks E-6 through E-8 may also be chosen for this roll if they have a Leadership of 55, a Command of +10, and the GM's approval to use this Rank. It is suggested that the GM only use Warrant Officer Ranks if a mission will last longer than a month of in-game time.

Marine and Army Characters who hold the rank of W-1 are able to be promoted to W-2 after proving sufficient leader skills while commanding their Mission Detachments.

W-3

ARMY: Chief Warrant Officer 3
MARINE: Chief Warrant Officer 3
NAVY: Chief Warrant Officer 3

Characters who hold the rank of W-2 are able to be promoted to W-3 after proving sufficient leader skills while commanding their Battalions.

Chief Warrant Officers hold their rank and leadership in a Brigade, instead of Battalions.

W-4

ARMY: Chief Warrant Officer 4
MARINE: Chief Warrant Officer 4
NAVY: Chief Warrant Officer 4

Characters who hold the rank of W-3 are able to be promoted to W-4 after proving sufficient leader skills while commanding their Brigades.

Chief Warrant Officers hold their rank and leadership in a Corps, instead of Brigade.

W-5

ARMY: Chief Warrant Officer 5
MARINE: Chief Warrant Officer 5
NAVY: Chief Warrant Officer 5

Characters who hold the rank of W-4 are able to be promoted to W-5 after proving sufficient leader skills while commanding their Corps.

Chief Warrant Officers hold their rank and leadership in any size of Military unit up to an "Army Front" but are given more important operations than any other Warrant rank.

O-1

ARMY: Second Lieutenant
MARINE: Second Lieutenant
NAVY: Ensign
AIR FORCE: Second Lieutenant

Characters of the Army, Air Force, and Marine Corps are able to become a Second Lieutenant, as long as they are E-8 and up and meet the following criteria. The Character must have two +10 Military-based Educations, a Command of +10, and a minimum Leadership of 50. A Second Lieutenant is a Commanding role that lead Platoons of 16 to 44 Soldiers.

The Navy Ensign, similar to the Second Lieutenant of the other Branches, has the same requirements to be promoted to this rank. Unlike Second Lieutenant, the Character must spend 7 months' time training on a starship before reporting to a combat role. When the Ensign is ready to report to the combat roll, they take Command of a Platoon of 16 to 44 Soldiers.

O-2

ARMY: First Lieutenant
MARINE: First Lieutenant
NAVY: Lieutenant Junior Grade
AIR FORCE: First Lieutenant

Any Characters are able to become First Lieutenants as long as they hold the O-1 Rank for 14 Months of in-game time and have proven that they are not bad leaders. O-2 Ranks are similar to their previous O-1 counterparts but are trusted more and have a higher pay. O-2 Rank Characters also gain the ability to lead Special Force Squads and Fireteams.

O-3

ARMY: Captain
MARINE: Captain
NAVY: Lieutenant
AIR FORCE: Captain

Characters who hold their O-2 Rank for 7 Months and prove they are not bad leaders can be promoted to O-3. Once O-3, they hold all facilities of previous O Ranks, but gain the ability to Command up to a Battalion of Soldiers.

O-4

ARMY:	Major
MARINE:	Major
NAVY:	Lieutenant Commander
AIR FORCE:	Major

Characters that have the O-3 Rank, and prove themselves professional and trustworthy leaders, are able to be promoted to O-4. This Promotion takes time and is decided by a series of judges of the Branch of the Military the Character is in. If chosen, the Character must take a 7 month training program. The O-4 Rank holds all of the facilities of the previous O-3 Rank but gains the higher pay and greater authority.

O-5

ARMY:	Lieutenant Colonel
MARINE:	Lieutenant Colonel
NAVY:	Commander
AIR FORCE:	Lieutenant Colonel

The O-5 Rank is a milestone in Halo Mythic. Once this rank is reached, each Branch gives a special Bonus. Once a Character has held the O-4 Rank for 7 months, the Character is eligible for the GM to allow them to become O-5.

Navy Personnel who reach O-5 are able to control a starship of the GM's choice. This promotion holds all the previous power of the O-4 Rank, but gains higher pay and greater authority, alongside the GM's choice of allowing the Character access to a Starship.

Army and Marine Characters, similar to the Navy Characters gaining access to new equipment, gain access to a convoy of vehicles. The GM may decide the amount of vehicles, or the type. The GM may give the Character an Elephant or two, or a Mammoth, if post-war, or possible a series of Warthogs and other lighter vehicles, or even a few heavy vehicles like Grizzlies or Scorpions.

Air Force Characters can be given a squad of aerial vehicles, from fighter jets to V-TOLS. The GM may decide what kind of aerial vehicles are given.

O-6

ARMY:	Colonel
MARINE:	Colonel
NAVY:	Captain
AIR FORCE:	Colonel

Once a Character has completed 14 Months of Duty under the rank of O-5, they are eligible to be promoted to O-6. The O-6 Rank contains all of the previous facilities of the Officer Ranks but is now able to control wings consisting of 1,000 to 3,000 Soldiers.

O-7

ARMY:	Brigadier General
MARINE:	Brigadier General
NAVY:	Rear Admiral Lower Half
AIR FORCE:	Brigadier General

Once a Character has completed 14 Months of Duty under the rank of O-6, they are eligible to be promoted to O-7. The O-7 Rank contains all of the previous facilities of the Officer Ranks but is now able to control wings consisting of 2,000 to 6,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-8

ARMY:	Major General
MARINE:	Major General
NAVY:	Rear Admiral
AIR FORCE:	Major General

Once a Character has completed 24 Months of Duty under the rank of O-7, they are eligible to be promoted to O-8. The O-8 Rank contains all of the previous facilities of the Officer Ranks but is now able to control wings consisting of 4,000 to 12,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-9

ARMY:	Lieutenant General
MARINE:	Lieutenant General
NAVY:	Vice Admiral
AIR FORCE:	Lieutenant General

Once a Character has completed 24 Months of Duty under the rank of O-8, they are eligible to be promoted to O-9. The O-9 Rank contains all of the previous facilities of the Officer Ranks but is now able to control wings consisting of 8,000 to 24,000 Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

O-10

ARMY:	General
MARINE:	General
NAVY:	Admiral
AIR FORCE:	General

This is the final achievable Rank in the Human Militaries. Once gained, if the GM were to promote the Character one more time, they successfully retire from combat in any form. A Character to hit 2 Years of service as O-9 is eligible for Promotion to O-10. The O-10 Rank contains all of the previous facilities of the Officer Ranks but is now able to control wings consisting of any amount of Soldiers. The GM may allow the Character a larger convoy, ship, or aerial squadron.

A General, or Admiral, has one of the highest authorities and military power. There are incredibly few O-10 ranked individuals, roughly 300 per Branch of the Military, so the GM must be wary when giving this Rank. The O-10 Rank is the final frontier for a combat-based Character, and the Character is also hitting an age where combat could be detrimental to their health, even outside of damage taken from the combat.



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For more information, questions, queries to rules, or to just pass a greeting, email me at vorked@gmail.com or join the Mythic discord.

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