



MYTHIC

SECTION ONE: PLAYING THE GAME

The following section summarizes the mechanics of the Halo Universe roleplaying game. This section also covers player abilities and interaction with the environment and others. The first thing to know is the game's use of dice.

USING GAME DICE

Halo Universe uses a newer variant of the Basic Roleplaying 1D100 dice system. When using this system, the users need at least two ten-sided dice. These dice can be acquired through online stores, game and hobby shops, and even through bookstores.

The GM and each player will need a pair of D10s. There are Percentile dice that are a pair of D10s, one showing the "ones" and the other being the "tens."

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

Some times rules require a roll of 1D5. To make this kind of roll, you simply roll a ten-sided die and divide the results by two, rounded up. An easier way to remember this is the following chart.

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

Percentile Example		
"Tens"	"Ones"	Result
2	3	23
1	0	10
0	0	100

WHAT IS ROLEPLAYING?

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

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

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

WHAT YOU NEED TO PLAY

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

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

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

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

CHARACTERISTICS

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

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

PHYSIOLOGY

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

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

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

COMBAT

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

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

MENTALITY

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

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

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

PERSONALITY

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

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

CHARACTERISTICS, MODIFIERS, AND BONUSES

Each Characteristic has a number between 0-100 and above, with higher numbers being far more useful than lower numbers. With each characteristic, there is an accompanying Characteristic Modifier. The Characteristic Modifier (Mod) is the tens digit of the Characteristic. For example, a Charisma Characteristic of 54 would have a Characteristic Mod of 5. Characteristic Mods are used in a multitude of situations. Character Mods are abbreviated with the Characteristic, so a Characteristic Modifier for Strength would be STR-M and Agility would be AG-M.

TESTS AND DICE ROLLS

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

SKILL TESTS

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

THE CORE MECHANIC

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

PROPER MODIFIERS

If a character is attempting a Skill that has not been trained, the character will suffer a -20 penalty to the roll in addition to any other penalties.

CHARACTERISTIC TESTS

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

DEGREES OF SUCCESS AND FAILURE

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

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

EXTENDED TESTS

Many tasks can be exceedingly difficult and complicated or could just be incredibly time-consuming. These tests take more time and effort to fulfill than the normal 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 an explosive trap set by Innies, or setting down multiple sensors across a combat hot zone. These tests usually could be done with a single roll, but just take more time than a single Turn can give.

OPPOSED TESTS

At times, characters need to test themselves against an opponent. This is known as Opposed Tests. Let's say a UNSC Marine must hide from an incoming Covenant Aerial Fleet. The Marine must use his Camouflage Skill against the Aerial Fleet's Awareness.

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

TEST DIFFICULTY

Not all tests are equal. A simple task of landing a Falcon is nothing compared to landing the same aircraft while under heavy fire or with a broken limb. Difficulty rolls set the stage for characters being under pressure and having to deal with difficult situations that impede their abilities.

In many cases, difficulty is predetermined by rules, else the GM decides how difficult the roll should be. The GM must consult the Difficulty chart to determine the appropriate modifier.

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

ASSISTANCE

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

During a test, characters can request the assistance of others. Each character rolls the Percentile Dice needed to perform the task. The initial character performing the task is considered the main roll, and for every two degrees of success gives the main roll one extra degree of success. For every character assisting the test, the test is considered to take one extra turn.

LUCK HAS SOMETHING TO DO WITH IT

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

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

LUCK BE A LADY TONIGHT

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

If the GM allows it under the right circumstances, Luck may be spent or burnt. Spending Luck means that next session it will be restored. Burning Luck means that next session it will not be restored. Burnt luck is gone for good until the GM decides that the character deserves it.

Spending Luck allows a character to do the following.

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

Burning Luck allows a character to do the following.

- Return from Death by acting if the kill blow never happened.
- Instantly stop bleeding.
- Recover from being Stunned and from Fatigue

BURNING LUCK AT BOTH ENDS

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

GAINING LUCK

Characters may be awarded luck at the GM's discretion. These can be rewarded by reaching milestones or for particularly good acts.

NARRATIVE TIME AND STRUCTURED TIME

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

NARRATIVE TIME

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

STRUCTURED TIME

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

ROUNDS

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

URNS

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

ACTIONS

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

COMBAT OVERVIEW

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

STEP 1: SURPRISE

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

STEP 2: INITIATIVE

At the start of the first Round, each character rolls Initiative. Each character rolls 1D10 and adds his Agility Bonus (Unless their skills or

talents determine otherwise). The result of the roll applies for all succeeding Rounds in the Combat.

STEP 3: DETERMINE INITIATIVE ORDER

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

STEP 4: COMBATANTS TAKE THEIR TURNS

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

STEP 5: ROUND ENDS

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

STEP 6: REPEAT STEPS 4-5 AS NEEDED

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

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.

INITIATIVE

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

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

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same

Agility, then each should roll a die. The character with the highest roll goes first.

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

ACTIONS

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

TYPES OF ACTION

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

FULL ACTIONS:

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

HALF ACTIONS:

Half Actions are simple and only require some effort. It consumes roughly half of the turn's time that is allowed to the character. A character can take two Half Actions on his turn (But not two combat half actions). 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 his next Half Action towards an attack.

RESPONSE:

A Response Action is a special action that is made in reaction to an event, or another character's actions being made towards them. A Character receives one Response Action each Round, which may only be used when it is not his Turn. Response Actions include evasion and catching tossed items.

FREE ACTIONS:

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

ACTION SUBTYPES

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

ACTION	LENGTH	SUBTYPE	DESCRIPTION
Aim	Half/Full	Concentration	Aiming action to use with weapons.
Brace Heavy Weapon	Half	Misc.	Preparation to fire a weapon with the Heavy trait.
Called Shot	Full	Attack, Concentration	Aim Action Subtype to attack specific point on the body.
Charge	Full	Attack, Movement	Must move at least half of Charge distance. +10 to Warfare Melee.
Readied Stance	Half	Concentration, Attack	Gain an additional Reaction. -20 to Warfare Melee and Warfare Ranged.
Delay Action	Half	Misc.	Before your next Turn, take any Half Action.
Evade	Response	Defense	Test the Evasion Skill opposed against an attack.
Grapple	Half/ Full	Attack	Use a Grapple move or break from Grapple.
Guarded Attack	Full	Attack, Concentration	-10 to Warfare Melee and Warfare Ranged. +10 to Evasion.
Jump or Leap	Half/ Full	Movement	Jump vertically or horizontally. If movement is 10+ meters, takes Full Action.
Knock-Down	Half	Attack	Try and knock an opponent to the Ground.
Maneuver	Half	Attack, Movement	Opposed Warfare Melee test, if you win, move enemy half your Half Action movement.
Move	Half/ Full	Movement	Move up to either your Half Movement or Full Movement.
Multiple Attacks	Full	Attack	Attack more than once in the same round. Requires two weapons or a talent.
Killzone	Full	Attack, Concentration	Shoot targets coming in to a set kill zone. Full Action to determine zone.
Deflect	Response	Defense	Test Warfare Melee to negate a hit.
Ready	Half	Misc.	Ready a weapon or item.
Reload	Varies	Misc.	Reload weapons.
Run	Full	Movement	Move Run movement number in meters. -30 Melee and Warfare Rangeds.
Stand/Mount	Half	Movement	Stand Up or begin climbing something.
Standard Attack	Half	Attack	Make one melee or ranged attack at +10.
Stun	Full	Attack	Attack to stun a person instead of killing them.
Suppressing Fire	Full	Attack, Defense	Force Opponents to take cover.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use a Skill	Varies	Concentration, misc.	Use of a skill in combat.

USING ACTIONS

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

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

SPEAKING ACTIONS

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

ACTION DESCRIPTIONS

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

AIM: Type: Half Action or Full Action // Subtype: Concentration
The active Character takes extra time to make sure his attack is more precise. Aiming as a Half Action grants half of the weapon's Accuracy modifier to the next attack. Aiming as a Full Action grants the player the full Accuracy of the weapon to his next attack.

If a weapon does not have a smart-linked scope, a character cannot gain any bonuses to aiming while dual-wielding. If a character has a smart-linked scope, that character may get half of the aim bonus for each weapon.

A character that made a Full Action Aim will get the full benefit of a Full Action Aim for only a Half Action the next turn if the character was not wounded or moved.

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

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

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

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

BRACE HEAVY WEAPON: Type: Half Action // Subtype: Misc.

Heavy Weapons must be braced before firing. Heavy Weapons may include using a bipod or tripod, propping the weapon up on a wall, or assuming a wider stance or kneeling. If a heavy weapon is not braced before firing, the character is knocked on his back, with a 50% chance of falling prone. Any unbraced weapons fire takes -20 to the Warfare Ranged to fire.

CHARGE: Type: Full Action // Subtype: Attack, Movement

A Charging character rushes at the target to deliver a single powerful melee attack. The target must be at least half the character's charge distance and less than the character's full charge distance. A charge must be close to a straight line so the character can built up speed for the attack.

If the Active Character is unarmed, the character can attempt to grapple instead of making the attack do damage.

READIED STANCE: Type: Half Action // Subtype: Concentration, Attack

The Active Character makes no attacks and concentrates entirely on self-defense until the beginning of his next turn. The Active Character using Readied Stance may make one extra Reaction, and all opponents suffer -20 to Warfare Ranged and Warfare Melee tests.

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

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

EVADE: Type: Reaction // Subtype: Movement

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

To perform these tests, a character must roll an Opposed Test against the attacker's degrees of success on the attack. If the character evading gains more degrees of success than the attacker, the shot is missed. If the attacker gains more degrees of success over the evader, the attack hits as normal. Each evasion roll after the first takes a -20 penalty. These penalties stack with the next evasion.

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

EVADE PARRY: Parrying is a sub-type of the Evasion Action, allowing the character to choose to use Warfare Melee instead of Agility to dodge melee combat without leaving the combat. If a character uses an Evasion based on Agility in melee combat, in which the character retreats a meter back to dodge the attack. This then considers the character to no longer be in melee range unless a weapon says otherwise. Parrying only takes a -30 penalty to each evasion but that character cannot dodge weapons fire as that character must focus on Warfare Melee parrying in combat.

GRAPPLE: Type: Half or Full // Subtype: Attack

This action is only used when the character is already engaged in a Grapple. A player must declare Grapple in order to maintain the Grapple; if he does not declare Grapple, the Grapple immediately ends. Grappling is a matter of size, agility, and strength. Superior Strength, alone will not guarantee success while grappling. To make it clear, no race takes penalties towards grappling.

- **Damage Opponent:** The controller of the Grapple can attempt to damage his opponent with brute force by making an **Opposed Strength Test** with the Grappled opponent. If the active character wins, he inflicts unarmed Damage to his opponent's body location and one level of Fatigue. If the grappled opponent wins the Opposed Strength Test, no damage is dealt. This action can benefit from Assistance.

- **Throw Down Opponent:** The controller of the Grapple can attempt to wrestle his Grappled opponent to the ground by making an **Opposed Strength Test**. This test can benefit from Assistance. If the active character wins, the Grappled opponent becomes prone. Characters that are mounted cannot throw down an opponent. Throwing Down a character two sizes smaller can oppose the strength test with agility, if they please.

- **Push Opponent:** A Character can attempt to force his opponent to move. This is resolved with an **Opposed Strength Test**, which can benefit from Assistance. If the active character succeeds, he pushes his opponent one meter in a direction of his choice, plus five additional meters for each degree of success. The player also gains his size modifier in meters for the push. This pushed distance cannot exceed the active character's Charge Move distance. The active character must move with his opponent in order to maintain the Grapple, or he can choose to let go of his opponent, which ends the Grapple, but allows the character to keep his ground. If the opponent is two sizes larger, he cannot exceed his Full Move in meters pushed.

- **Ready:** The controller of the Grapple can ready one of his items. If the GM allows, he can use the Ready Action to grab an item belonging to his opponent.

- **Stand:** If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this action. He can attempt to drag his Grappled opponent up with him by making an **Opposed Strength Test**. This test can benefit from Assistance. If the move succeeds, both participants stand.

- **Use Item:** The controller of the Grapple can use a readied item.

- **Break Free:** The Grappled target can attempt to break free of the Grapple by making an **Opposed Strength Test** with the controller of the Grapple. This test can benefit from Assistance. If the active character wins, he breaks free and may perform any Half Action. Characters that are mounted cannot break free. Breaking free against a character two sizes smaller can oppose the strength test with agility, if they please.

- **Slip Free:** The target can try to wriggle out of the Grapple by making a **(-20) Agility Skill Test**. If he succeeds, he slips free and may perform a Half Action. Characters that are two sizes bigger may use a **(-10) Strength Skill Test** to stop the character from slipping free, instead of Agility.

- **Mount:** Some species are larger than others. If a character is two size categories larger than the character, he may roll a **hard (-10) Agility Test** to properly climb upon and hold on to the opponent. At the beginning of every turn for the character, he must make a **(-10) Agility Test** to stay mounted. The opposing Character may use his turn to attack the character. The character being mounted may attack using a **(-30) Warfare Melee Test** to knock the player off. The attack to knock the character off must deal damage, or the attack fails and the character stays mounted. Use GM discretion if needed. The mounted character may attack at a **(-10) Test**. If the attack fails

by three or more degrees of failure, he has a chance of falling off that is equal to the amount the roll failed (GM Discretion only).

Pin: Characters can use a choice Strength or Agility as opposed tests to hold down another. When a character is Pinned, that character cannot move until broken out or slipped free.

Size Differences

If one participating Grappler is larger than the other, the larger Grappler counts an extra degree of success per size category difference on all successful Opposed Tests performed within the Grapple when dealing with Strength-related Skill rolls. This does not count if the smaller character is using Agility against Strength.

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

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

JUMP OR LEAP: Type: Full Action // Subtype: Movement

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

MANEUVER: Type: Half Action // Subtype: Attack, Movement

When using maneuver, the Active Character attempts to force the opponent to move a number of meters equal to half his 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, he goes nowhere.

If the opponent wins by two or more success, he can push the Active Character as if he was making the maneuver; does not require any opposed skill test.

MOVE: Type: Half or Full // Subtype: Movement

The Active Character may spend a Half Action to move up to his Half Move agility speed.

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

Characters taking a Half Action Move can take another action at a -10.

Characters taking a Full Action Move can take another action at a -15.

Characters taking a Charge Action Move can take another action at a -20. Cannot be used with a melee attack.

Characters taking a Run Action Move can take another action at a -25.

MULTIPLE ATTACKS: Type: Full Action // Subtype: Attack

This action allows the Active Character to make more than a single attack on his turn, provided he has the talents to do so. An Active Character may also take a Multiple Attack if he has two melee weapons at hand. This gives the Active Character a -20 to each swing.

KILLZONE: Type: Full Action // Subtype: Concentration

The Active Character guards a specific area or target, ready to fire at any moment. When KILLZONE is active, the Active Character

establishes a "Kill Zone." This encompasses a 45 degree arch in the direction the Active Character is facing.

Any character in the Kill Zone has a -20 to Dodging fire, and any character firing into the Kill Zone has a +10 bonus to hitting. KILLZONE ends if the characters involved lose concentration, such as taking a shot or moving.

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

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

RELOAD: Type: Varies // Subtype: Misc

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

RUN: Type: Full Action // Subtype: Movement

The Active Character covers a longer distance than his Full Move, equaling to the character's Run Move.

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

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

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

The Active Character makes either one melee attack by testing Warfare Melee, or one ranged attack by testing Warfare Ranged.

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

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

Much like the Standard Attack, the Shorthand Attack is only a Half Action, and fires only Half of the Rate of Fire of a weapon. A Half Action attack only fits one single Melee Attack unless an Ability or weapon dictates otherwise.

STUN: Type: Full Action // Subtype: Attack

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

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

Suppressing Fire is used when a character or group sprays a weapon towards an opponent forcing them to take cover and react under a harsh situation. Suppressing fire automatically begins if a weapon with a Rate of Fire of 6 or above is fired at an enemy. Rate of Fire must be greater than 3 to work.

A character taking suppressing fire must take a -(X) Pinning Test or be pinned. For every Rate of Fire the weapon is being fired at gives X a +5, beginning at 0. Groups using Suppressing Fire add all of their RoF together when firing as a team.

Suppressing Fire affects a 45 degree angle cone from each of the characters taking the action.

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

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

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

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

COMBINING ACTIONS

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

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

ACTIONS NOT COVERED

If a character wants to do an action not covered by the game rules, by no means should the GM to not allow the action. The GM should consider whatever Skill or Characteristic the Action could cover. It is best that the GM and players to write down how they handled such an action for later use.

THE ATTACK

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

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

FIREARMS AND RATE OF FIRE

Every weapon has a Rate of Fire. This indicates how many shots a character can make in a Full Action. If a character decides to fire the weapon with a Half Action, the Rate of Fire is halved (Rounded Down). Characters can also attempt to make shots at a Response Action at a -20 penalty; this only allows the player to take 1/4th of the Rate of Fire in shots, with a minimum of one.

If a weapon has a Three-Burst Rate of Fire, the gun can be fired six times in a turn, a burst per Half Action.

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

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

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

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total number to the appropriate Characteristic.

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

STEP TWO: ATTACKERS MAKE A TEST

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

SPRAY AND PRAY

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

STEP ONE: HIT LOCATION

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

STEP TWO (1D10): SIDE

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

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

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

AFTEREFFECTS AND DAMAGE

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

STEP FOUR: ATTACKER DETERMINES DAMAGE

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

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

CRITICAL DAMAGE

When rolling damage after a successful attack, if a natural 10 is rolled, there is a chance for the weapon to deal critical damage (For weapons that do 1D5 damage, a 5 is considered a possible Critical Damage as well). A Critical Damage deals an extra 1D5 damage that ignores Toughness and Armor.

STEP FIVE: TARGET APPLIES DAMAGE

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

UNARMED COMBAT

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

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

TWO-WEAPON FIGHTING

Sometimes a character can be found using two weapons in combat. These rules help the GM and players dictate what penalties and rules dictate how two-weapon fighting works.

- The character may use any two melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack.
- Some characters may have more hands, in which to use more melee and ranged attacks. GM discretion used.

- The character may fire at a different target for every weapon being used, but the targets may not be farther than 20 meters apart. For every 10 meters apart, the attack gains a -10 to hit.

COMBAT CIRCUMSTANCES

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

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

COVER

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

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

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

TAKING COVER

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

USE YOUR COVER WISELY

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

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

DARKNESS

Warfare Ranged Tests made in the darkness have a -30 penalty to hit. Warfare Melee Tests made in the darkness have a -20 penalty to hit. While a character is concealed by darkness, concealment skill tests gain a +20 bonus.

DIFFICULT TERRAIN

Warfare Melee and Dodge Tests made whilst standing in difficult terrain, such as deep mud, slippery slopes, and rubble, are treated with -10 penalties. The GM may decide if terrain is more difficult than other terrains, such as difficult terrain giving a -20 or -30, such as a minicon trying to traverse normal -10 difficult terrain, or any other characters attempting to drop down destroyed buildings. Wounds, size, and type of character should always go in to deciding how difficult terrain should be.

ENGAGED IN MELEE

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

SHOOTING INTO MELEE COMBAT

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

STRAY SHOTS

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

FATIGUED

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

FOGS, MISTS, SMOKE, AND DARK SHADOWS

Warfare Ranged Tests made to attack characters concealed within fogs, mists, smokes, and dark shadows are at a -20 penalty to hit. The same goes for the character taking the shot being concealed within the fogs, mists, smokes, and shadows.

GANGING UP

A character has advantages when allies engage the same foe. When groups of characters outnumber their opponents by more than 25%, tests made by the outnumbering group is at a +10 for any combat-related tests.

HELPLESS AND VULNERABLE TARGETS

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

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

ASSASSINATION

Point Blank assassination shots and attacks should be considered to automatically hit and to do three times the damage except against shields. An assassination can only be made against Helpless, Unaware, and Vulnerable targets. An exception to this is when a character is hit in the throat, as that attack automatically counts as an Assassination attack.

HIGH GROUND

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

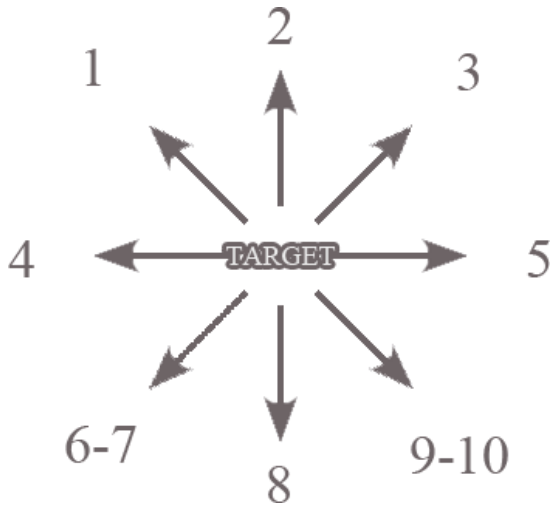
RANGE AND WEAPONRY

All weapons have an optimal range. When a weapon is firing in this range, nothing is effects. When a weapon is firing outside of its optimal range, then accuracy is dropped and the shot is harder to make. When a weapon is firing at a target 50% farther than its optimal range, the weapon is at a -20. For example, the MASK Carbine has a range of 25m-375m. 50% of 375 is roughly 187, so if a shot is firing up to 560 meters, the shot would be at -20. The next threshold is 281 meters, so if a shot is being made up to 841 meters, the shot will be at -40. With each of these ranged thresholds being passed, half of the piercing is dropped and the damaged is lessened by 1/4th.

These shots shouldn't be used too often, so it shouldn't be a problem dealing with it all the time. These shots are also difficult to make and have a much lower damage yield.

MISSING

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



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

PINNING

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

POINT BLANK RANGE

When a character makes a ranged attack against a target that is less than the character's size modifier in meters, the Warfare Ranged Test made to attack the target is at a +30 bonus. This does not count if the attacker is engaged in melee combat with each other.

SHORT RANGE

Warfare Ranged tests made to attack targets at Short Range are at a +10 to hit. A weapon firing under its effective range counts as short range.

SIZE

When determining what it takes to hit a character, and dealing with combat in general, size is very important. All characters have a size. It is easy to assign size modifiers for determining bonuses and penalties based on size.

STUNNED TARGETS

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

UNAWARE TARGETS

When a character has no idea what is going on, or that he is about to be attacked, the character is considered unaware, and caught by surprise. Firearm and Warfare Melee Tests are at a +30 to hit.

WEATHER AND UNNATURAL CONDITIONS

Warfare Melee and Warfare Ranged Tests made while in harsh weather or unnatural conditions are at a -20 penalty. Such

conditions include heavy rain, thick snow, and in knee-deep swamp waters. The GM may determine if some conditions are worse, and deal greater penalties.

ALL THE WAY THROUGH

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

DIRTY AND UNKEMPT WEAPONS

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

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

SIZE	MODIFIER
Mini	-15
Small	-10
Normal	0
Large	+10
Huge	+15
Hulking	+20
Giant	+25
Immense	+30
Massive	+35
Great	+40
Titanic	+45
Enormous	+50
Mega	+55
Vast	+60
Immeasurable	+75
Cosmic	+80
Celestial	+85
Godlike	+90

INJURY

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

BLOODCOUNT AND BLOODLOSS

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

- When a character is down to 1/3rd of their bloodcount remaining, which is roughly 33, they must roll a Toughness Test or pass out until medical attention is administered.
- When characters are down to only 1/5th of their bloodcount remaining, which is 20, they will begin to die. Dying characters must make Toughness tests with -10 for

every 10 missing from the bloodcount. If the test fails, the character dies.

STOPPING THE BLEEDING

There are a multitude of ways to stop bleeding. The most effect way of doing so is with the use of Biofoam canisters. Medical attention will also stop bleeding, especially when done by skilled medics. Emergency Blood Transfusion Injections can replace lost blood.

Bleed regenerates two points a day by natural process.

WOUNDS

Wounds are a measurement of how much harm a character can take before suffering unbearable effects and eventual death. Every character in Halo Universe has specified number of Wounds. A character can often increase his Wounds by spending experience points. Wounds do not normally deplete permanently. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

Wounds may be recovered through medical. As soon as a character reaches under 0 Wounds, each attack taken deals double the bloodloss from the Special Damage Chart and falls unconscious.

DEATH BY WOUNDS

The player's total wounds cannot go under the Toughness Mod * 2. If the character does reach under their TM*2 limit, they fall unconscious. At this point, any attack afterward that does damage kills the unconscious player Merciful GMs usually stop attacking an unconscious character in hopes to do the same to someone still standing.

SPECIAL DAMAGE CHART

Whenever a character is hit by an attack, a roll on the Special Damage Chart is needed. This chart shows the possibility of bloodloss and extra debilitating effects from attacks. Each body part has a different section at which to roll on the chart, so make sure you are checking the correct chart. **When rolling on the Special Damage Chart, players roll 2D10+5 for every 5 points of damage that the attack dealt in all, before Armor and Toughness. Never roll on this chart if shields were never broken.**

Any effects of the Special Damage Chart can be treated by medics such as bleed, broken bones, and so on. When treated, characteristic damage and other effects are removed if whatever caused the effect is healed.

If an attack does not deal any wounds, the Special Damage roll is halved. If an attack deals a roll over 120 on the Special Damage Chart, that body part is destroyed.

BRUISING

Bruising must be tallied, for when a character reaches as many bruises equal to their Toughness Bonus *2, the character falls unconscious. The character may roll for Toughness test at -30 to wake up from this. When the character becomes unconscious, the character falls prone. Each turn the character attempts to wake up, the test gains a +10 bonus. These stack.

Finger/Toe

ROLL	EFFECT
01-20	Finger/Toe bruised horribly.
21-40	Finger/Toe Broken.
41-60	Finger/Toe Shattered. +1 Bleed
61-80	Finger/Toe cut in half. +4 Bleed
81-100	Finger/Toe removed. +4 Bleed

Neck

ROLL	EFFECT
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01-20	Small laceration against the neck. Bruising and +1 Bleed.
21-40	Neck cut up and badly hurt. +2 Bleed.
41-60	The Neck is damaged and torn open. +5 Bleed.
61-80	Neck Struck and shrapnel bursts out. +13 Bleed.
81-100	Jugular struck. +30 Bleed.

Nose/Ear

ROLL	EFFECT
01-20	The appendage was barely hit by the shot. Flesh is damaged and bruised. +1 Bleed.
21-40	The appendage was struck, take a chunk of flesh and cartilage with it. +3 Bleed.
41-60	The appendage was hit and has been punctured through, causing bleeding and a part of the appendage to be removed. +7 Bleed.
61-80	The appendage was nearly lopped off with the blow, causing at least half to be removed. +3 Bleed.
81-100	The attack strikes the appendage, completely removing the gist of it. +11 Bleed.

Small/Large Intestines

ROLL	EFFECT
01-20	The attack strikes into the intestines, only to be luckily stopped. Major bruising and pains.
21-40	The attack pierces the skin and damages the organs with bruises and small lacerations. +2 Bleed
41-60	The intestines are struck, doing small amounts of damage to the organs. +5 Bleed
61-80	The attack ravages its way through the intestines, creating lacerations and major bruising across the organs. +8 Bleed
81-100	The intestines are wrecked by the attack. Causes major internal bleeding and bruises across the wound. +12 Bleed

Kidney/Stomach/Liver/Spleen

ROLL	EFFECT
01-20	The organ is bruised by the attack, causing discomfort.
21-40	Pain is unleashed across the organ and body. Bruises and bleeding begin. +2 Bleed.
41-60	The organ is struck, causing moderate damage. +4 Bleed.
61-80	The attack smashes into the organ, causing extreme damage. +7 Bleed.
81-100	The attack pierces the organ causing moderate internal bleeding. +10 Bleed.

Knee/Ankle/Shoulder/Elbow

ROLL	EFFECT
01-20	The joint is struck and causes bruising and cuts to form across the wound.
21-40	The joint is smashed, causing small bleeding and discomfort when using the joint. +1 Bleed.
41-60	The joint is damaged, causing problems when using it. Any action that uses the joint is at a -5. +1 Bleed.
61-80	The joint is heavily damaged and the bone and cartilage is fractured. -10 to actions using this joint. +2 Bleed.
81-100	The cartilage in the join is completely devastated; causing fractures and impedes the mobility of the joint. -15 to actions using this joint. +3 Bleed.

Heart

ROLL	EFFECT
01-20	The attack strikes and ravages the flesh. Heavy bruising occurs.
21-40	The strike impacts the character, knocking the breath from the character. +5 Bleed.
41-60	The attack fractures a rib, causing some of it to splinter in the heart. +10 Bleed.
61-80	A rib is struck and pushed in to the heart, puncturing it.

	+15 Bleed.
81-100	The attack ravages the heart and ribs, causing extreme pain and internal bleeding. +20 Bleed.

Skull/Brain

ROLL	EFFECT
01-20	The attack strikes and ravages the flesh. Heavy bruising occurs.
21-40	The strike impacts the character, knocking the breath from the character. +5 Bleed.
41-60	The attack fractures the skull, causing some of it to splinter inward. +10 Bleed.
61-80	The skull is punctured. +15 Bleed.
81-100	The attack ravages the head, causing extreme pain and internal bleeding. +20 Bleed.

Arm/Leg

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any actions using the limb.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12 Bleed. This appendage is now useless.

Lung

ROLL	EFFECT
01-20	The flesh is damaged and heavily bruised. The breath is knocked from the character.
21-40	The flesh is impacted and the attack bounces off a rib. The breath is knocked from the character. +3 Bleed.
41-60	A rib is snapped and shattered. +7 Bleed.
61-80	A rib is struck and pushed into the lung, puncturing it. +12 Bleed.
81-100	The attack punctures the lung causing extreme pains and possible death. +19 Bleed.

Eye

ROLL	EFFECT
01-20	The Eye is damaged and is hard to properly see out of. -5 to all eyesight-based Perception Tests.
21-40	The impact damages the eye with shrapnel. -10 to all eyesight-based Perception Tests. +1 Bleed.
41-60	The eye is heavily damaged and is counted as blind for 1D5 hours. +2 Bleed.
61-80	The eye is impacted heavily and is counted as blind for 1D5 Days. +5 Bleed.
81-100	The eye is completely destroyed.. +7 Bleed.

Hand

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bones were struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any actions using the limb.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12

Bleed. This appendage is now useless.

Foot

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed. -1 to Agility.
41-60	The bones were struck, creating hundreds of micro-fractures along the impact. +5 Bleed. -3 to Agility.
61-80	The bone in the limb has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to Agility.
81-100	The arm becomes heavily damaged, either from being cut completely off or being far too damaged and broken. +12 Bleed. This appendage is now useless.

Pelvis

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	The pelvis has been struck deeply. The bone is broken where the impact hits. +9 Bleed. -5 to any Evasion.
81-100	The Pelvis is shattered in some areas. +12 Bleed. -10 to any Evasion Test.

Chest(No Organ Struck)

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Heavy bruising. +2 Bleed.
41-60	The bone was struck, creating hundreds of micro-fractures along the impact. +5 Bleed.
61-80	A rib was shattered. +9 Bleed.
81-100	A Rib was completely destroyed from the attack. -10 to Evasion Tests until treated.

Mouth

ROLL	EFFECT
01-20	The flesh is damaged and the area is badly bruised.
21-40	Skin is tattered and begins to bleed. Roll Toughness Test, if failed, a tooth is lost. Heavy bruising. +2 Bleed.
41-60	The mouth was struck, damaging teeth. +5 Bleed. Removes 1D2 teeth.
61-80	The tongue is torn up and 2 teeth are removed. -10 to speech interactions as the character is hard to understand until healed. +8 Bleed.
81-100	The attack deals massive damage to the mouth, removing 1D5 teeth. -10 to speech interactions as the character is hard to understand until healed. +12 Bleed.

Chin/Jaw/Cheek

ROLL	EFFECT
01-20	The appendage was barely hit by the shot. Flesh is damaged and bruised. +1 Bleed.
21-40	The appendage was struck and takes a chunk of flesh and cartilage with it. +3 Bleed.
41-60	The appendage was hit and has been punctured through, causing bleeding and tearing. +7 Bleed.
61-80	The appendage was incredibly damaged with the blow, causing tearing.. +3 Bleed.
81-100	The attack lops off a part of the body part. +11 Bleed.

REMOVING WOUNDS AND MEDICAL ATTENTION

Characters automatically remove wounds over time through natural care and body functions. Characters automatically heal 1 wound every day. Medical attention can also remove wounds. On the battlefield, quick patch jobs can only heal 1+Intellect Mod per every five rounds of medical attention. Extended care allows players to heal a quicker pace. A day of medical attention can heal the character 10 wounds and recover blood faster through transfusion.

FATIGUE

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

Should a character take a number of levels of Fatigue in excess of his Toughness Mod he collapses, unconscious for 30 – Toughness Bonus minutes; after the character awakens, his levels of Fatigue revert to a number equal to his half the Toughness Mod.

LOST EYE

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

LOST FOOT

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

LOST LEG

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

BLINDED

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

DEAFENED

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

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.

CONDITIONS AND SPECIAL DAMAGE

Common injuries do not cover the forms of bodily harm those take when in a firefight. This list helps cover some of the conditions those can take.

AMPUTATED LIMBS

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

LOST HAND

The character suffers -20 penalties to skills and characteristic tests that rely on the use of two hands. The character can no longer wield Two-Handed weapons. A shield can be strapped to the arm, though.

If a character loses both hands, the character will not be able to hold anything or use any skills or use any non-integrated weaponry.

LOST ARM

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

ON FIRE

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

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

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

FALLING

Characters falling off large enough heights to actually hurt them depend mainly on size. To work out damage, the GM uses the size graph listed to find out how many D10s to roll. Use the Hit Locations to determine which part of the body hits the ground first.

STUNNED

At sometimes in Halo Universe, a character becomes stunned from either too much damage, or being clunked on the head really hard. Opponents gain +20 Warfare Ranged and Warfare Melee Tests when attacking stunned characters. Stunned characters cannot take Actions or Responses. Stunned characters are not helpless or unaware.

SUFFOCATION

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

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

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

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

UNCONSCIOUSNESS

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

The duration for someone being unconscious is 10-toughness Mod in minutes. If a character has a greater toughness bonus than 10, they are out for just a minute.

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

If a character falls into unconsciousness due to excessive amounts of fatigue, the character will recover from some of the Fatigue when the character awakens.

USELESS LIMBS

Useless limbs work as if they were not there. Just check out Amputated Limbs section.

VACUUM

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

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

MOVEMENT

At many times in game, it is unimportant to worry about how fast a character can run or how long it takes the character to walk. On the other hand, there can be situations where that can come up during the game. It can become important to know just how far the character can move over a given time.

During Combat Rounds, the character may take a specific Action to move at one of the speeds given to the character, or any number in between. The number of meters a character travels per Round at these speeds is determined by the character's Agility Mod. See the table below for details. This table shows the structured time movement for meters per round.

CROUCHING AND PRONE MOVEMENT

When a character begins to crouch, that character may only take Half Moves during movement. A character beginning to crouch and coming out of a crouch takes only a Free Action. A character that is Prone may only move half of their Half Move. A character may take a free action to drop to the ground to go Prone.

A character that is Crouching are at a -10 to be hit by incoming fire.

If a character is lying on the ground, the character is considered prone. Warfare Ranged made to attack prone targets are at a -20 penalty, as they must hit a smaller target. Characters attacking Prone targets up close do not suffer this -20 penalty. Characters that are Prone gain a +10 to all Warfare Ranged Tests, and a -20 to all evasion and Warfare Melee Tests.

Agility Mod	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60
11	11	22	33	66
12	12	24	36	72
13	13	26	39	78
14	14	28	42	84
15	15	30	45	90

FALLING DAMAGE CHART

Shields can only absorb half-falling damage.

Human	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10	16D10
Large	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10	15D10
Huge	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10	14D10
Hulking	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10	13D10
Giant	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10	12D10
Immense	---	---	---	---	---	1D10	2D10	3D10	4D10	5D10	6D10	7D10	8D10	9D10	10D10	11D10
METERS	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48

Falling damage ignores armor and toughness.

NARRATIVE MOVEMENT AND TERRAIN

Terrain conditions easily affect just how fast a character can cover ground during Narrative Time. Obviously, footslogging through marshes is more time consuming and difficult than normal grasslands, especially for those who are short in stature.

As an example, halve distances when moving through difficult terrain. The GM must determine what modifiers to apply to Narrative Time caused by the environment and other surroundings.

HURRYING

If a character needs to, the character can pick up the pace, moving double the Narrative Time for 2 * Toughness Mod in hours. At the end of this movement, the character must make a Toughness Test or take 1 level of Fatigue. In addition, a hurrying character is less likely to pay notice to the surroundings, so the character takes a -10 penalty to all Perception-Based Tests. Each time the character hurries in succession, the character gains an extra -10 to the Toughness Test. This builds up until it maxes out at -30.

RUNNING AND NARRATIVE TIME

Characters can run full burst during Narrative Time, but in doing so, the character becomes tired. When running, a character triples the rate at which the character moves, but each 2 hours of sustained running calls for the character to make a -10 Toughness Test per hour. If the test fails, the character must roll a 1D10. 1-7, the character takes 1 Fatigue, if 8-10, the character takes 2 Fatigue. When a character is running and watching their steps, the character takes -20 to all Perception-based Tests. As with hurrying, every hour the character runs, the test gets harder by -10.

MOVEMENT AND THE ENVIRONMENT

The movement rates for characters described in the previous table suppose a reasonably clear battlefield. There may be obstacles and difficult terrain. There are circumstances where obstacles may not impede speed and time. This can include rubble, cave-ins, dense fog, and a variety of other conditions. A GM must always take these conditions in to mind.

CONDITIONS	DIFFICULTY
Heavy fog and smoke	Roll Perception. Failing means -10
Deep mud and liquids	-10
Darkness	-10
Dense Crowds	-20
Rubble	-20
Craters	-30
Tremors	-30

CLIMBING

There may be times where a character needs to climb over a wall, but does not have the ability of flight. Climbing is divided into two types, Simple and Difficult.

SIMPLE CLIMBS

Simple climbs can include fences, walls, craters, and anything else that requires effort and concentration, but not real Skill to accomplish. Any character with both hands free can easily accomplish these Simple Climbs, provided the character takes time and is not being distracted or rushed.

If a Character is trying to climb quickly, is being attacked, or is distracted in any other way, the character needs to make a Strength Test or Climb Test to perform a Simple Climb. On a success, the character ascends or descends at the rate of one-half of the character's Half Move speed. For each degree of success, the character climbs his Size Bonus in meters. On a failed test, the character falls from the starting position.

The GM can adjust the difficulty of the test based on the nature of the climb and other conditions. The default difficulty is +10 for simple tests.

DIFFICULT CLIMBS

Many surfaces are beyond the means of an ordinary climb. A cliff with overhangs, buildings with no visible handholds, and icy precipices are all types of Difficult Climbs. These require a Skill to climb successfully.

A character may make as many attempts as needed to make the climb. To make the climb, the character must make a Climb Test (Skill, uses Agility). On a success, the character ascends at a rate of one-half the character's Half Move speed. For each degree of success, the character climbs half his Agility Mod in meters extra. Climbing Difficult Climbs varies, the usual modifier begins at -10. Characters can gain bonuses for special climbing gear or utilities they have created. Characters should gain large bonuses (Such as +40) to the Test for using intelligent ways up, such as abseiling and harnessing.

A character can descend and ascend Difficult climbs more quickly by abseiling and harnessing, using chains and climbing gear to traverse the climbs. The character must make Strength Tests to keep hold of any climb equipment and chains being used.

JUMPING AND LEAPING DISTANCES

A jump is a controlled vertical ascent or descent where the character either jumps as high as he can, or down safely without damage. Performing any kind of Jump or Leap is treated as Half Action, unless the character is jumping or leaping larger than 15 Meters.

A character's jump height is a third of the Strength Modifier in meters. A character's jump distance is the Agility Modifier multiplied by 2.

Agility Mod	Per Minute	Per Hour	Per Day
0	12m	0.75Km	7Km
1	48m	1.5 Km	15 Km
2	72m	3 Km	30 Km
3	96m	4 Km	40 Km
4	120m	6 Km	60 Km
5	144m	7 Km	70 Km
6	168m	9 Km	90 Km
7	192m	10 Km	100 Km
8	216m	12 Km	120 Km
9	240m	13 Km	130 Km
10	264m	15 Km	140 Km
11	288m	16 Km	160 Km
12	312m	18 Km	170 Km
13	336m	19 Km	190 Km
14	360m	20 Km	200 Km
15	384m	22 Km	220 Km

SWIMMING

Characters that can swim do not need to make Swim Tests under regular circumstances. If a character is in hazardous waters, or have their limbs shackled, or any other condition that is considered Hazardous, then the character must make a Swim Test as a Full Action. A success indicates that the character moves any direction up to a number of meters equal to one-half the character's Strength Bonus. A failed Test means the character makes no progress and cannot move.

A character can choose to swim underwater. The character must hold his breath. A character that is unable to swim for any reason automatically goes underwater, which means the character will be at risk of suffocation due to drowning.

Heavy equipment, armor, and systems makes swimming extremely difficult. If a character is weighed down, all Swim Tests are Very Hard (-30) and a failed Test automatically imposes one level of Fatigue.

The GM may decide if some Swimming Tests are easier or harder for any reason he pleases.

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 each hour with a cumulative -10 penalty per each hour. On a failed test, the character takes 1 level of Fatigue. If the character falls unconscious due to Fatigue, the character goes underwater. If the character needs to breathe, the character begins to Suffocate.

CARRYING, LIFTING, AND PUSHING OBJECTS

A Character in Halo Universe must know their capacity to carry, lift, and push objects. Common sense and GM discretion can dictate how much something weighs, which should be made using common sense.

The amount of weight a character can move depends on the sum of the character's Strength and Toughness Mods combined.

CARRYING WEIGHT

A Character's Carrying Weight is how much the character can carry without suffering penalties to movement and body. If the character carries more than this weight, the character is encumbered.

LIFTING WEIGHT

A character's Lifting Weight represents the maximum amount of weight the character can pick up off the ground. A character can attempt to move while holding a heavy load, but if the load surpasses the Carrying Weight, the character is considered Encumbered. Lifting a heavy load from ground to waist level is treated as a Full Round Action.

PUSHING WEIGHT

A character's Pushing Weight represents the maximum amount of weight that can be pushed and pulled across a smooth surface. Difficult terrain adds one level of difficulty to the Test. Pushing is treated as a Full Round Action.

If the character attempts to push more than the usual limit, the character must make a Strength Test. Each degree of success adds +1 to the sum of the character's Strength Mod for determining limits. If the test is failed by two degrees or more, the character suffers one level of Fatigue.

FIGURING CARRYING WEIGHT

To simplify matters, for a character to figure out their carrying weight, you take your Strength and add it to your Toughness, and that is how you get the amount of Kilograms you can carry without

being hindered. A character with Strength of 35 and a Toughness of 30, you would have a carry weight of 65kg.

Certain races get multipliers to this rule, Spartan IIIs and IVs, Brutes and Elites gain a multiplier to their Strength and Toughness of x2 to get the carry weight. A Hunter gains a x13 to the Strength and Toughness. Spartan IIs gain a x3 to their Strength and Toughness bonus.

ENCUMBERED CHARACTERS

If a character attempts to overexert himself by carrying, lifting, or pushing more than their limits, the character counts as Encumbered. An Encumbered character can still make whatever charges or runs that are attempted, but any movement made is halved.

PERCEPTIVE RANGE

Every character has their own personal range of fire that they are able to properly aim. This is known as the character's Perceptive Range. To find a character's Perceptive Range, take the character's Perception and multiply it by 4. The resulting number is how many meters the character can effectively aim without taking penalties. For example, a character with Perception 35 will have a Perceptive Range of 140 meters. For every 10 meters off the target attempting to be shot is at from the character's Perceptive Range gives the user a -10 penalty to hit.

SCOPES AND PERCEPTIVE RANGE

Every scope, and even the ironsights of a weapon, has a modifier that gives bonuses to hit. These bonuses are also added to Perception when used when discovering Perceptive Range. A Perception of 35 using a x2 scope, which adds +15, bumps the Perceptive Range to 50 which gives the user a 200 range to fire without penalties.

THROWING OBJECTS

There are many types of weapons that can be thrown at targets, but a character can technically throw just about anything that weighs up to half the character's normal Lifting Weight.

To throw an object, a character makes a Strength Test. If successful, the test means that the object flies a number of meters equal to the character's Strength Mod. When dealing with degrees of success, the distance thrown is multiplied by each degree of success the character got on the roll. For a failed roll, each degree of failure halves the throw in meters. For every 10% closer to the character's maximum carrying weight that the object is, the throw automatically gains -1 to the degrees of success gained. A thrown weapon does the weapon's damage, and each success adds 1 damage, and each failure subtracts 2 damage. If the object is not a weapon, each degree of success does 1D10+Strength Mod. A failure that manages to hit only does 1D10+Strength Mod, with -1 damage per degree of failure.

A character may attempt to throw an object that weighs more than half the Lifting Weight, but such tests are Hard (-20). A character cannot lift more than his Lifting Weight.

LIGHTING

Light is an important factor to many aspects in life. Many battles can take place at night or in the dark, wet caves of a planet. As a result, the darkness becomes an enemy in itself, concealing movement and horrors that could lurk within.

There are multiple types of lighting, Blinding, Bright, Normal, Shadowed, Dark, and Black.

LIGHTING	SIGHT PENALTIES
Blind	-40
Bright	-10
Normal	0
Shadowed	-10
Black	-60

Normal is the light most characters are used to. This has no penalty or bonus to any sort of sight-based Perception Tests.

Blinding lights give characters -40 to see, as they are far too bright for their eyes or Optics to handle.

Bright lights are only a small annoyance to the eyes, and only give the character a -10 to sight-based Perception Tests.

Shadows are dim-lit areas, or shadowed locations in which it can be a bit difficult to see in. This leaves characters at a -10 to see. Characters looking in to shadows from the light are at a -20 to see, and characters in the shadows looking outward are at no penalty.

Black is no light. With no presence of light means no seeing a thing. Characters are at a near impossible -60 to sight-based Perception Tests.

Lighting can effect movement, such as moving in shadow, blinding, and black. This is up to the GM on how, or if it even does. Lighting also effects combat. Half the sight penalties to come up with to hit penalties when dealing with combat.

FLYING

This section covers the entirety of flying characters and flying in general.

ALTITUDE

On a typical Earth and Earth-like planets, there are three broad altitude levels: High Altitude, Low Altitude, and Hovering. A flying character can change altitude by one level during each Move Action taken. If a character is using a Charge or Run Action, the character can change altitudes by two levels. A character moving up an altitude from High Altitude will attempt to leave atmosphere.

HOVERING ALTITUDE

Hovering means that the character is skimming just above the ground or however high specified by the character. The character can move over low obstacles with relative ease. Hovering characters can both attack and be attacked by other characters on the ground using even melee.

A vehicle with this Hovering ability stays at the same height above ground, unless stated otherwise. If a character falls in a pit, the character cannot just hover out.

LOW ALTITUDE

This altitude indicates that the flying vehicle is at heights reach, and usually high above the Earth. A low altitude vehicle takes no penalties for shooting downward, but those firing up suffer a -30 penalty to their Firearm Tests.

HIGH ALTITUDE

When a character is flying at High Altitude, it is far beyond the range of many attacks, even range.

The vehicle in High Altitude is at a -20 penalty for firing downward.

EFFECTS OF GRAVITY

Gravity rarely effects UNSC and Covenant vehicles, as they have systems meant to sustain flight.

UNARMED DAMAGE

Unarmed damage is 1d5+Strength Mod with no Piercing.

COMBAT

Previously in the handbook, there was a Combat Overview section that went through the bare basics of Combat. This section will cover more ground on how combat can be handled.

NARRATIVE TIME AND STRUCTURED TIME

There are two types of timekeeping in Halo Universe; Structured Time and Narrative Time. The GM must choose what is needed based on the needs of the story and choices made by the players. At times, the GM must convey a loose sense of time or a series of events happening once after another, which is known as Narrative Time. In other situations, such as combat and tense situations, need more precise time keeping is needed, so the GM should use Structured Time.

NARRATIVE TIME

In many situations, the game does not require precise time keeping. In many situations, it is enough to know of certain actions taking only a few minutes, about an hour, or even a day. Narrative Time is most often used outside of combat.

STRUCTURED TIME

Structured Time is used for combat and solving problems. Structured Time is used when everything that happens counts, and order is needed. Structured Time is divided into Rounds, Turns, and Actions.

ROUNDS

A Round consists of every character participating in the encounter taking a single Turn each. Each Turn in a Round is roughly four seconds long, regardless of how many characters are involved. Every Turn taken in a Round happens almost simultaneously, with the faster and luckier characters acting first.

URNS

Every character in an encounter gets one Turn each Round. Before the combat or encounter begins, each character rolls Initiative to find the specific order they go in. Turns overlap each other slightly. Every Turn is a combination of Actions.

ACTIONS

A character is able to perform one or more Actions on their turn. Each character is able to perform multiple Actions in a turn, the order in which they happen doesn't always matter. For example, a character has two Half Actions; the character could spend one Half Action moving forward and another Half Action of drawing out a weapon. So the order in which these actions does not matter. An example of when Action order is important is when a character must stand before walking or reloading before firing.

COMBAT SYNOPSIS

Combat is resolved in Structured Time divided into Rounds, Turns, and Actions. Each character takes one Turn each Round, as specified earlier. The order in which Turns take place depends on the Initiative Order. When a new Encounter begins, follow these instructions to determine what happens.

STEP ONE: SURPRISE ACTION

At the beginning of combat, the GM may determine whether a character was caught off guard and surprised by the combat. This can only happen once at the beginning of combat. Most instances of combat will have nobody surprised. A surprised character loses their first Turn in the Encounter. If no one is Surprised, ignore this step and move to Step Two.

STEP TWO: INITIATIVE

At the start of the first Round, each character must make an initiative Test. To do so, each character rolls a 1D10 and adds the Agility Bonus, unless an Ability specifies otherwise. The resulted rolls apply for all succeeding rounds, as the highest Initiative Tests go first. The complete order is highest Initiative to lowest.

STEP THREE: COMBATANTS TAKE TURNS

Beginning with the characters at the top of the Initiative Order, each character now takes a Turn. When a character is taking their Turn, they are known as the Active Character. During the Active Character's Turn, the character may perform one or more Actions, or even decide not to take the turn. Once a character's Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes their turns.

STEP FOUR: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any effects that could possibly have the "until the end of the Round" effect have now ended.

STEP FIVE: REPEAT STEP THREE AND FOUR AS NEEDED

The characters continue to play these Rounds and Turns successively until Combat is complete.

USING TACTICAL MAPS AND GRIDS

During combat and other situations, players and the GM may want to use visual references to help keep track of positions and directions. The GM can accomplish this by sketching out simple overhead maps on paper, grids, and dry-erase boards. Many game stores, hobby stores, and even business oriented stores carry these. Many game stores also hold Gaming Mats, which you can draw on with wet-erase markers. These mats are pre-printed with square grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large scale maps with miniatures, where a square represents one meter (Or two if you are pressed for space).

Miniatures may be used to keep track of character positions. If you want to go all out, MEGA BLOKS sells Halo sets for almost everything.

INITIATIVE: EXPLAINED FURTHER

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

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

If more than one character rolls the same initiative, they act in order from the highest agility to lowest. If they share the same Agility, then each should roll a die. The character with the highest roll goes first.

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

DRIVING IN STRUCTURED TIME

When piloting vehicles, the speed and maneuverability are the main two characteristics that must be taken in to mind. A vehicle's speed is always in meters and can eventually move much faster than anyone on foot, as acceleration must be taken in to mind.

Acceleration of a vehicle is how many meters it can first move before going all out. For every 10 KM/H a vehicle is going is 5 squares the vehicle can move on a grid map, if every square is a single meter. This means that the M12 FAV Warthog, when moving all out, can move 60 meters a Turn.

CREW

Every vehicle has a crew with a certain amount of operators and passengers the vehicle can occupy. If the vehicle does not have a character to operate certain aspects of the vehicle, then that part of the vehicle will not be usable.

Every vehicle lists how many passengers that can fit in the vehicle before problems ensue. There are complements that also are specified within every vehicle page.

HULL INTEGRITY

Each vehicle has a Hull Integrity, which acts as the vehicle's Wounds. Whenever a vehicle surpasses these wounds, that vehicle breaks down and is unusable. Every vehicle has a set amount of wounds before it completely breaks down, and each vehicle begins to take penalties if the GM decides a tire is shot out or if something else happens.

HULL TOUGHNESS

The Hull Toughness varies compared to where the vehicle was struck. Each vehicle has a Front, Back, Side, Top, and Bottom Toughness value that works the exact same as a character's Toughness Modifier. Any wounds the vehicle takes is subtracted by the vehicle's Hull Toughness.

MAIN TURRET TURN RATE

Any vehicle that has a turret has a turn rate at which the turret can rotate per Turn. These specify whether a gunner could, in fact, turn and fire at an enemy on the battlefield, or if the turret comes up short for the shot.

VEHICLE cR PRICE

Every vehicle has a cR Price, these works exactly as any other piece of Equipment.

MANSLAUGHTER AND SPLATTER

When a user is hitting a character with a vehicle, the vehicle does 1D10 damage for every 10KM/H the vehicle is going. The character must then make a -20 Agility Test or be stuck on the vehicle. If the character fails this test by five or more degrees of failure, the character is then run over, taking the damage a second time, this time ignoring Armor.

WRECKING

When a user in a vehicle hits a wall, the characters in the crashing vehicle, as well as the vehicle itself, takes 1D10 damage for every 10KM/H the vehicle is going. This ignores Armor on both the character and the vehicle. If two vehicles are crashing, the speeds of both are added together for the damage all together.

ROLLING

If a vehicle is about to roll from a bad turn or some other event, the GM must find out how many times the vehicle will tumble. To do so, the GM rolls 1D10 for and adds 1 for every 10KM/H the vehicle is going. For every roll the vehicle makes, the vehicle and the

characters in it takes 1D10+(X) damage, where X is 1 for every 10 KM/H the vehicle is traveling.

INVISIBILITY AND SNEAKING

CLOAKING

There are multiple items that offer camouflage through lightbending. These items make the user appear to be almost invisible but can be seen if the user studies the surroundings to see the ripples caused by the imperfect technology. These cloaking devices give penalties to another user to see the character.

CLOAK WATCHING

A character may attempt to study and watch for ripples in the air, which then gives the user a +20 for actually spotting the cloaked user. When doing this, the character must sit and watch for at least five seconds (Full Action) without taking any actions that would take movement.

USING WEAPONS WHILE CLOAKED

When a user is cloaked, the weapons used by the character are also hidden. Many weapons have flashing and glowing bits such as a Plasma Rifle or a Forerunner weapon. These give penalties to the camo. Charging weapons give a -40 to the cloak while glowing weapons give a -20.

Activating weapons such as an Energy Sword or taking footsteps allows a character to take hearing-based Perception Tests to find the whereabouts of the user. This also gives the user a +20 to spot the cloaked user.

FIRING WHILE CLOAKED

A character that fires a weapon while cloaked is swiftly uncloaked and recloaked within the time of a Half Acton, allowing characters a +40 bonus to spotting the cloaked character.

VISR AND CLOAKED CHARACTERS

VISR and other visual devices such as infrared Goggles can see cloaked characters with ease, and take no penalties to see a cloaked character.

YOU'VE SEEN ONE...

When a character has dealt with a cloaked user before and noticed the distortion, the character eventually becomes used to this. The more dealing with cloaked characters a character goes through, the easier the character can spot them. A character dealing with cloaking users more than once gain +5. A character dealing with cloaking users more than five times give times gain +15. A character dealing with cloaking users more than ten times gain a +25.

MASKING FOOTSTEPS

A character may attempt to hide and mask footsteps by rolling successful Athletics Tests. These tests should gain penalties for excessive weight and equipment or on certain surfaces such as grass.

SUPRESSED AND SILENCED WEAPONRY

When a weapon is using a suppressed and silenced weapon, that weapon loses 2 of its base damage but is harder to detect. A user may attempt to detect a silenced weapon firing by rolling a -20 hearing-based Perception Test.

STAGE 1: CHARACTER CREATION

THE MANY RACES OF HALO

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

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

HUMANITY (MANUSH)

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

Insurrectionists:

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

UNSC:

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

COVENANT EMPIRE (THE COVENANT)

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

Sangheili (Elites)

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

Jiralhanae (Brutes)

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

San 'Shyuum (Prophets)

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

Mgalekgolo (Hunters)

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

Unggoy (Grunts)

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

Kig-Yar (Jackals and Skirmishers)

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

Yanme'e (Drones/Buggers)

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

Huragok (Engineers)

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

UNSC DEFENSE FORCE

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

Of all of these Military branches, the Navy is now the most powerful, as the Navy contains the Office of Naval Intelligence (ONI),

UNSC Naval Fleet Command, the UNSC Logistics Operations Command, and the UNSC Naval Special Warfare Command.

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

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

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

ORION: BEFORE THE SPARTANS

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

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

THE SPARTAN II PROGRAM: HEROES FORGED FROM LIES

Originally known as ORION Generation II, the Spartan II project was an effort made by ONI to further the original ORION project and to create biologically augmented super soldiers. The Spartan II program was the first in a series to meld advanced exoskeleton-based technology to help form a superior soldier.

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

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

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

THE SPARTAN III PROGRAM: THE SUICIDE SOLDIERS

With the partial success of the Spartan II Program, another sector of ONI had their eyes set on starting a new Spartan program. They

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

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

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

THE SPARTAN IV PROGRAM: FROM ASH TO INFINITY

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

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

These new soldiers were successfully augmented such as the Spartan IIIs were, without the need of children and hormone treatments. These super soldiers were then given new Mjolnir Mark VII armors and experimental new weapons.

ODST: HELL JUMPERS

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

UNSC MARINES: LEATHERNECKS

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

UNSC AIR FORCE: THE FIGHTING FALCONS

One of the five divisions of the UNSCDF, the Air Force serves as the aerial operations of the UNSC Military. The UNSC Air Force is tasked with many important routines not able to be performed by the Navy. The Air Force provides Tactical Strikes and Bombing Runs,

providing close-air support and infantry forces and routine transportation and munitions drops. UNSC Air Force personnel have superior airpower and piloting skills compared to any other branch, giving them an edge in high-speed and aerial combat.

UNSC ARMY: DEVIL DOGS AND GROUND POUNDERS

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

UNSC NAVY: SWABBIES AND PIRATES

The UNSC Navy is one of the most powerful branches in the UNSC Defense Force. The UNSC Navy controls naval, space operations, and still performing duties on Oceans of Earth and her colonies. The roles of the UNSC Navy are for Orbital Bombardments, Personnel Deployment, and the control of space fighters. Navy UNSC Personnel are usually found aboard the ships and orbital platforms that orbit high above Earth and her colonies. There are some UNSC Special Forces controlled by the Navy and the Office of Naval Intelligence; these Special Forces including the ranks of the Spartans and ORION soldiers.

STEP 1: GENERATING CHARACTERISTICS

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

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

500 Starting Experience

500 Starting cR

Starting Wounds 3D10+(Toughness Bonus*2)

The rest of the character creation located after Specialization choices

STEP 2: CREDITS AND CHARACTERS

Every player is given **500 cR** to build his or her characters with. Every race has its own price that subtracts the starting cR by a set amount. Whatever is left after the cR cost of the soldier can be spent on equipment and abilities. Once you are finished spending your cR on upgrades and equipment, you may begin playing.

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

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

SPARTANS AND ARMOR

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

UNIVERSAL EQUIPMENT

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

UNSC Army Infantryman

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	25	25	30	25	25	30	30	25	25
Cost: 250 cR										

The UNSC Army Infantryman gain three Skills of their choosing that begin as Trained at character creation.

The UNSC Army infantryman begins with 10 points that they can allocate to their Characteristics as needed.

SQUAD-UP: When with others that are from the Marine, Army, ORION, ODST, and Air Force Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.



Standard UNSC Equipment

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

Marksman UNSC Equipment

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

Close Quarters UNSC Equipment

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

Heavy Gunnery UNSC Equipment

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

Long Ranged Specialist UNSC Equipment

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

Anti-Armor UNSC Equipment

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

UNSC Marine Rifleman

"They're the best of the best, but they're only human..."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	30	30	35	25	25	25	25	25	30
Cost: 275 cR										

The UNSC Marine Rifleman begins with one Skill of their choosing at +10.

The UNSC Marine Rifleman gains a +10 bump that can be applied to one of the characteristics as chosen.

SQUAD-UP: When with others that are from the Marine, Army, ODS, ORION, and Air Force Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.



Standard UNSC Equipment

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

General Purpose Gunnery Equipment

M247 General Purpose Machine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform

Close Quarters UNSC Equipment

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

Heavy Gunnery UNSC Equipment

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

Long Ranged Specialist UNSC Equipment

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

Marksman UNSC Equipment

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

UNSC Air Force Infantryman

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	25	25	30	30	25	25	25

Cost: 500 cR and 400 Experience

Calling in any Ordnance is 10% cheaper.

UNSC Air Force Infantrymen gain one Trained Pilot Skill of their choosing.

UNSC Air Force Infantrymen begin with the Pilot Air Skill at +20.

SQUAD-UP: When with others that are from the Marine, Army, ODST, ORION, and Air Force Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A UNSC Air Force Infantryman, if up to the GM, may begin with a Falcon or Hornet.



Standard UNSC Equipment

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

Marksman UNSC Equipment

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

Close Quarters UNSC Equipment

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

Heavy Gunnery UNSC Equipment

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

Long Ranged Specialist UNSC Equipment

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

Anti-Armor UNSC Equipment

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

UNSC Marine Corps Orbital Drop Shock Troopers
 "We go feet first, sir!"

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	30	30	25	35	35	25	30	40	25	35
Cost: 325 cR										

Calling in ODS Ts are 15% cheaper.

The UNSC Marine Corps ODS T begins with one Skill of their choosing at +10.

The UNSC ODS T gains a +3 bump that can be applied to one of the characteristics as chosen.

SQUAD-UP: When with others that are from the Marine, Army, ODS T, ORION, and Air Force Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.



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

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

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

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

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

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

UNSC/ONI Spartan II

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Spartan II	45	40	50	45	40	30	40	35	5	25

Cost: 400 cR and 500 Experience

SIZE: LARGE



Standard UNSC Equipment

MA5 series Assault Rifle of the time	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or GEN II based on the time period	

Marksman UNSC Equipment

BR55 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or VII based on the time period	

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or GEN II based on the time period	

Heavy Gunnery UNSC Equipment

AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or GEN II based on the time period	

Long Ranged Specialist UNSC Equipment

Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or GEN II based on the time period	

Anti-Armor UNSC Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor IV or V, or VI, or GEN II based on the time period	

UNSC/ONI Spartan III

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Spartan III	35	30	40	40	30	25	30	35	10	25

Cost: 375 cR and 300 Experience

SIZE: LARGE

Spartan IIIS get the Adrenaline Rush Ability automatically at character creation.

Spartan IIIs gain the Camouflage Skill at +10 at character creation.

The Spartan III can spend 100 Experience and 100 cR to start off with the Semi-Powered Headhunter Variant Armor.

Spartan IIIs can spend 200 Experience and 125 cR to start off with the MJOLNIR Mark V Armor or the GEN II Mark I armor if in the right time.



Standard UNSC Equipment

MA5K Carbine	Hardcase
M6 series or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual- Purpose Grenades	Combat Knife
Two Flashbang Grenades	Holographic Tactical Eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

Assault and Ambush UNSC Equipment

M7 Silenced Caseless Submachine Gun	Hardcase
M6 series Pistol	Flashlight
Two M9 high-Explosive Dual- Purpose Grenades	Combat Knife
Two Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual- Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical softcases	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

Heavy Gunnery UNSC Equipment

M247H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual- Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

Long Ranged Specialist UNSC Equipment

Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual- Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

Anti-Armor UNSC Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual- Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mk I or II Semi-Powered Infiltration Armor	

UNSC/ONI Spartan IV

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Spartan IV	40	30	40	40	30	25	30	35	20	30

Cost: 400 cR and 300 experience.

Calling in Spartan Ordnance is 10% cheaper.

SIZE: LARGE

Spartan IVs gain two free Skills that begin as Trained.



Standard UNSC Equipment

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

Marksman UNSC Equipment

BR55 Battle Rifle	Hardcase
M6 series Pistol or M6J Carbine Variant if available	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor Generation II Mark I	

Close Quarters UNSC Equipment

M45 Tactical Shotgun	Hardcase
M6 series pistol or M6J Carbine Variant if available	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Holographic Tactical eyepiece
Two tactical Softcases	UNSC Battle Dress Uniform
Mjolnir Armor Generation II Mark I	

Heavy Gunnery UNSC Equipment

AIE-486H Heavy Machine Gun	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Holographic Tactical eyepiece
One tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor Generation II Mark I	

Long Ranged Specialist UNSC Equipment

Sniper Rifle System Weapon of character choosing	Hardcase
M6 series Pistol	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Holographic Tactical eyepiece
Two tactical softcase	UNSC Battle Dress Uniform
Mjolnir Armor Generation II Mark I	

Anti-Armor UNSC Equipment

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

UNSC/ONI Section I Operative

"<\ CLEARANCE: Classified [Level [redacted] and above]"

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	25	20	35	25	20	30	30
Cost: 200 cR										

The UNSC/ONI Section I Operative does not have to tell the other players any motives or that this Soldier Type was taken. Treat this character as if from another branch of the Military.



Standard UNSC Equipment

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

Marksman UNSC Equipment

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

Close Quarters UNSC Equipment

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

UNSC Smart AI

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
AI	25	25	25	40	25	100	65	35	55	35
Cost: 500 cR										

AI cannot purchase utilities, but can give away cR earned or purchase ordnance.

AI must have a station to be operatable, such as a portable computer or MJOLNIR armor.

Many Skills and Abilities will not work with an AI, so make sure that your character will benefit from the purchase.

There can only be ONE AI per game.

Als get to pick out four free skills to bump to +10 off the bat.

AI still get Wounds rolled and may still make physical attacks. These physical attacks are shown as the power an AI can use against another. Strength, Toughness, and Warfare Melee are all used for AI warfare, where multiple AIs are in battle against each other in battles of memory and processing power.

Als get full control of most technology and equipment they are able to sync with.

AI are able to connect to any wireless connection, any computer with any sort of informational port, and any computer on a shared network with another.



UNSC ORION Project Augmented Soldier/ Spartan 1.1

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	35	35	35	40	40	30	35	35	25	35
Cost: 400 cR and 100 experience										

An ORION soldier is allowed to start out as an ODST with the ORION characteristics at the price of 100 cR and 100 experience.

SQUAD-UP: When with others that are from the Marine, Army, ODST, ORION, and Air Force Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.



Standard UNSC Equipment

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

Marksman UNSC Equipment

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

Close Quarters UNSC Equipment

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

Heavy Gunnery UNSC Equipment

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

Long Ranged Specialist UNSC Equipment

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

Covenant Mgalekgolo

"They're all scary and angry and they like to smash things..."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Hunter	140	30	10	15	40	20	20	40	15	10
Cost: 500 cR and 500 Experience										

Mgalekgolo get the Guillotine Strike Ability automatically at character creation.

Mgalekgolo get the Built Tough Trait at character creation.
SIZE: Hulking

Hunter Dual Beam Assault Equipment

Hunter Assault Cannon Beam Hunter Assault Cannon Beam
Hunter Armor

Hunter Dual Blast Assault Equipment

Hunter Assault Cannon Blast Hunter Assault Cannon Blast
Hunter Armor

Hunter Rush Assault Equipment

Hunter Heavy Metal Shield Hunter Heavy Metal Shield
Hunter Armor

Hunter Heavy Assault Equipment

Hunter Assault Cannon Beam Hunter Assault Cannon Blast
Hunter Armor

Hunter Blast Assault Equipment

Hunter Assault Cannon Blast Hunter Heavy Metal Shield
Hunter Armor

Hunter Beam Assault Equipment

Hunter Assault Cannon Beam Hunter Heavy Metal Shield
Hunter Armor



Covenant Unggoy

"They may look small, but tell that to the one with the Fuel Rod..."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Grunt	25	20	15	25	25	15	20	10	30	5
Cost: 200 cR										

Unggoy get the **Five Lives Ability** automatically at Character Creation. This gives the Grunt the ability to respawn four times after death. When the Grunt is out of lives, the character is gone.

Imperial Unggoy Equipment

Type-50 Directed Energy Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Imperial Unggoy Equipment

Type-25 Directed Energy Rifle	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Imperial Unggoy Equipment

Type-52 Guided Munitions	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Imperial Unggoy Equipment

Type-33 Light Anti-Armor	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Imperial Unggoy Equipment

Type-51 Carbine	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness

Imperial Unggoy Equipment

Type-33 Guided Munitions	Equipment Pouch
Plasma Pistol	Flashlight
Two Plasma Grenades	Curveblade
Methane Tank	Unggoy Combat Harness



Covenant Kig-Yar

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Jackal	25	25	35	45	10	25	45	25	25	25
Cost: 225 cR										

Kig-Yar gain +10 to eye-sight and hearing based Perception Tests.

SQUAD-UP: Kig-Yar gain +5 to Warfare Ranged and Perception when with other Kig-Yar.

Kig-Yar Heavy Plasma Equipment

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

Kig-Yar Standard Plasma Equipment

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

Kig-Yar Standard Equipment

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

Kig-Yar Ranger Equipment

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

Kig-Yar Ranger Radiation Equipment

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

Kig-Yar Needler Equipment

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



Covenant Sangheili

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

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Elite	90	55	40	35	35	25	25	30	5	35

Cost: 500 cR and 100 Experience

SIZE: LARGE

The Sangheili Soldier Type comes with an extra +10 to either Warfare Melee or Warfare Ranged.

A Sangheili that did not choose the Energy Sword equipment may not purchase an Energy Sword at any time.

A Sangheili gains either a +10 Courage boost or Emotionally Broken at character creation.

Sangheili Standard Equipment

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

Sangheili Equipment

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

Sangheili Equipment

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

Sangheili Equipment

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

Sangheili Equipment

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

Sangheili Equipment

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

Sangheili Equipment

Energy Sword	Two Plasma Grenades
Sangheili Combat Harness	



Covenant Jiralhanae Captain

“I heard all they care about is hunting... Wonder if we mixed up the names a bit?”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Brute	95	95	45	20	35	15	40	30	15	30

Cost: 500 cR and 300 Experience

Jiralhanae get the Berserker Ability automatically at Character Creation.

Jiralhanae gain an automatic +10 to all Smell-based Perception Tests

SIZE: HUGE



Dual Wield Spiker Equipment

Spiker	Equipment Pouch
Spiker or Mauler	Radar Jammer
Two Plasma Grenades	Jiralhanae Hunting Knife

Jiralhanae Power Armor

Dual Wield Mauler Equipment

Mauler	Equipment Pouch
Spiker or Mauler	Bubble Shield
Two Spike Grenades	Jiralhanae Hunting Knife

Jiralhanae Power Armor

Suppressor Equipment

Concussion Rifle	Equipment Pouch
Spiker or Mauler	Flare
Two Plasma Grenades	Jiralhanae Hunting Knife

Jiralhanae Power Armor

Heavy Anti-Armor Equipment

Fuel Rod Gun	Equipment Pouch
Spiker or Mauler	Power Drainer
Two Spike Grenades	Jiralhanae Hunting Knife

Jiralhanae Power Armor

Plasma Equipment

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

Jiralhanae Power Armor

Explosive Equipment

Brute Shot	Equipment Pouch
Spiker or Mauler	Regenerator
Two Spike Grenades	Jiralhanae Hunting Knife

Jiralhanae Power Armor

Covenant Jiralhanae Minor

“No one expected him to be THAT fast.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Brute	95	95	45	20	35	10	40	30	15	20
Cost: 500 cR										

Jiralhanae get the Berserker Ability automatically at Character Creation.

Jiralhanae gain an automatic +10 to all Smell-based Perception Tests

SIZE: HUGE



Dual Wield Spiker Equipment

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

Dual Wield Mauler Equipment

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

Suppressor Equipment

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

Heavy Anti-Armor Equipment

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

Plasma Equipment

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

Explosive Equipment

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

Covenant Yanme'e

"Pretty smart for a giant roach..."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Drone	20	40	60	30	20	30	20	15	15	10

Cost: 350 cR and 200 Experience

Yanme'e get the Flight and Four Arms Traits automatically from character creation.

Yanme'e get the Crawler Trait automatically from character creation.

Dual Wield Spiker Equipment

Needler	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Dual Wield Mauler Equipment

Mauler	Equipment Pouch
Plasma Pistol	Bubble Shield
Two Plasma Grenades	

Suppressor Equipment

Needle Rifle	Equipment Pouch
Plasma Pistol	Curveblade
Two Spike Grenades	

Heavy Anti-Armor Equipment

Fuel Rod Gun	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	

Plasma Equipment

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

Explosive Equipment

Plasma Repeater	Equipment Pouch
Plasma Pistol	Curveblade
Two Plasma Grenades	



Covenant Huragok

"They may smell bad, but damn if they aren't great with technology."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Engineer	20	40	15	10	10	90	70	10	10	5

Cost: 200 cR

Huragok Equipment

Huragok Explosive Armor

Huragok get the **Only Flight** and **Four Arms** Traits automatically from character creation.

Huragok get the **Techo-Organic** Trait automatically from character creation.



Covenant Kig-Yar Skirmisher
 "Faster than you can blink."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Jackal	35	35	55	25	20	20	25	25	15	15

Cost: 325 cR

SQUAD-UP: Kig-Yar gain +5 to Warfare Ranged and Perception when with other Kig-Yar.

The Kig-Yar Skirmisher doubles their Agility Modifier when discovering Movement Speed. Skirmishers also take Half their Strength Modifier when determining Jump Height.



Kig-Yar Heavy Plasma Equipment

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

Kig-Yar Standard Plasma Equipment

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

Kig-Yar Standard Equipment

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

Kig-Yar Ranger Equipment

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

Kig-Yar Ranger Radiation Equipment

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

Kig-Yar Needler Equipment

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

WELCOME TO HALO UNIVERSE'S NIGHTMARE MODE

The Insurrectionist Regime are a terrorist organization that battle for freedom against the UNSC UEG control for their planets within the Outer Colonies. Insurrectionists begin with less cR and experience and are given lesser equipment at character creation. Anything that does not bear the [I] in the weapon lists means the weapon costs twice the amount as it would have. This cR cost modifier stacks with enemy weapon lists, bringing Covenant and Forerunner weaponry at a x6 cR cost.

There are many uneasy allies within the Halo Universe, and there are few instances in which the Insurrectionist will actually ally themselves with the UNSC, even in times of danger. There can be Insurrectionists that eventually join with the ranks of the UNSC during times of trouble and hell. A player may choose one of the Insurrectionists Soldier Types for a UNSC Soldier Type that allies the user to the UNSC and gives them a +5 bonus to Courage and Warfare Ranged.

Insurrectionist Army Infantryman

“Fight for your planet, don’t let some invisible Government tell you what to do.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	25	30	25	25	30	30	25	25

Cost: 250 cR

The Insurrectionist Army Infantryman gain Camouflage at Trained, Security at Trained, and Navigation at Trained.

The Insurrectionist Army infantryman begins with 20 points that thy can allocate to their Characteristics as needed. No more than 10 points can be put into a single Characteristic.

SQUAD-UP: When with others that is from any Insurrectionist Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A character can be a UNSC deserter for 100 cR that allows them to begin with a UNSC Equipment Package that does not include anything from a Spartan. It costs 150 cR extra to have the ODST package.



Standard Insurrection Equipment

MA series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Marksman Insurrection Equipment

Designated Marksman Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Two tactical Softcases
Insurrectionist Dress Uniform	

Close Quarters Insurrection Equipment

DTM Tactical Shotgun	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Heavy Gunnery Insurrection Equipment

HMG-38	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Long Ranged Specialist Insurrection Equipment

Sniper Rifle System 99	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Anti-Armor Insurrection Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Insurrectionist Marine Rifleman

“Fight for what you believe in, or what you’re being paid for.”

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	30	30	25	25	30	25	25
Cost: 275 cR										

The Insurrectionist Marine gains two skills of their choosing that begin at Trained.

The Insurrectionist Army infantryman begins with 30 points that they can allocate to their Characteristics as needed. No more than 5 points can be put into a single Characteristic.

SQUAD-UP: When with others that is from any Insurrectionist Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A character can be a UNSC deserter for 100 cR that allows them to begin with a UNSC Equipment Package that does not include anything from a Spartan. It costs 125 cR extra to have the ODST package.



Standard Insurrection Equipment	
MA series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Marksman Insurrection Equipment	
Designated Marksman Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Two tactical Softcases
Insurrectionist Dress Uniform	

Close Quarters Insurrection Equipment	
DTM Tactical Shotgun	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Heavy Gunnery Insurrection Equipment	
HMG-38	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Long Ranged Specialist Insurrection Equipment	
Sniper Rifle System 99	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Anti-Armor Insurrection Equipment	
M41 Rocket Launcher	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Insurrectionist Air Force Infantryman

"They'll never see it coming."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	30	30	25	25	30	25	25

Cost: 500 cR and 300 cR

Insurrectionist Air Force Infantryman gain one Trained Pilot Skill of their choosing.

Insurrectionist Air Force Infantryman begin with the Pilot Air Skill at +20.

The Insurrectionist Air Force Infantryman, if alright with the GM, may take a vehicle at character creation. This vehicle is the Sparrowhawk and is counted as the group's transportation.

SQUAD-UP: When with others that is from any Insurrectionist Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A character can be a UNSC deserter for 100 cR that allows them to begin with a UNSC Equipment Package that does not include anything from a Spartan. It costs 125 cR extra to have the ODST package.



Standard Insurrection Equipment

MA series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Marksman Insurrection Equipment

Designated Marksman Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Close Quarters Insurrection Equipment

DTM Tactical Shotgun	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Heavy Gunnery Insurrection Equipment

HMG-38	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Long Ranged Specialist Insurrection Equipment

Sniper Rifle System 99	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Anti-Armor Insurrection Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
UNSC Insurrectionist Dress Uniform	

Insurrectionist Technician
 "I'll have it fixed in a jiffy, Captain."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	30	30	35	25	30	25	25
Cost: 350 cR										

The Insurrectionist Technician gains four skills of their choosing that begin at Trained.

The Insurrectionist Army Technician gains 20 points that may be applied to Perception and Intellect as they please.

SQUAD-UP: When with others that is from any Insurrectionist Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A character can be a UNSC deserter for 100 cR that allows them to begin with a UNSC Equipment Package that does not include anything from a Spartan. It costs 125 cR extra to have the ODST package.



Standard Insurrection Equipment

MA series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Marksman Insurrection Equipment

Designated Marksman Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Two tactical Softcases
Insurrectionist Dress Uniform	

Close Quarters Insurrection Equipment

DTM Tactical Shotgun	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Heavy Gunnery Insurrection Equipment

HMG-38	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Long Ranged Specialist Insurrection Equipment

Sniper Rifle System 99	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Anti-Armor Insurrection Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Insurrectionist Commanding Officer
 "I'll have it fixed in a jiffy, Captain."

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
Human	25	25	30	30	30	35	25	30	25	25
Cost: 250 cR										

Only One Insurrectionist Commanding Officer can be taken per group.

The Insurrectionist Commanding Officer gains Command, Appeal, and Deception at +10.

SQUAD-UP: When with others that is from any Insurrectionist Soldier Types, these characters gain a +5 to Warfare Ranged and Courage.

A character can be a UNSC deserter for 100 cR that allows them to begin with a UNSC Equipment Package that does not include anything from a Spartan. It costs 150 cR extra to have the ODST package.



Standard Insurrection Equipment

MA series Assault Rifle of the time	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Two Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Marksman Insurrection Equipment

Designated Marksman Rifle	Hardcase
M6 series Pistol of the time	Flashlight
Two M9 high-Explosive Dual-Purpose Grenades	Combat Knife
Flashbang Grenade	Two tactical Softcases
Insurrectionist Dress Uniform	

Close Quarters Insurrection Equipment

DTM Tactical Shotgun	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Three Flashbang Grenades	Two tactical Softcases
Insurrectionist Dress Uniform	

Heavy Gunnery Insurrection Equipment

HMG-38	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Long Ranged Specialist Insurrection Equipment

Sniper Rifle System 99	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Two Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

Anti-Armor Insurrection Equipment

M41 Rocket Launcher	Hardcase
M6 series Pistol of the time	Flashlight
M9 high-Explosive Dual-Purpose Grenade	Combat Knife
Flashbang	Two tactical Softcases
Insurrectionist Dress Uniform	

SPECIALIZATION PACKS

Choose One

Heavy Weapons

ABILITY	PAGE	BENEFIT
Heavy Preparation		Characters with this Ability does not need to brace Heavy Weapons.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Mobile Fire		When moving and shooting, characters only take half penalties.
SKILL	PAGE	BENEFIT
Survival		The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to find answers to bad situations.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Demolitions

ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Under Control		With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
SKILL	PAGE	BENEFIT
Demolitions		The Demolition Skill allows characters to utilize explosives in whatever situation needed.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Recon/Infiltration

ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Exceptional Hearing		The character gains +10 to all hearing-based Perception and Investigation Tests.
Always Ready		The character with this Ability may test Perception or Investigation to negate the effects of Surprise.
SKILL	PAGE	BENEFIT
Camouflage		The Camouflage Skill is used to hide items and equipment or to conceal the character's person.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.

Marksman

ABILITY	PAGE	BENEFIT
Marksman		Characters take only half penalties for long ranged and extreme ranged attacks.
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Clear Target		When taking normal Called Shots, the character only takes a -15 penalty to hit. When taking sub location Called Shots, the character only takes a -40 penalty to hit.
SKILL	PAGE	BENEFIT
Camouflage		The Camouflage Skill is used to hide items and equipment or to conceal the character's person.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Navigation		The Navigation Skill is a character's ability to plot courses and find directions.

Technician/Comms

ABILITY	PAGE	BENEFIT
Alien Tech		Alien Tech decreases all penalties by half when dealing with alien equipment and technology.
Covenant Language		The ability to speak and read Covenant Languages.
Battle Mind		When rolling for Initiative, the character rolls 1D10+Intellect Modifier instead of the normal 1D10+Agility Modifier.
SKILL	PAGE	BENEFIT
Command		Command is the ability to effectively lead others in to combat and to direct actions and attacks.
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.

Medic

ABILITY	PAGE	BENEFIT
Stabilized		Any Medical Tests automatically stop one point of Bleed. Stops two per degree of success extra.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
Cynical		The character does not need to take Fear tests for the normal horrors of the battlefield such as the first time seeing dead bodies or a powerful enemy.
SKILL	PAGE	BENEFIT
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.
Medication		Medication is the generalization of being a medic and owning knowledge of biological and medical sciences.
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.

Command (Only one per group)

ABILITY	PAGE	BENEFIT
Order Of Things		When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Under Control		With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Reliable Reputation		Characters making Social Tests against higher ranking characters take no penalties. This talent can be lost if the character becomes untrustworthy.
SKILL	PAGE	BENEFIT
Command		Command is the ability to effectively lead others in to combat and to direct actions and attacks.
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.
Appeal		Appeal is the aptitude of charm and social abilities.

Close Quarters Combat

ABILITY	PAGE	BENEFIT
Evasive Maneuvers		When making Evasive Maneuvers, the character takes -20 penalties to attacking. The character only takes half penalties when evading extra attacks.
Disarm		Disarming has a character rolling WFM to take hold of a weapon and attempt to disarm it.
Hand-To-Hand Basic		The character is trained in Hand-To-Hand Basic Martial Arts, giving one extra melee attack per round so long as the first attack(s) was successful.
SKILL	PAGE	BENEFIT
Evasion		The Evasion Skill is the act of dodging and parrying attacks as a reaction.
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.

Pointman

ABILITY	PAGE	BENEFIT
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
Rush		When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Gather Senses		Characters may reroll one failed Pinning Test or Fear Test per Turn.
SKILL	PAGE	BENEFIT
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Survival		The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to find answers to bad situations.
Interrogation		Interrogation allows a character to extort information from an opponent with both mental and physical means.

Vehicles Expert

ABILITY	PAGE	BENEFIT
Pilot (Ground)		The player gains the Pilot (Ground) Skill.
Mobile Fire		When moving and shooting, characters only take half penalties.
Eagle Eye		The character gains +10 to all eyesight-based Perception and Investigation Tests.
SKILL	PAGE	BENEFIT
Technology		The Technology Skill permits the character to use and repair equipment and vehicles.
Athletics		Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield.
Investigation		Investigation covers many sections in Halo Universe. Make sure to pay attention as to see how and what Investigation covers and effects.

STAGE 2: SETTING THE STAGE

EXIT STAGE LEFT

After the player chooses the character's Soldier Type and Equipment, the player may now begin choosing specializations and abilities through Abilities, Skills, and Luck. After Wounds, Experience, and Luck are chosen, the character should be one of a kind with different sets of skills and abilities.

STARTING WOUNDS AND BLEEDING

As shown before under the Injury section of the handbook (*Page 11*), wounds are the character's injury threshold before taking debilitating effects. Different races and Soldier Types have different set wounds. After characteristics are rolled, the player takes the Toughness Mod of the character, multiplied by 2 and +3D10 added. The tougher the character, the more wounds the character should have. Every character starts with 100 blood that must be tracked.

HOW LUCKY CAN ONE GUY BE

In war, one cannot have too much luck. Luck is what separates the dead from the living. To figure out how much Luck and extra Wounds their character begins with, players must roll 1D10 and check the chart. To find out how luck to use Luck, check out the Luck section of the book on page 3.

DICE RESULT	LUCK MODIFIER	WOUNDS
1	1	+10
2-4	2	+8
5-8	3	+6
9	4	+4
10	5	+2

STARTING EXPERIENCE

Not to be confused with cR, Experience allows characters to grow and learn through actions and accomplishment. Every character begins with Experience, no matter of race and type.

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

The amount of starting Experience for a character is 500, no matter what Soldier Type or Race.

When a character begins late in a game already in progress, the GM should allow this character to begin with extra experience to catch up. When beginning with extra experience to spend, the character should also get extra Luck to catch up as well. For every 3000 experience extra, the character should gain one point of Luck.

PURCHASING EXPERIENCE

Players are able to increase their total Luck Modifier by purchasing another bump in it. Each bump purchased costs 2500 experience.

Characteristic Modifier Advancement

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

A player can only bump the character's Characteristic eight times, each time becoming more expensive. A character cannot gain the same Advancement twice, and the player cannot skip to an advancement without purchasing the previous bump. The prices of the advancements can be found in the Characteristic Advancement Table below. A Characteristic cannot be advanced more than eight times. A player may advance any Characteristic as long as the

experience is spent. A character cannot purchase more than four advancements in any Physiology Characteristic.

SIMPLE	ROOKIE	INTERMEDIATE	TRAINED
200	400	600	800

EXCELLENT	ADVANCED	EXPERT	MASTERED
1000	1200	1400	1600

COLONIES AND WORLDS

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

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

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

INNER COLONIES

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

OUTER COLONIES

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

COLONIZATION

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

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

Over time, Outer Colonials began to resent the UEG Control and began to fight back, attempting to break ties with Earth. This is how the Insurrection War began that both hindered and prepared the UNSC for the upcoming Covenant Empire attack.

ROOTS AND GLASS

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

STAGE 3: SKILLS

WHAT ARE SKILLS

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

GAINING SKILLS

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

TRAINING AND SKILL MASTERY

The first time a character acquires a skill, it is known as “Trained.” A trained skill means that the Skill being tested will not gain any penalties. When a character gains the same skill more than once, it gains a +10 when using the skill. A character cannot take the same skill more than three times (+30), unless specified by a talent. Each advancement in the skill comes at a cost specified under the skill.

BASIC AND ADVANCED SKILLS

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

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

USING SKILLS

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

SKILL TESTS

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

ALTERING SKILL TESTS

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

MULTIPLE MODIFIERS

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

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

UNIQUE USES

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

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

SKILL TYPES

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

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

SKILL DESCRIPTIONS

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

Appeal – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Appeal is the aptitude of charm and social abilities. Appealing allows players and characters to sway the reactions of others with good words and facial features. A character with the Appeal Skill can attempt to alter any situation dealing with social interaction. Appeal can be used to attempt to change a character's opinions and to convince characters and players to attempt something else.

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

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

Athletics – Basic (Agility/Strength) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Athletics is the acrobatic and tactical movement skill that allows characters to make balanced and poised movements and acrobatic tasks a character must make on the battlefield. Athletics have two sections, Agility and Strength based movement.

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

AGILITY: Athletics Agility is a character's ability to balance, jump, catch landings, and move about a battlefield or training course. Another use for Athletics Agility is to move silently amongst the battlefield. If a character is attempting to move silently, it is an opposed test against any opponent's Investigation (Hearing).

Camouflage – Basic (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Camouflage Skill is used to hide items and equipment or to conceal the character's person. Use of the Skill requires an appropriate environment to mask whatever is in question. Camouflage is opposed to any opponent's Investigation Skill.

Camouflage represents an active effort to foil an opponent's investigation attempts and to hide in order to attack.

Command – Basic (Leadership) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

Command is the ability to effectively lead others in to combat and to direct actions and attacks. Command deals with any character gives an order to another. When a character is commanding someone of a higher rank, the Command test is at a -20 for each rank. Characters commanding someone of a lower rank automatically gain a +10 bonus for each rank. If a character is to deny a command given, an opposed test must be rolled, with a straight Courage Characteristic test being the opposed 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 -30 penalty. The GM may allow a command to be ignored by those who have other ideas or plans.

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.

Cryptography – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

The use of the Cryptography Skill allows characters to encrypt and decrypt codes and frequencies, as well as hack and bypass systems. Most things sent through the UNSC is encrypted and given a password so only those with the code can view the files. Skill Tests are not required to either leave or read basic messages and codes, but are necessary to communicate or decipher complicated messages.

Deception – Basic (Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Deception Skill is when a character attempts to lie to a character or player. A character using this Skill attempts to lie through either actions, words, or even in other social situations. Examples of using the Deception Skill:

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

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

Demolition – Advanced (intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

Evasion – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Evasion Skill is the act of dodging and parrying attacks as a reaction. Evasion is usually used as a Response Action when an attack is made against the character. Evasion can also be used when avoiding falling rubble and other environmental dangers. A character can make an Evasion Test with each attack made against the character. With each Evasion Test made in the same Round, the next test gains a -10 Penalty. These Penalties stack, so the first

Evasion will be at a basic Evasion Test, the second roll will be at a -10 Penalty and the next at -20, and so on. The more tests made, the more the character scrambles and attempts to dodge peppering fire or close-combat assaults.

Gambling – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Gambling Skill is used to deal with any sort of gaming and betting. Even in war, characters need something to do on their off times or when held up in bad situations. Characters can gamble for cR or equipment, or really, anything they want.

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

The GM can allow players to actually gamble using actual card games, as well. Players can play against NPCs by having another player or the GM take control of the NPC's hand. This allows for more realistic gameplay, but a Deceive wouldn't be easily pulled off as there would be no roll, so this is optional only.

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

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

The Grappling options and abilities can be found on Page 6 of this handbook under the Actions section.

Interrogation – Basic (Courage) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

Interrogation is an Opposed Test with the opponent's Courage Skill opposing any Interrogation made. If the Opponent wins the opposed test, the opponent wins and the interrogators gain nothing worthwhile. If the interrogators win the opposed test, every degree of success gets another answer. Each success brings a more clear answer. 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. These penalties do not reset on the same opponent and will stack.

Intimidation – Basic (SPECIAL) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

Intimidation is an opposed test. The opponent uses Courage to oppose the test. If a character is using Charisma or Intellect to make the Intimidation, the opponent may choose to use the same to oppose the Test.

Investigation – Basic (Intellect/Perception) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

Investigation can cover the use of gaining information by asking questions by starting conversations and eavesdropping. This part of Investigation focuses on information from larger groups of characters. This test does not need to be opposed unless a group or character is fighting the investigation in some manner.

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

Medication – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

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

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

First Aid

The Medication Skill is used to perform first aid for the injured, allowing a character to remove normal Wounds by patching up abrasions and apply Biofoams. A successful Medication Test removes damage equal to the Medic's Intellect Mod + 1D10. This cannot be used to remove Critical Damage. A successful Medication Test removes Bleeding equal to the Medic's Intellect Mod + 2D10.

Extended Care

Using the Medical Skill for extended care on patients hastens the natural healing process and allows damaged character heal much faster. Every day Extended Care is given, the character heals an extra 1D5 + Medic's Intellect Mod per day.

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

Diagnoses

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

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

GROUND/AIR

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

SPACE

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

SLIPSPACE

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	200	400	600	800	1000	1200

The Navigation Skill is a character's ability to plot courses and find directions. There are multiple levels of Navigation: Ground, Atmosphere, Space, and Slipspace. Technology is available that makes Navigation much easier, most of the time giving automatic success to the user. If, for some reason, a character's TACNAV or other GPS system is not working, then this will be needed to find directions easier.

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

Negotiation – Basic (Intellect/Charisma) [Social]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

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

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

SPACE (Intellect/Agility for Maneuver)

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	200	400	600	800	1000	1200

AIR

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

GROUND

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

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

Military vehicles are almost as easy to use as Civilian vehicles due to Smart-Links and their incredible similarities to Civilian vehicles. These vehicles are only a bit more complicated to pilot, and take extra training to use. This set includes vehicles such as the Warthog, Scorpion Tanks, and other assortments of vehicles.

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

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

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

Security – Advanced (Intellect) [Field Craft]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	150	300	450	600	750	900

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

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

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

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

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

Stunting – Basic (Agility) [Movement]

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

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

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

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

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

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The Survival Skill allows characters to endure hash situations and use smart thinking and a quick eye to 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 allows characters to track others by following signs left of fleeing or hiding opponents. Tracking can be used similar to Investigation. Tracking skills begin to get more difficult. In times where tracks are difficult to see, such as darkness or fog, tracking tests are required. Cunning opponents may attempt to use Camouflage to erase their tracks, in which and the character will need to use Investigation Skill Tests to find the tracks, and then Survival Tracking tests take over to continue finding and following the trail. Inquiry may be used to ask nearby passerby if the opponent was seen.

Technology – Advanced (Intellect) [Field Craft]

UNSC Cost:

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	100	200	300	400	500	600

The user must have the UNSC Technology Skill in order to obtain the Covenant Technology variant. Covenant Technology, when a character owns the UNSC Technology, is still at a -20.

Covenant Cost:

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	125	250	375	500	625	750

Forerunner Cost:

MODIFIER	Trained	+10	+20	+30	+40	+50
COST	200	400	600	800	1000	1200

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

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

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

SOCIAL SKILLS

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

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

STAGE 4: CHARACTER ABILITIES

SPECIAL ABILITIES

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

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

GAINING ABILITIES

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

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

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

ABILITIES	PREREQUISITE	BENEFIT
Adept Marksman	Warfare Ranged: 40	When firing a ranged weapon in to an opponent, the character strikes the lowest Armor Rating on the Opponent no matter where the shot strikes.
Adrenaline Rush	Courage: 50	During combat, characters with Adrenaline Rush do not suffer any adverse side-effects from Fatigue, Wounds, and Bloodloss until dead.
Air Time	Perception: 30	Maneuvering Bonuses granted when hitting jumps or attempting to land properly. +10 to the Pilot Test.
Alien Tech	Intellect: 45	Alien Tech decreases all penalties by half when dealing with alien equipment and technology.
Always Ready	Perception: 35	The character with this Ability may test Perception or Investigation to negate the effects of Surprise.
Aviator	Pilot (Air): +10	All Pilot Skills in the air/atmosphere are at a +10.
Unbreakable Bond	Courage: 45	When two or more allied characters in a group owns this Ability, any Fear and Pinning Tests are automatically passed.
Battle mind	Intellect: 40	When rolling for Initiative, the character rolls 1D10+Intellect Modifier instead of the normal 1D10+Agility Modifier.
Berserker		The character goes in to a rage and focuses only on hand-to-hand combat if possible. Melee attacks add Strength Modifier twice to the damage. Evasion Tests takes double penalty per evade done in a single Round.
Blind Fight	Exceptional Hearing	When characters are blinded or suffering from Perception penalties during close-quarters combat, the character only takes half penalties.
Bound	Agility: 35	When the character is knocked prone or falls, the character may jump up using only a Free Action.
Brave Heart	Courage: 40	When the character is suffering from Bloodloss, a successful Courage Test allows the character to settle down and only take half of the bloodloss when the character is losing blood.
Break Shot	Warfare Ranged: 40	When making ranged attacks, the character adds half of the character's Warfare Ranged Modifier (Round Down) when rolling on the Special Damage Chart.
Calculated Pilot	Perception: 30 Agility: 30	Only takes half penalties when maneuvering in difficult situations in the air/atmosphere.
Clear Target	Warfare Ranged: 55	When taking normal Called Shots, the character only takes a -15 penalty to hit. When taking sublocation Called Shots, the character only takes a -40 penalty to hit.
Covenant Language	Intellect: 25	The ability to speak and read Covenant Languages.
Cynical	Courage: 50	The character does not need to take Fear tests for the normal horrors of the battlefield such as the first time seeing dead bodies or a powerful enemy.
Disarm	Strength: 35	Disarming has a character rolling WFM to take hold of a weapon and attempt to disarm it.
Dual Wielding Melee	Warfare Melee: 35	Dual Wielding Melee allows the character to use two melee weapons at close range with only a -10 penalty instead of the normal -20.
Dual Wielding Range	Warfare Ranged: 35	Dual Wielding Ranged allows the character to use two ranged weapons at close range with only a -15 penalty instead of the normal -30.
Eagle Eye	Perception: 30	The character gains +10 to all eyesight-based Perception and Investigation Tests.
Emotionally Broken	Courage: 40	Characters with this Ability feel little emotion during combat and gain +40 when rolling Fear Tests and gain -40 while rolling on the Shock Chart.
Evasive Maneuvers	Agility: 35	When making Evasive Maneuvers, the character takes -20 penalties to attacking. The character only takes half penalties when evading extra attacks.
Even Out	Pilot: (TYPE) +10	Characters firing turrets and weaponry take only half penalties with each shot while on a vehicle.
Exceptional Hearing	Perception: 30	The character gains +10 to all hearing-based Perception and Investigation Tests.
Fast Foot	Agility: 40	Roll twice on the initiative roll and take the highest.
Flame Spray	Intellect: 25	Opponents being hit by the character's fire-based attacks take a -10 penalty to avoiding the fire
Frenzy	Courage: 30	Characters in Berserker rage gain one extra melee attack each round.
Gather Senses	Courage: 40	Characters may reroll one failed Pinning Test or Fear Test per Turn.
Guillotine Strike	Strength: 120	Any downward strike doubles Strength Modifier when attacking.
Hand-To-Hand Basic	Warfare Melee: 25	The character is trained in Hand-To-Hand Basic Martial Arts, giving one extra melee attack per round so long as the first attack was successful.

Heavy Preparation	Strength: 50	Characters with this Ability does not need to brace Heavy Weapons.
Human Language	Intellect: 25	The ability to speak and read Human Languages.
Inspiration	Charisma: 35	The character may use a specific Social Skill to inspire others to give a +10 to their next Test.
Lucky Shot	Luck: 3	On a roll of 01-03 to hit, the attack is impossible to evade and deals double damage.
Manslaughter	Pilot (TYPE): +20	Enemies attempting to evade the character's vehicle are at a -10 penalty.
Marksman	Perception: 55	Characters take only half penalties for long ranged and extreme ranged attacks.
Medical Insight	Medication: +20	Heals twice as many wounds with each test.
Mobile Fire	Warfare Ranged: 35	When moving and shooting, characters only take half penalties.
Modern Army Combatatives	Hand-To-Hand Basic	The character is trained in the Modern Army Combatative Martial Arts, giving one extra melee attack per round no matter if the first strike missed or not.
One Eye Open	Perception: 30	The character does not count as Helpless when sleeping.
Order of Things	Leadership: 30	When making Command Tests against those of lesser rank, the character gains a +10 bonus to the test.
Outstanding Olfactory	Perception: 30	The character gains +10 to all smell-based Perception and Investigation Tests.
Peer	Charisma: 40	The character gains +10 to Social Skills dealing with characters in a specifically chosen groups.
Practiced Fighter	Warfare Melee: 45	When attacking with a melee weapon against an opponent, the character strikes the lowest Armor Rating on the Opponent no matter where the attack strikes.
Protector	Agility: 35	Able to switch places with any ally, or move in front of them, with a successful Agility Test as a Response Action.
Quickdraw	Agility: 35	Allows the character to holster or drop equipment or weaponry as a Free Action and ready a different equipment or weaponry as a Response Action.
Rapid Reload	Agility: 40	The character is able to reload any weapon twice as fast.
Reliable Reputation	Charisma: 45	Characters making Social Tests against higher ranking characters take no penalties. This talent can be lost if the character becomes untrustworthy.
Resilient	Toughness: 35	Characters roll Toughness Tests to avoid a bone breaking.
Resourceful	Leadership: 45	Rolling a 1D10, on a roll of 1 gains the character an extra Support Point after completing a Mission.
Revulsion	Charisma: 25	The character gains a +10 bonus when attacking a hated group, the character also gains a -20 penalty when dealing with social interactions against them.
Rush	Agility: 40	When the character makes a Charge movement, the character moves extra meters equal to the character's Agility Modifier.
Snapshot	Perception: 35 Warfare Ranged: 35	When the character is taking Aimed actions, the action time is halved.
Soldier of Fortune	Luck: 2	The character may reroll a failed Luck roll.
Stabilized	Medication: +10	Any Medical Tests automatically stop one point of Bleed. Stops two per degree of success extra.
Steady Aim	Perception: 50	When the character makes an Aim Action, the character gains an extra +10 to hit.
Strafing Run	Agility: 35	When the character makes any advancing movement tests, opponents take penalties to hit the character.
Swift Shot	Warfare Ranged: 35 Quickdraw	When the character is making a Quickdraw to ready a weapon, the character is allowed to take a single shot with a penalty of -20 as a Free Action.
Tackle	Strength: 30	Characters with this Ability is able to knock opponents to the ground with a successful Opposed Strength Test.
Triangulation	Intellect: 35	The character remembers locations once traveled to before, so no Navigation Test is needed.
Unarmed Combatant	Warfare Melee: 35	Martial Arts attacks made by the character gains half the character's Warfare Melee Modifier (Round up) to Piercing. Works for martial arts without weapons.
Under Control	Courage: 45	With this Ability, characters under suppressing fire or taking Fear Tests gain a +15 to the roll.
Unrestrained Reflexes	Agility: 45	Any character with Catlike Reflexes only takes half-falling damage when landing by bracing and tumbling.
Vault	Agility: 45	Able to use surroundings to double Jumping and Leaping range.
Wheelman	Pilot: Ground +20	When piloting ground vehicles, the character only takes half penalties to rough and dangerous terrains.

Adept Marksman

Prerequisite: Warfare Ranged: 40

Cost: 750

Whenever a character is attempting to attack an opponent with a ranged weapon, the shot automatically hits on the lowest armor rating section of the body no matter where it hits.

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

This is to represent hitting weak points in the armor or unarmored sections. Most Covenant armors have many sections that offer no protection to the wearer. UNSC BDUs are similar, where the joints are the most protected with unarmored areas for better mobility. If the armor has no lesser-armored section of the body part hit, then add an extra 1D5 to the weapon's piercing.

Adrenaline Rush

Prerequisite: Courage: 50

Cost: ---

A character that has Adrenaline Rush ignores most hindering effects while in the heat of battle. These characters suffer from the inability to think correctly while raging and thrashing about the battlefield taking down anything they view as an enemy. The characters ignore Fatigue, Bloodloss, and Wounds as well as a +20 to ignoring the effects of Shock until death or calming down.

Characters can attempt to calm down a character on Adrenaline Rush using Command, Appeal, or by feeding them specialized medications or tranquilizers. The characters suffering from the rush can attempt to calm themselves down by rolling a Courage Test.

Characters in Adrenaline Rush take a -10 penalty to all Evasion Tests.

Air Time

Prerequisite: Perception: 30

Cost: 250

Extended use of vehicles or intelligent use and a good eye have proven to be a great tool for when using vehicles in tricky situations. Air Time gives a +10 bonus to any Stunting Tests that involve ramping and landing.

Alien Tech

Prerequisite: Intellect: 45

Cost: 250

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

Alien Tech allows a character to take only half penalties when dealing with alien technologies.

Always Ready

Prerequisite: Perception: 35

Cost: 500

Always Ready shows a character's readiness in battle and other situations by rolling Perception against another character's attempting surprise round. The character must pass a Perception Test (What sense is selected by the GM) to negate a character's surprise round. If the roll fails, the character is oblivious to what is happening.

Aviator

Prerequisite: Pilot (Air): +10

Cost: 500

All piloting Skills taken by a character with Aviator are at an extra +10 to show true hand-eye coordination and skill.

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 signify the character's ability to access the situation to handle it with intelligence and not speed.

Berserker:

Prerequisite: Courage: 35 Strength: 40

Cost: ---

Berserker is when a character goes in to a bloodlust rage. This rage has the character stamping about the battlefield as fast as possible in order to tear any opponent in half. Berserker gives the character +10 Agility when dealing with Movement. Melee attacks also add Strength Modifier twice to the damage, instead of once. Evasion takes double penalty per evade taken a round. Characters using Berserker gains a -10 to each Evasion Test. Characters in Berserker automatically pass any Fear and Shock tests.

Blind Fight

Prerequisite: Exceptional Hearing

Cost: 250

When blinded or under eye-sight based penalties, a character using close-ranged combat (within three meters) only takes half penalties.

Bound

Prerequisite: Agility: 45

Cost: 250

Bound is a character's swiftness and prowess to instantly jump back up after being knocked to the ground or falling. The character takes a Free Action to jump back up to the character's feet once hitting the ground. This can be taken on anyone's turn or round. If fatigued or have a broken bone, the character must make a successful Agility Test to properly make it back up.

Brave Heart

Prerequisite: Courage: 40

Cost: 500

When a character is suffering from Bloodloss, Brave Heart allows the character to calm themselves to slow down bloodloss. Brave Heart shows a character's ability to calm themselves and slow their heartbeat in order to stay alive in harsh situations.

Characters must stay calm in order for Brave Heart to stay active. A character must make and pass a Courage Test. If passed, the character only takes half of the current Bloodloss.

Break Shot

Prerequisite: Warfare Ranged: 40

Cost: 250

When making ranged attacks, the character adds half of the Warfare: Ranged Modifier (Rounding Down) when rolling on the Special Damage Chart.

Calculated Pilot

Prerequisite: Perception: 30 Agility: 30

Cost: 500

A character with the Calculated Pilot Ability only takes half penalties when maneuvering in difficult situations. Calculated Pilot gives any air vehicle-based Stunting or Maneuvering Test to take only half penalties.

Clear Target

Prerequisite: Warfare Ranged: 55

Cost: 250

Clear Target shows the character's aptitude when dealing with called shot and aiming for specific locations and objects of a moving item. Called Shots taken by a character with Clear Target only take a -15 penalty while Called Shots to sublocations only take a -20 penalty at base.

Cynical

Prerequisite: Courage: 50

Cost: 500

The Cynical Ability shows that a character can ignore the horrors of war. This includes dead bodies, unknown aliens, and horrific wounds. The character can still suffer Fear and Shock in any other way. The character does not ignore horrific wounds if it is the character's own.

Disarm

Prerequisite: Strength: 35

Cost: 250

Disarm allows characters to remove equipment and weaponry from opponents. The Disarm Ability has a character either in Melee Combat or a Grapple being able to use a Warfare Melee Test to grab ahold of an opponent's weapon and use Strength to yank it away. The opponent may oppose this skill using either Agility to get away from the grab OR Strength to pull the weapon back when grabbed.

Dual Wielding Melee

Prerequisite: Warfare Melee: 35

Cost: 250

The Dual Wielding Melee Ability allows a character to use two melee weapons at a -10 penalty, each, instead of the normal -20. Dual Wielding Melee also pertains to attacking with one hand and holding or attempting something with the other. Dual Wielding Melee can be used in conjunction with Dual Wielding Ranged.

Attempting to Dual Wield two-handed weapons indicates double penalties, most which need Bracing from the characters or a Strength Characteristic Test to not fall or drop the weapon.

Dual Wielding Range

Prerequisite: Warfare Ranged: 35

Cost: 250

The Dual Wielding Ranged Ability allows a character to use two ranged weapons at a -15 penalty, each, instead of the normal -30. Dual Wielding Ranged also pertains to attacking with one hand and holding or attempting something with the other. Dual Wielding Ranged can be used in conjunction with Dual Wielding Melee.

Attempting to Dual Wield two-handed weapons indicates double penalties, most which need Bracing from the characters or a Strength Characteristic Test to not fall or drop the weapon.

Eagle Eye

Prerequisite: Perception: 30

Cost: 250

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

Emotionally Broken

Prerequisite: Courage: 40

Cost: 750

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

Evasive Maneuvers

Prerequisite: Agility: 35

Cost: 500

When a character uses Evasive Maneuvers, the character takes -20 penalties to all firing and attacking Actions while in combat. Evasive Maneuvers also gives the character the ability to only take half penalties with each evasion taken a turn. This must be declared at the beginning of the character's turn.

Even Out

Prerequisite: Pilot (TYPE):+10

Cost: 250

Characters that are 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 his allies would need for a better shot.

Exceptional Hearing

Prerequisite: Perception: 30

Cost: 250

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

Fast Foot

Prerequisite: Agility: 40

Cost: 250

The character uses incredible Agility to get a better advantage on the battlefield. The character rolls twice on the Initiative Test and takes the highest roll.

For those with the Battle Mind Ability, the character may roll twice with their Intellect Characteristic, instead.

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 or attempt to put out the fire.

Frenzy

Prerequisite: Courage: 30

Cost: 250

Characters using the Frenzy Ability no longer take extra penalties when using Evasion Tests while under the effects of Berserker and Adrenaline Rush.

Gather Senses

Prerequisite: Courage: 40

Cost: 500

A character with the Gather Senses Ability is allowed to reroll a failed Pinning Test and Fear Test per Round. The second roll must always be taken over the first.

Heavy Preparation

Prerequisite: Strength: 20

Cost: 350

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

Hand-To-Hand Basic

Prerequisite: Warfare Melee: 25

Cost: 250

This Ability shows the character is proficient with the standard Hand-to-Hand Martial Arts used by the respective Militaries of the character. This ability allows the character to gain a +10 bonus to all melee-based combat to-hit rolls. Hand-To-Hand Basic also allows the character to use a Full Action to make two melee-based attacks a turn.

Inspiration

Prerequisite: Charisma: 35

Cost: 250

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

Lucky Shot

Prerequisite: Luck: 3

Cost: 500

Characters making an attack with the Lucky Shot Ability has the ability to deal double the damage from what was rolled. Piercing is not doubled. When a roll to hit is 01 to 05, the attack does the double damage to the opponent.

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.

Marksman

Prerequisite: Perception: 55

Cost: 500

The character using Marksman shows prowess with ranged weaponry. The Marksman Ability allows characters to only take half penalties for long and extreme ranged attacks.

Medical Insight

Prerequisite: Medication: +20

Cost: 750

Medical Insight shows true ability in the Medical field in the Military. Those with Medical Insight double what they rolled on a Medical Test to heal wounds. For example, a Medical Test that healed 6 Wounds will now heal 12.

Mobile Fire

Prerequisite: Warfare Ranged: 35

Cost: 500

When the character is moving and firing a weapon or making a melee attack and has the Mobile Fire Ability the character only takes half penalties.

Modern Army Combatative

Prerequisite: Hand-To-Hand Basic

Cost: 500

The character is trained under the character's Military's special hand-to-hand combat. Characters with the Modern Army Combatative Ability may reroll one missed melee attack per Round.

One Eye Open

Prerequisite: Perception: 30

Cost: 250

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

Order of Things

Prerequisite: Leadership: 30

Cost: 250

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

Outstanding Olfactory

Prerequisite: Perception: 30

Cost: 250

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

Peer

Prerequisite: Charisma: 40

Cost: 250

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

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

Practiced Fighter

Prerequisite: Warfare Melee: 45

Cost: 500

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

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

This is to represent hitting weak points in the armor or unarmored sections. Most Covenant armors have many sections that offer no protection to the wearer. UNSC BDUs are similar, where the joints are the most protected with unarmored areas for better mobility. If the armor has no lesser-armored section of the body part hit, then add an extra 1D5 to the weapon's piercing.

Protector

Prerequisite: Agility: 35

Cost: 250

Quick on their feet, a character with the Protector Ability is able to move in front of an ally or other character. To do so, the character must make a successful Agility Test as a Response Action. No matter what the character will move in front of the ally, but the Test is to see if it is done in time. The limit of the character's 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.

Quickdraw

Prerequisite: Agility: 35

Cost: 250

Any character using the Quickdraw Ability is able to ready weapons and equipment as a Response Action.

Rapid Reload

Prerequisite: Agility: 40

Cost: 500

Any character using Rapid Reload is allowed to reload any weaponry in half the time as it was before. 2 Actions would be down to Full Action. Full Action would be down to Half Action. Half Action would now be a Response Action. A Response Action would then be a Free Action.

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

Reliable Reputation

Prerequisite: Charisma: 45

Cost: 250

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

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

Resilient

Prerequisite: Toughness: 35

Cost: 500

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

Resourceful

Prerequisite: Leadership: 45

Cost: 500

When using this Ability, a character must roll a 1D10. One a roll of 1 through 3, the character gains an extra Support Point after completing a mission.

Revulsion

Prerequisite: Charisma: 25

Cost: 250

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

Rush

Prerequisite: Agility: 40

Cost: 500

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

Snapshot

Prerequisite: Perception: 35 Warfare Ranged: 35

Cost: 750

When the character is making Aiming Actions with this Ability, any Aiming Action is taken at half the time. A Full Action Aim now only takes a Half Action, and a Half Action Aim is now only a Response Action.

Soldier of Fortune

Prerequisite: Luck: 2

Cost: 1500

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

Steady Aim

Prerequisite: Perception: 50

Cost: 500

When the character is using an Aim Action with this Ability, the character gains an extra +10 to the hit roll. If the character was taking a Half Action, the character gains a +20 instead of the +10. If the character takes a Full Action Aim Action, a +30 bonus is allotted instead of the +20.

Stabilization

Prerequisite: Medication: +10

Cost: 500

Medics learn a lot on the battlefield and in training. Medics with the Stabilization Ability are able to automatically stop one point of Bleed with a Medical Test on another character, even with a failed roll. With every degree of success, the Medic stops two more points of Bleed.

Strafing Run

Prerequisite: Agility: 35

Cost: 500

When a character is making any sort of movement across the battlefield, the opponents are at penalties for firing at the character. To hit a character making a Half Move is at a -5 penalty to hit. To hit a character making a Full Move is at a -10 penalty. To hit a character making a Charge Move is at a -15 penalty. To hit a character making a Run Move is at a -20 penalty to hit.

Swift Shot

Prerequisite: Warfare Ranged: 35. Quickdraw

Cost: 500

When the character with this Ability is making a Quickdraw using a weapon, the character is allowed to take a quick single shot at a -20 penalty as a Response Action.

Tackle

Prerequisite: Strength: 30

Cost: 250

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

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

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

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

Triangulation

Prerequisite: Intellect: 35

Cost: 250

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

Unarmed Combatant

Prerequisite: Warfare Melee: 35

Cost: 250

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

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: 250

Characters falling with the Feline Reflexes Ability must take an Agility Test to properly tumble or make a proper landing. If the test passes, the character only takes half of the falling damage given. If the test fails, the character takes the normal damage.

Unbreakable Bonds

Prerequisite: Courage: 45

Cost: 500

When two or more characters of a group have this Ability, the characters automatically pass any Fear Tests and Pinning Tests. Any tests dealing with the Shock Table go at a -50 bonus.

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.

Vault

Prerequisite: Agility: 45

Cost: 500

The character uses incredible prowess and 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.

LANGAUGES

Human Language/ English

Prerequisite:

Cost: 500

The character has the ability to speak the Human Language. This comes natural to all those in the UNSC.

Covenant Empire Language/ Sangheili

Prerequisite:

Cost: 500

The character has the ability to speak the main language of the Covenant Empire. This comes natural to those in the Covenant besides Engineers and Drones.

Huragok Language/ Sign Language

Prerequisite:

Cost: 500

The character has the ability to speak the Human Language. This comes natural to all Huragok. This cannot be spoken by those who learn this language.

Forerunner Language/ Third Dimensional Text

Prerequisite:

Cost: 500 (800 for non-Forerunner)

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

WEAPON TRAINING

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

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

UNSC Weaponry

Prerequisite: N/A

Cost: 250

The character is now proficient using UNSC Weaponry. This comes automatic to all Soldiers of the UNSC.

Covenant Weaponry

Prerequisite: N/A

Cost: 250

The character is now proficient using Covenant Empire Weaponry. This comes automatic to all Soldiers of the Covenant Empire.

Forerunner Weaponry

Prerequisite: N/A

Cost: 250

The character is now proficient using Forerunner Weaponry. This comes automatic to all Sentinels, AI, Prometheans, and other Forerunner and their constructs.

Ancient Human Weaponry

Prerequisite: N/A

Cost: 250

The character is now proficient using Ancient Human Weaponry. This comes automatic to all Ancient Humans. This does not need to be in-game and most Ancient Human Weaponry are considered to be Forerunner technology to UNSC and Covenant.

AUGMENTATION TRAITS

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

TRAITS	BENEFIT	DESTRPTION
Carbide Ceramic Ossification	Cannot break bones from standard means	Advanced material grafting onto skeletal structures to make bones virtually unbreakable. Recommended coverage not to exceed 3% total bone mass because of significant white blood cell necrosis.
Muscular Enhancement Injections	Double wound recovery a day.	Protein complex is injected intramuscularly to increase tissue density and decrease lactase recovery time.
Catalytic Thyroid Implant	Male Spartans are no shorter than 6'11. Female Spartans are no shorter than 6'8	Platinum pellet containing human growth hormone catalyst is implanted in the thyroid to boost growth of skeletal and muscle tissues.
Occipital Capillary Reversal	Heightened Perception shown in Spartan's high Perception Characteristic.	Submergence and boosted blood vessel flow beneath the rods and cones of the subject's retina. Produces a marked visual perception increase.
Superconducting Fibrification of Neural Dendrites	Heightened reflexes shown in Spartan's quicker actions.	Alteration of bioelectrical nerve transduction to shielded electronic transduction. 300% increase in subject reflexes. Anecdotal evidence of marked increase in intelligence, memory, and creativity.

NATURAL TRAITS

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

TRAITS	BENEFIT	DESTRPTION
FOUR ARMS	Strength Tests +10 Grapple +15 Three Weapon Use at extra -10 per weapon. Four Weapon Use at extra -10 per weapon.	The character has multiple arms, allowing better grasp and mobility on rougher terrain.
Flight	The character has flight, allowing its normal movement to also pertain to air-based movement as well. Ignores all terrain affects.	The character has wings or anti-gravitational systems that allow the character to take flight.
Only Flight	The character's only form of movement is flight.	The character's only form of transportation is flight. The character owns no legs or other limbs that could hold the character up.
Night Vision	No penalties in lowlight and darkness.	The character has improved vision that allows the character to see in lowlight and darkness.
Crawler	No penalties for moving over difficult terrain. +40 to climbing.	The character has insect-like limbs that allows the character to attach itself to the walls and surroundings.
Natural Weapon	Deals 1D10+3 extra damage in a melee attack.	The character owns talons, teeth, or any other natural weapon that does extra damage.
Built Tough	+20 bonus when Opposing a Grapple or Takedown Test.	The character is build large, wide, and balanced. The character with Built Tough cannot easily be knocked over.
Techno-Organic	The character can access and connect to electronic systems as if it were a computer.	The character is able to connect with technology and equipment through their organs.

THE ARMORY

This entire section presents the utilities and weaponry of the UNSC and Insurrectionists. Each weapon and equipment offered in this section has the item's information and stats. The processes of acquiring these items are from character creation and acquisition before and during battle.

CREDITS (cR)

Everyone begins with a set amount of cR which can be spent on character creation and starting equipment. The cR can also be spent on acquiring new goods and equipment for missions. Everything has a cR price that must be spent to attain said item. An example of this is the M6F Personal Defense Weapon System (M6F PDWS). This pistol has a cR price of 26 cR. In order for a character to acquire this weapon, the character must first have 26 cR to spend, and if the character must have this weapon as a drop on the battlefield, the drop will cost extra.

DROP PRICES

Whenever a character must acquire an item on the battlefield, a drop price must be added to the weapon. Depending on how bad the battlefield is, the price will vary.

Drops must have an open location to land and might need to be rolled on a scatter chart to see how many meters it deviates from the desired location.

BATTLEFIELD	EXAMPLE	EXTRA PRICE
Clear	The Battlefield is cleared, and will only take a few extra cR to spend in order to drop the item with a pod.	Weapon: 10 cR Troop: 20 cR ODST: 10 cR Light Vehicle: 30 cR Heavy Vehicle: 50 cR
Light	The Battlefield is still under light fire with some chance of trouble.	Weapon: 20 cR Troop: 30 cR ODST: 20 cR Light Vehicle: 40 cR Heavy Vehicle: 60 cR
Moderate	The Battlefield is riddled with troops and any vehicle would have some difficulty in dropping supplies.	Weapon: 30 cR Troop: 40 cR ODST: 30 cR Light Vehicle: 50 cR Heavy Vehicle: 70 cR
Troublesome	There are nearby anti-air weaponry and enemy ships awaiting the arrival of opponents.	Weapon: 40 cR Troop: 50 cR ODST: 40 cR Light Vehicle: 60 cR Heavy Vehicle: 80 cR
Dangerous	There is difficulty in getting anything to the characters, so an extra fee must be spent for near-orbit or stealth drops.	Weapon: 50 cR Troop: 60 cR ODST: 50 cR Light Vehicle: 70 cR Heavy Vehicle: 90 cR

SUPPORT POINTS

Every character begins with a set amount of Support Points after each Mission. A Support Point is spent each time a character requests a Drop during a mission. The standard Drop Points given to a single character is one, unless specified otherwise. Rank gains

players extra Support Points, as well as other mission and campaign setups.

Support Points are not spent if an item is purchased outside of missions.

REFUNDS

Sometimes, characters might want to return equipment to the UNSC. If the equipment has not been used, whatsoever, there are no penalties and the character can get all of the cR back. You can never get the price paid for Support Drops back. If the equipment was used, the character can only get 1/3rd of the amount spent when returning the item. If the item is damaged, the character can only get 1/8th of the price back.

SUPPORT PACKAGES

There are many things that are available for drop by purchase with cR. These packages are beyond that of normal equipment that allow players to escape dire situations or find new ways to come to a desired position in the battlefield. These Support Packages all cost different amounts of cR, so pay attention when attempting a purchase of a package. Infantry Drops still are affected by how clear the Battlefield is.

INFANTRY	DROP	PRICE
5 Army Infantrymen	Five Infantrymen with the Army Infantryman character setup from the back of the book under Characters.	650 cR
5 Marines	Five Marines with the Marine Corpsman character setup from the back of the book under Characters,	750 cR
5 ODST	Five ODST with the ODST character setup from the back of the book under Characters.	950 cR
1 Spartan IIs	Two Spartan IIs with the Spartan II character setup from the back of the book under Characters.	2350 cR
2 Spartan IIIs	Two Spartan IIIs with the Spartan III character setup from the back of the book under Characters.	2150 cR
2 Spartan IVs	Two Spartan IVs with the Spartan IV character setup from the back of the book under Characters.	1900 cR

ORDNANCE AND DROPS

Characters have the ability to call in packages and ordnance by spending their cR. There are plenty of drops available to those that can afford. When a drop is requested for equipment, it takes 1D5+2 Rounds to come in. If a Guidance Lock isn't being used during the request of an ordnance, it has chance of being off target. To find how far off target the ordnance is, roll 5D10 meters and the scatter roll.

ORDNANCE	DROP	PRICE
Ammunition Cache	Ammunition drop with ammunition for five different weapons chosen.	220 cR
Deployable Cover	Drops 3 Mobile Cover devices.	325 cR
Cryobomb	30 meter blast that freezes all targets in a cryo-like state that causes them to thaw and die. -40 Toughness Test to survive.	6000 cR
Tactical Nuke	Instantly obliterates anything within the 8000 meter blast.	12000 cR
Orbital MAC Strike	Deals one Orbital MAC strike on the target.	3400 cR
Carpet Bomb	Calls in airstrike that covers 100 meters of land in C-12 grade explosive blasts.	2900 cR
Ordnance Bombardment	Ten blasts on the target that does M168 Demolition Charge stats in damage and radius. Roll for Ordnance scatter on each blast.	3100 cR

PURCHASING ENEMY EQUIPMENT

When a character is attempting to purchase equipment from the other tables, such as a UNSC personnel attempting to purchase from the Covenant tables, the character will have to pay three times the amount listed on the cR.

The Covenant sees this as Heresy, so the GM must use discretion, because those seen using Human technology are killed.

RELOADING

This is a placeholder for reloading until I can manage to give each weapon a reload time. All weapons have a reload time of a Full Action, except for Pistols, which reload at a Half Action.

STARTING AMMUNITION

Everyone begins with four clips/Magazines from the weapon of their choosing. Every character has the ability to purchase more from the armories of their Military.

AMMUNITION BELTS

There are plenty of weapons that do not actually use magazines and clips. These weapons are belt fed for constant fire. Each belt comes with 250 rounds and takes four Half Actions to reload.

STARTING EQUIPMENT

Anything under starting equipment is replaced after every mission. Destroyed weapons, armor, and depleted ammunition are automatically restored after every mission. No other equipment or weapon automatically refills, this only works for Starting Equipment chosen at character creation.

TURRETS

There are plenty of mobile turrets of the UNSC and Covenant. These turrets come at character creation as well, and many cannot be carried by anything other than a Spartan or Elite and above.

Infantry using turrets must take a Half Action to set up the turret with its tripod or other stand before using it. The user of a turret that is using a stand does not need to brace before use.

Rate of Fire

Almost every weapon has a Rate of Fire. A weapon can fire the entire Rate of Fire when shot at a Full Action. If a weapon is being fired for only a Half Action, the weapon fires at half the Rate of Fire (rounding down). A weapon cannot fire past its Rate of Fire unless the user is taking a Response Action to fire 1/4h of the Rate of Fire. This does use up the Response action which stops the character from being able to use evasion.

Response Action Shots can be taken at any time in a Round.

Purchasing a Magazine or Clip

To purchase a magazine or clip of a weapon, you take the price of the weapon and divide it by 4. This gives you one extra magazine or clip. There are modifiers for purchasing extended clips and magazines.

PDWS PISTOLS AND SUBMACHINE WEAPONRY

M6A Personal Defense Weapon System					Rate of Fire (3)		"PDWS"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Pistol	1D10	+5	8	50m-300m	8	23	12.7x40mm	10	
							WEIGHT (KG):	1.5	
M6B Handgun					Rate of Fire (3)		"KFAX2 PDWS" 1x/2x		
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+7	8	50m-400m	8	24	12.7x40mm	10/15		
							WEIGHT (KG):	1.6	
M6C Handgun					Rate of Fire (3)		"Large PDWS" 1x/2x		
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+8	7	50m-400m	8	25	12.7x40mm	10/15		
							WEIGHT (KG):	1.6	
M6C Soccom					Rate of Fire (6)		"M6S" 1x/4x		
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+5	7	50m-500m	12	25	12.7x40mm	10/20		
							WEIGHT (KG):	1.8 // 2.7 Soartan	
M6D Personal Defense Weapon System				Upsized for Spartans		Rate of Fire (2)		"M6D Magnum"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+4	8	50m-300m	12	29	12.7x40mm	10		
							WEIGHT (KG):	1.6 // 2.8 Spartan	
M6E Personal Defense Weapon System				Downsized M6D		Rate of Fire (2)		"M6E Magnum"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+4	8	50m-300m	12	25	12.7x40mm	10		
							WEIGHT (KG):	1.5	
M6F Personal Defense Weapon System				Scoped M6E for Officers and above.		Rate of Fire (2)		"Officer M6" 1x/2x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+4	7	50m-350m	12	26	12.7x40mm	10/15		
							WEIGHT (KG):	1.6	
M6G Personal Defense Weapon System				Upsized Pistol/Rifle Variant		Rate of Fire (2)		"M6G Magnum"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+6	15	50m-150m	8	29	12.7x40mm	10		
							WEIGHT (KG):	1.9 // 2.7	
M6H Personal Defense Weapon System				Upsized Pistol/.50 Cal		Rate of Fire (2)		"M6H Magnum" 1x/2x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+7	15	80m-800m	8	29	12.7x40mm	10/15		
							WEIGHT (KG):	2.0 // 3.0	
M6I Shoulder Stock Handgun						Rate of Fire (6)		"M6D Magnum" 1x/2x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+4	11	50m-300m	8	26	12.7x40mm	10/15		
							WEIGHT (KG):	2.3	
M6J/C Carbine				Pistol Carbine Variant		Rate of Fire (5)		"M6 Carbine" 1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Submachine Gun	1D10	+4	9	100m-600m	21	36	12.7x40mm	10/15	
							WEIGHT (KG):	2.2	
M6K Suppressed PDWS				Civilian Silenced Under Cover Weapon		Rate of Fire (7)		"M6K" 1x/2x/3x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+3	8	50m-300m	6	29	12.7x40mm	10/15/20		
							WEIGHT (KG):	1.2	
M7 Caseless Submachine Gun						Fire Rate (9)		"Submachine Gun" 1x/2x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
1D10	+3	9	50m-450m	60	39	5x23mm	10/15		
							WEIGHT (KG):	1.3	
Pocket Pistol						Rate of Fire (1)		"Pocket Pistol"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Pistol	2D10	+2	3	50m-200m	3	15	12.7x40mm	10	
							WEIGHT (KG):	0.4	
Narq-Dart Pistol				S		Rate of Fire (2)		"Narq-Dart"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Non-Lethal Pistol	1D5	0	8	10m-50m	12	19	Narq-Dart	10	
							WEIGHT (KG):	0.8	

MELEE AND CLOSE COMBAT WEAPONRY

UNSC Close-Quarter Combat Knife

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee Knife	1D10	+Strength Modifier	6	1m	---	8	---	--
WEIGHT (KG):							0.6	

Electrified

"Shock Stick"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	1D5	+Strength Modifier	0	1m	--	12	--	--
WEIGHT (KG):							3.5	

UNSC Close-Quarter Combat Khukri

"Combat khukri"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee Knife	1D10	4+Strength Modifier	4	1m	---	19	---	--
WEIGHT (KG):							2.1	

UNSC Multi-Purpose Hatchet

"Hand-Axe"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee Knife	2D10	+Strength Modifier	2	1m	---	19	---	--
WEIGHT (KG):							1.2	

UNSC SP Military Machete

"Machete"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee Knife	1D10	1+Strength Modifier	3	2m	---	21	---	--
WEIGHT (KG):							1.9	

Bullpup Select-Fire Rifles

BR55 Service Rifle

Three Burst

"Battle Rifle"

1x/2x

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Select Fire Rifle	2D10	+4	8	100m-1000m	36	33	9.5x40mm	10/15
WEIGHT (KG):							3.7	

BR85 Heavy Barrel Service Rifle

Three Burst

"BR85HB"

1x/2x/3x

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	2D10	+5	11	70m-800m	36	44	9.5x40mm	10/15/20
WEIGHT (KG):							4.7	

XBR55 Battle Rifle

Fire Rate (6)

"Assault Rifle"

1x/2x

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	2D10	+2	3	80m-1000m	60	37	9.5x40mm	10/15
WEIGHT (KG):							3.4	

M392 Designated Marksman Rifle

Fire Rate (2)

"DMR"

1x/2x/3x

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Select Fire Rifle	3D10	+6	14	100m-1000m	15	39	7.62x51mm NATO	10/15/20
WEIGHT (KG):							6.8	

M395 Designated Marksman Rifle

Fire Rate (2)

"M95 DMR"

1x/2x/3x

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	3D10	+7	16	150m-2000m	15	42	7.62x51mm NATO	10/15/20
WEIGHT (KG):							8.5	

MA1 Individual Combat Weapon System

Fire Rate (7)

"Assault Rifle"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
MA Assault Rifle	1D10	+6	9	25m-200m	32	22	.390 Caliber	10
WEIGHT (KG):							6.3	

MA2B Individual Combat Weapon System

Fire Rate (10)

"Assault Rifle"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	1D10	+7	9	25m-200m	32	48	.390 Caliber	10
WEIGHT (KG):							4.3	

MA3A Individual Combat Weapon System

Fire Rate (10)

"Assault Rifle"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	1D10	+7	9	25m-200m	36	25	.390 Caliber	10
WEIGHT (KG):							6.4	

MA37 Individual Combat Weapon System

Fire Rate (8)

"Assault Rifle"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
MA5 Assault Rifle	1D10	+8	10	25m-200m	32	26	7.62x51mm NATO	10
WEIGHT (KG):							4.8	

MA5B Individual Combat Weapon System

Fire Rate (10)

"Assault Rifle"

TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
	1D10	+5	10	25m-350m	60	28	7.62x51mm NATO	10
WEIGHT (KG):							4.4	

MASC Individual Combat Weapon System					Fire Rate (11)		"Assault Rifle"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
1D10	+5	11	25m-390m	32	30	7.62x51mm NATO	10	
WEIGHT (KG):						4.0		

MASD Individual Combat Weapon System					Fire Rate (12)		"Assault Rifle"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
1D10	+6	11	25m-420m	32	34	7.62x51mm NATO	10	
WEIGHT (KG):						5.1		

MASK Carbine					Fire Rate (6)		"Assault Carbine"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Carbine	1D10	+4	12	25m-375m	30	47	7.62x51mm NATO	10
WEIGHT (KG):						3.1		

SHOTGUNS

M90 Close Assault Weapon System					Pump Action (2)		"CAWS Shotgun"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Shotgun	3D10	+3	18	40m-100m	12	36	Soellkraft 8 Gauge	10
WEIGHT (KG):						6.3		

M90A Closed Assault Weapon System					Pump Action (2)		"Tactical Shotgun"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
3D10	+3	19	40m-150m	6	39	Soellkraft 8 Gauge	10	
WEIGHT (KG):						5.4		

M90 DTM/Law Enforcement Shotgun					Pump Action (3)		"Tactical Shotgun"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
2D10	+3	14	40m-100m	12	29	12-Gauge	10	
WEIGHT (KG):						3.3		

M45 Tactical Shotgun					Pump Action (2)		"Tactical Shotgun"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
3D10	+9	13	40m-100m	6	36	8-Gauge Magnum	10	
WEIGHT (KG):						6.4		

M45E Tactical Shotgun					Pump Action (2)		"Tactical Shotgun"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
3D10	+8	19	40m-100m	12	140	8-Gauge Magnum	10	
WEIGHT (KG):						8.4		

MASA6 Automatic Shotgun					Rate Of Fire (4)		"Tactical Shotgun"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	DRUM	cR	AMMUNITION	ACCURACY	
2D10	+5	11	40m-100m	50	430	8-Gauge Magnum	5	
WEIGHT (KG):						10.1		

UNSC GRENADES AND EXPLOSIVES

Standard M9 High-Explosive Dual-Purpose Grenade					Blast(15) Kill(5)		"Frag Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Grenade	2D10	+4	10	--	--	4	ComL High-Explosive	--
WEIGHT (KG):						0.4		

Spartan M9 High-Explosive Dual-Purpose Grenade					Blast(15) Kill(5)		"Frag Grenade"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
2D10	+5	12	--	--	6	ComL High-Explosive	--	
WEIGHT (KG):						0.9		

NAPALM Grenade				Flame(1D10)	Blast(15) Kill(5)		"Napalm Grenade"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
1D5	+3	5	--	--	12	Naphthenic/Palmitic	--	
WEIGHT (KG):						0.8		

SONIC Grenade					Blast(10) Kill(3)		"Sonic Grenade"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
2D10	+3	7	--	--	11	--	--	
WEIGHT (KG):						0.8		

Thermite Grenade				Plasma Special Rule	Blast(10) Kill(6)		"Thermite"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
1D10	+6	19	--	--	330	--	--	
WEIGHT (KG):						3.4		

Flashbang Grenade					Blast(25) Kill(8)		"Flashbang"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Non-Deadly Blast	1D5	+1	1	--	--	2	--	
WEIGHT (KG):						0.2		

Smoke Grenade					Blast(15) Kill(5)		"Smoke Canister"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
1D5	+1	1	--	--	3	--	--	
WEIGHT (KG):						0.4		

LOTUS Anti-Tank Mine					Blast(9) Kill(3)		"LOTUS"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Landmine	4D10	+10	25	--	--	32	--	--
					WEIGHT (KG):		19.4	
T12.R/9 Antipersonnel Mine					Blast(20) Kill(6)		"Landmine"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
3D10	+7	12	--	--	20	--	--	
					WEIGHT (KG):		12.3	
C-7 Foaming Explosive					Blast(15) Kill(5)		"Sticky Bomb"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Demolitions	4D10	+2	11	--	--	24	Composition-7	--
					WEIGHT (KG):		7.8	
C-12 Shaped Charge					Blast(10) Kill(3)		"Damage Pack"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
6D10	+6	13	--	--	32	ComL High-Explosive	--	
					WEIGHT (KG):		12.4	
M168 Demolitions Charge					Blast(30) Kill(10)		"Demo Kit"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
15D10	+12	20	--	--	97	--	--	
					WEIGHT (KG):		29.5	

GRENADE AND ROCKET LAUNCHERS AND MISSILES

M41 Surface-to-Surface Rocket Medium Anti-Vehicle/Assault System					Vehicle Lock		Blast (9) Kill(3)		"M41 Rocket"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	1x/2x	
Rocket Launcher	4D10	+15	19	250m-1000m	2	68	M19 102mm	10/15		
					WEIGHT (KG):		12.7			
M363 Remote Projectile Detonator					Blast (3) Kill (1)		"Sticky Detonator"		Sticky	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Pistol / Grenade	2D10	+5	10	20m-200m	1	27	M9030 HEIRD 12cm	10		
					WEIGHT (KG):		6.8			
M319 Individual Grenade Launcher // 40mm Grenade Damage					Blast(9) Kill(3)		"Grenade Launcher"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Grenade Launcher	4D10	+3	8	50m-500m	1	47	40mm Grenade	10		
					WEIGHT (KG):		13.6			
LAU-65D/SGM-151					Vehicle Lock		Fire Rate (2)		Blast (20) Kill(6)	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Turret Rocket	5D10	+15	19	250m-1000m	Belt	70	ASGM4	5		
					WEIGHT (KG):		17,5			
M79 Multiple Launch Rocket System					Fire Rate (4)		Recharge (2)		Blast (20) Kill(6)	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Turret Rocket	4D10	+10	15	250m-1000m	4	--	65mm MLRS	5		
					WEIGHT (KG):		97.2			

FLAMETHROWERS

NA4 Defoliant Projector					Flame Special Rule		Fire Rate(6)		"Flame Thrower"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Flamethrower	1D10	+10	6	5m-30m	30	67	NAPALM-Oxide Mixes	10		
					WEIGHT (KG):		22.5			
M7057 Flamethrower					Flame Special Rule		Fire Rate(3)		"Flame Thrower"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY			
1D10	+6	4	5m-20m	12	30	Pyrosene-V	10			
					WEIGHT (KG):		15.4			

LONG AND EXTREME RANGED WEAPONRY

Sniper Rifle System 99 Anti-Materiel					Fire Rate (1)		"Sniper Rifle"		4x/8x/12x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Sniper Rifle	4D10	+5	18	1800m-2500m	4	48	14.5x114mm	20/40/60		
					WEIGHT (KG):		13.7			
Sniper Rifle System 99D-S2 Anti-Materiel					Fire Rate (1)		"Sniper Rifle"		5x/10x/15x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY			
3D10	+8	19	2300m-2900m	4	49	14.5x114mm	25/50/75			
					WEIGHT (KG):		16.3			
Sniper Rifle System 99C-S2 Anti-Materiel					Fire Rate (1)		"Sniper Rifle"		3x/6x/9x	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY			
4D10	+8	16	1800m-2500m	4	49	14.5x114mm	15/30/45			
					WEIGHT (KG):		15.6			

Sniper Rifle System 99-Series 5 Anti-Materiel				Fire Rate (1)		"Sniper Rifle"	5x/10x/15x
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
5D10	+7	19	2300m-2900m	4	53	14.5x114mm	25/50/75
WEIGHT (KG):						15.6	

M99 Special Application Scope Rifle				Recharge (3)		Fire Rate (1)	"Gauss Rifle"	10x/20x/25x
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
3D10	+23	20	2000m-5000m	2	240	5.4mm	50/75/125	
WEIGHT (KG):						23.5		

LIGHT, MEDIUM, AND HEAVY MACHINE GUNS

M739 Light Machine Gun

M739 Light Machine Gun				Fire Rate (18)		"SAW"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Light Machine Gun	1D10	+4	11	60m-200m	72	120	7.62x51mm NATO	10
WEIGHT (KG):						9.6		

.30 Caliber Light Machine Gun

.30 Caliber Light Machine Gun				Fire Rate (20)		"Confetti Maker"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
1D10	+2	6	40m-150m	72	45	7.62x51mm NATO	0
WEIGHT (KG):						7.8	

M247 General Purpose Machine Gun

M247 General Purpose Machine Gun				Fire Rate (11)		"M246"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
1D10	+5	14	300m-1100m	Belt	141	7.62x51mm NATO	10
WEIGHT (KG):						15.2	

M247H Heavy Machine Gun

M247H Heavy Machine Gun				Fire Rate (10)		"Machine Gun"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+7	11	50m-700m	Belt	99	12.7x.99mm	10
WEIGHT (KG):						37.6		

AIE-486H Heavy Machine Gun Turret

AIE-486H Heavy Machine Gun Turret				Fire Rate (13)		"Machine Gun Turret"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
3D10	+1	12	25m-500m	Belt	359	7.62x51mm NATO	10
WEIGHT (KG):						63	

Heavy Machine Gun-38

Heavy Machine Gun-38				Fire Rate (11)		"HMG38"	
DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
2D10	+4	12	25m-400m	Belt	154	12.7x.99mm	10
WEIGHT (KG):						19.7	

M41 Light Anti-Aircraft Machine Gun

M41 Light Anti-Aircraft Machine Gun				Fire Rate (7)		"Machine Gun"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+3	14	50m-700m	Belt	140	12.7x.99mm	10
WEIGHT (KG):						62		

M46 Light Anti-Aircraft Machine Gun

M46 Light Anti-Aircraft Machine Gun				Fire Rate (9)		"Machine Gun"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+6	12	50m-700m	Belt	160	12.7x.99mm	10
WEIGHT (KG):						59.7		

ENERGY-BASED WEAPONRY

ARC-920

ARC-920				Recharging Rate (1)		"Railgun"	1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Railgun Carbine	6D10	+10	20	800m to 1500m	1	2200	16x65mm M645	10/15
WEIGHT (KG):						14.9		

M6 Grindell/Galilean Nonlinear Rifle

M6 Grindell/Galilean Nonlinear Rifle				Recharge Rate (2)		"Spartan Laser"	1x/2x	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Directed Energy System	10D10	+10	35	Near Infinite	6	3400	Battery Cell	10/15
WEIGHT (KG):						20.4		

M68 Asynchronous Linear-Induction Motor Turret

M68 Asynchronous Linear-Induction Motor Turret				Recharge Rate (1)		"Gauss Cannon"	1x/Infrared	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Linear Induction Battery	5D10	+10	25	Near Infinite	6	--	Battery Cell	10
WEIGHT (KG):						67		

VEHICLE ONLY

M310 120mm Smoothe-Bore High-Velocity Cannon

TYPE	M310 120mm Smoothe-Bore High-Velocity Cannon			Fire Rate (1)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	6D10	+15	25	250m-1000m	1	--	120mm SB Missile	5
							WEIGHT (KG):	2084

M202XP Machine Gun

TYPE	M202XP Machine Gun				Fire Rate (40)	"Turret Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Machine Gun	1D10	+6	9	50m-700m	Belt	1489	12.7x.99mm	10
							WEIGHT (KG):	462.5

M512 90mm Smoothe-Bore High-Velocity Cannon

TYPE	M512 90mm Smoothe-Bore High-Velocity Cannon			Fire Rate (1)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	4D10	+25	20	250m-1300m	1	--	90mm SB Missile	5

Argent V Missile Launcher

TYPE	Argent V Missile Launcher			Fire Rate (3)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	2D10	+20	20	250m-1300m	1	90	ASMGM4	10

M655 Heavy Machine Gun

TYPE	M655 Heavy Machine Gun				Fire Rate (7)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+3	14	50m-700m	Belt	--	12.7x.99mm	10

M5920 Surface-To-Ground Missile Launcher

TYPE	M5920 Surface-To-Ground Missile Launcher			Blast (9) Kill(3)	Fire Rate (4)	"M41 Rocket"		1x/2x
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Rocket Launcher	2D10	+10	14	250m-1000m	2	--	M19 102mm	10/15

Class-2 Guided Munitions Launch Systems

TYPE	Class-2 Guided Munitions Launch Systems			Fire Rate (2)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	1D10	+16	14	250m-1300m	1	--	ASMGM4	10

GUA-23/AW/Linkless Feed Autocannon

TYPE	GUA-23/AW/Linkless Feed Autocannon				Fire Rate (6)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+5	11	50m-700m	Belt	--	12.7mm High Velocity	10

A-74 Sylver Vertical Missile Launcher

TYPE	A-74 Sylver Vertical Missile Launcher			Fire Rate (3)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	1D10	+17	17	250m-1300m	1	--	ASMGM4	10

ANVIL-II Ai

TYPE	ANVIL-II Ai			Fire Rate (1)	Blast (20) Kill(6)		AMMUNITION	ACCURACY
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR		
Turret Rocket	3D10	+7	11	250m-1300m	1	--	ASMGM4	10

M955 ASW/AC 30mm MLA

TYPE	M955 ASW/AC 30mm MLA				Fire Rate (7)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+3	14	500m-3000m	Belt	--	30MM APR	40

M9109 ASW/AC MLA

TYPE	M9109 ASW/AC MLA				Fire Rate (7)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	3D10	+3	14	500m-3000m	Belt	--	30MM APR	10

110mm Rotary Cannon

TYPE	110mm Rotary Cannon				Fire Rate (5)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	2D10	+10	13	500m-3000m	Belt	--	110mm Shell	10

120mm Ventral Gun

TYPE	120mm Ventral Gun				Fire Rate (3)	"Machine Gun"		
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Heavy Machine Gun	3D10	+11	13	500m-3000m	Belt	--	120mm Shell	10

Zeus 320mm Plasma Cannon

TYPE	Zeus 320mm Plasma Cannon				Recharge Rate (3)	"Plasma Cannon"		1x
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Plasma Charge Shot	9D10	+20	25	200m-1500m	1	--	Battery Cell	10

M66 30MM Light Rail Gun

TYPE	M66 30MM Light Rail Gun				Recharging Rate (1)	"Railgun"		1x/2x
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Light Railgun Cannon	8D10	+15	25	400m to 1500m	1	--	30mm ELA Round	10/15

M98 105MM Rail Gun

TYPE	M98 105MM Rail Gun				Recharging Rate (1)	"Railgun"		1x/2x
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Railgun Cannon	8D10	+20	35	400m to 1500m	1	--	105mm ELA Round	10/15

X23 Non-Nuclear Electromagnetic Pulse Cannon

TYPE	X23 Non-Nuclear Electromagnetic Pulse Cannon				Recharging Rate (3)	"Railgun"		1x/2x
	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Electromagnetic	8D10	+30	35	400m to 1500m	1	--	X23NNE PC	10/15

MAC Cannon Mark 2457					Recharging Rate (6)		"Mini MAC gun"	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Electromagnetic	3D10*10	+50	30	400m to 2000m	1	--	35cm HRG	10/15

MAC Cannon Mark Station					Recharging Rate (4)		"MAC Cannon"	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Electromagnetic	6D10*10	+90	60	400m to 2000m	1	--	950cm HRG	10/15

SPECIALIZED AMMUNITION

12.7x40mm				5 cR per 25
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combing the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Hollowpoint (JHP)	+4	-3	Can be stacked with High-Explosive by combining the prices.	+9 cR
Soft Point (JSP)	+5	-4	Can be stacked with High-Explosive by combining the prices.	+10 cR
Semi-Armor Piercing (SAP)	-0	+3	Can be stacked with High-Explosive by combining the prices.	+16 cR
Incendiary (INs)	-4	-3	Flame(1D5). Can be stacked with any available round.	+20 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

5x23mm Caseless				19 cR per 60
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combing the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Hollowpoint (JHP)	+4	-3	Can be stacked with High-Explosive by combining the prices.	+9 cR
Semi-Armor Piercing (SAP)	-0	+3	Can be stacked with High-Explosive by combining the prices.	+16 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

7.62x51mm NATO				13 cR per 30
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combing the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Match (MH)	-2	-0	+10 to hit.	+20 cR
Tracer (TR)	-0	-0	Can be stacked with any available round. +10 to the next shot if the previous hits the opponent. +10 to dodge each round after the first shot.	+17 cR
Saboted Light Armor Piercing (SLAP)	-4	+8	Can be stacked with High-Explosive by combining the prices.	+12 cR
Semi-Armor Piercing (SAP)	-0	+3	Can be stacked with High-Explosive by combining the prices.	+16 cR
Incendiary (IN)	-4	-3	Flame(1D5). Can be stacked with any available round by combining the price.	+20 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

9.5x40mm				14 cR per 46
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combing the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Match (MH)	-2	-0	+10 to hit.	+20 cR
Tracer (TR)	-0	-0	Can be stacked with any available round. +10 to the next shot if the previous hits the opponent. +10 to dodge each round after the first shot.	+17 cR
Saboted Light Armor Piercing (SLAP)	-4	+8	Can be stacked with High-Explosive by combining the prices.	+12 cR
Incendiary (IN)	-4	-3	Flame(1D5). Can be stacked with any available round by combining the price.	+20 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

12.7x99mm				17 cR per 20
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combining the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Match (MH)	-2	-0	+10 to hit.	+20 cR
Tracer (TR)	-0	-0	Can be stacked with any available round. +10 to the next shot if the previous hits the opponent. +10 to dodge each round after the first shot.	+17 cR
Saboted Light Armor Piercing (SLAP)	-4	+8	Can be stacked with High-Explosive by combining the prices.	+12 cR
Semi-Armor Piercing (SAP)	-0	+3	Can be stacked with High-Explosive by combining the prices.	+16 cR
Incendiary (IN)	-4	-3	Flame(1D5). Can be stacked with any available round	+20 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

SHOTGUN SHELLS				10 cR per 5
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Shot (ST)	-1	-7	Spread Special Rule	+5 cR
Flechette (FL)	-3	-4	Spread Special Rule	+5 cR
BOLO (BO)	+5	-10	Two balls with razor wire between them. +2D10+5 when rolling on Special Damage Chart.	+20 cR
Fragmentation Slug (FRS)	+4	-3	Blast (2)	+30 cR
Fragmentation Shot (FRST)	-1	-5	Spread Special Rule, Blast (1) on each hit	+27 cR
Breaching Round (BCR)	-6	+8	Can be stacked with Slot or Flechette by combining the prices.	+13 cR
Incendiary Shell (INS)	-4	-3	Flame(1D5). Can be stacked with Breaching, Fragmentation, and Shot.	+23 cR
Taser (TZ)	-3	-1	Electrified Special Rule. Can be stacked with BOLO by combining Prices.	+31 cR

14.5x114mm				15 cR per 4
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (FMJ)	-3	+9	Can be stacked with High-Explosive by combining the prices.	+21 cR
High Explosive (HP)	+1D10	-1	Can be stacked with Armor Piercing by combining the prices.	+30 cR
Incendiary Round (IN)	-6	-3	Flame(1D10). Can be stacked with High-Explosive and Armor Piercing by combining the price.	+28 cR
Fin-Stabilized Round (FSM)	-2	-0	+10 to hit.	+20 cR
Tracer (TR)	-0	-0	Can be stacked with any available round. +10 to the next shot if the previous hits the opponent. +5 to dodge each round after the first shot.	+17 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

.390				19 cR per 40
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Armor Piercing (AP)	-1	+5	Can be stacked with High-Explosive by combining the prices.	+19 cR
High-Explosive (HE)	+1D10	-4	Can be stacked with Armor Piercing by combining the prices.	+17 cR
Match (H)	-2	-0	+10 to hit.	+20 cR
Tracer (TR)	-0	-0	Can be stacked with any available round. +10 to the next shot if the previous hits the opponent. +10 to dodge each round after the first shot.	+17 cR
Saboted Light Armor Piercing (SLAP)	-4	+8	Can be stacked with High-Explosive by combining the prices.	+12 cR
Semi-Armor Piercing (SAP)	-0	+3	Can be stacked with High-Explosive by combining the prices.	+16 cR
Incendiary (IN)	-4	-3	Flame(1D5). Can be stacked with any available round.	+20 cR
High Powered (HP)	+5	+5	Can be stacked with any other ammunition type by combining the prices.	+26 cR
Stun Round (STRD)	-15	0	This round cannot be stacked. This round only deals 1D5+1 on the Special Damage Chart for every 5 damage.	+3 cR
Shredder (SDD)	+2D10	-10	Can be stacked with any available round by combining the price.	+23 cR

40MM GRENADES				3 cR for 1
AMMUNITION	DAMAGE	PIERCE	SPECIAL BENEFIT	PRICE
Fragmentation	4D10+15	6	Blast (9) Kill(3)	Standard
Smoke	1D5+4	1	Covers a diameter of 15 meters in thick smoke.	+11 cR
Buckshot Canister	3D10+5	20	Spread Special Rule	+20 cR
Slug Canister	4D10+10	25		+25 cR
Incendiary	1D5+1	1	Blast(15) Kill(5) Flame(1D10)	+20 cR
Thermobaric	6D10+15	15	Blast(5) Kill(5)	+320 cR

AMMUNITION	PRICE
Narq Dart	10 cR for 16
M19 102mm	8 cR for 1
M9030 HEIRD 20cm	5 cR for 1
ASGM4	19 cR for 4
65mm MLRS	27 cR for 5
120mm SB Missile	5 cR for 1
90mm SB Missile	4 cR for 1
NAPALM-Oxide	20 cR for 30
Pyrosene-V	10 cR for 12
UNSC Battery Cell	15 cR for 1
M19 102mm	5 cR for 1
12.7mm High Velocity	50 cR for 60
30mm APR	50 cR for 55
120mm Shell	70 cR for 60
110mm Shell	1 cR for 1
30mm ELA	20 cR for 1
35cm HRG	1500 cR for 4
950cm HRG	1000 cR for 1

The minimum damage of Base Damage is 0.

The Minimum Pierce a weapon can have is 0.

M6A Personal Defense Weapon System

The M6A is the first Military-used variant of the M6 series pistol. Made by Misriah Armory, the M6A is a sidearm pistol and is most noted for its comfort in firing. This model's production began in 2411 and now only sees distribution and use in civilian security forces such as Law Enforcement. The M6A Handgun fires a 12.7x40mm round and usually comes in a black polymer finish. There is no upsize variant of this pistol to fit Spartans, so it does not fit to the hands of the Mjolnir armors.

M6B Personal Defense Weapon System

The M6B Handgun is an "Officer's Model" variant of the M6 series of pistol. Similar to the M6A, the M6B is known for its comfort, but also has the availability of using a KFA-2 x2 scope. The M6B fires the 12.7x40mm round and is available in a black polymer finish, a hard chrome finish, and a silver nickel finish. There is no upsize variant of this pistol to fit Spartans, so it does not fit to the hands of the Mjolnir armors.

M6C Personal Defense Weapon System

The M6C "Magnum" Personal Defense Weapon System is one of the many short-medium ranged pistols used by the UNSC made by the Misriah Armory. The M6C Magnum was in widespread use in the vehicular crews of the Marines and Army infantrymen. This variant fires a newer 12.7x40mm round, being the M228 12.7x40mm SAP-HP round. This pistol has an upsized variant that fits to the hands of the Mjolnir armor.

M6C/SOCOM Handgun

Otherwise known as the M6S, the M6C/SOCOM is a semi-automatic and suppressed variant of the M6C series pistol. This variant fires the 12.7x40mm round SAP-HP round similar to the M6C. The suppression of the weapon lessens vibration and sound output but weakens the power of the pistol in doing so. The M6C/SOCOM does not fit the KFA-2 x2 without modification, as it newly houses the VnSLS/V 6# Smart-Linked 4x Scope. There is no upsized model that fits to the hands of the Mjolnir armor.

M6D Personal Defense Weapon System

This M6D Magnum Sidearm is the first M6 series pistol to be upsized for Mjolnir use and be presented to the Officers and other high ranking personnel. This pistol has a heavier kickback than the normal variants but uses a more powerful round, the 12.7x40mm SAP-HE Round, which is a high explosive round. Due to the higher kickback of the pistol, it offers no accuracy bonuses after the first round is fired. The M6D Magnum can make use of the KFA-2 x2 Scope with Smart Linked features included.

M6E Personal Defense Weapon System

Similar to the M6A and M6B, the M6E series Personal Defense Weapon System does not come with an upsized variant for the use of the Mjolnir armor. The pistol is used for widespread Military Police and Law Enforcement Forces. This pistol is also used by the ODST in seldom cases where stealth is not needed. The M6E fires the 12.7x40m SAP-HE Round and offers no accuracy bonus after the first shot in a turn.

M6F Personal Defense Weapon System

The M6F Magnum is a standard Officer variant magnum in the M6 pistol series. This pistol comes only in the electroless nickel finish and is issued with a smart-linked variant of the KFA2 x2 scope. The M6F series does not offer an upsized variant, so this cannot be used with the Mjolnir armors.

M6G Personal Defense Weapon System

Also referred to as the M6G Magnum, this variant fires at a slower rate but can add an extra punch to armor and shield penetration. The M6G Magnum makes use of the KFA-2 x2 Scope and offers an upsized variant for the use with Mjolnir armors. This is considered one of the most powerful pistols available. The M6G makes up for lack of rate of fire by allowing accurate aiming with the shots available.

M6H Personal Defense Weapon System

The M6H Magnum is a semi-automatic that only comes in the upsized Mjolnir variant. This series was an Officers model that was issued during 2526. The M6H series was then made a standard-issue sidearm of the UNSC Defense Force in 2555. This Magnum is similar to the M6G in size and magazine size, but trades power and armor penetration ability for range and accuracy.

M6I Shoulder-Stock PWDS Handgun

The M6I series was the first M6 series to become something more than a normal pistol, adding a shoulder stock and a select-fire system, allowing it to be fired either semi-automatic or fully automatic. The M6I features no upsized variant so it cannot be used with the Mjolnir armors. This variant of the M6 series was widely used in the Air Force and Army Infantrymen of vehicular crews. The M6I series fires the 12.7x40mm round.

M6J/C-Carbine

The M6J Carbine uses the same detachable stock of the M6I and features a 355mm long barrel. This variant offers a larger range of fire and gives better accuracy with a trade-off to rate of fire. The M6J fires the 12.7x40mm round and offers no upsized variant for the use with Mjolnir armors.

M6K Personal Defense Weapon System

The M6K is a variant of the Misriah Armories' M6 sidearm series. This pistol is used as an undercover weapon of the Military and Civilian police forces. The M6K is only offered in a black-polymer finish and uses a six-round magazine. This variant does not offer an upsized version for the use with Mjolnir armors. The M6K fires the 12.7x40mm SAP round.

M7 Caseless Submachine Gun

The M7/Caseless Submachine Gun, otherwise known as the SMG, is a personal defense weapon used by infantry and Special Forces of the UNSCDF. The SMG is an automatic weapon that has a 60-round magazine. The SMG has a folding fore-grip, a collapsible stock and iron-sights. This allows the SMG to be lightweight and small for easy concealment. The SMG uses 5x23mm M443 Caseless full Metal Jacket (FMJ) rounds. The SMG is mostly known to be used by the ODST.

Pocket Pistol

The Pocket Pistol is a small handgun used by Operatives of the Office of Naval Intelligence. The pistol is a specialized variant of the M6 Pistol series, much like the M6K variant, only even smaller. This pistol can fit in the palm of a woman's palm. The pistol cannot work for armored fingers such like ODST and Mjolnir and uses the 12.7x40mm rounds with a special magazine that can only fit 3 rounds.

Narq-Dart Pistol

The Narq-Dart Pistol is a pistol specially modified to fire tranquilizer darts used for training or situations where a hostile must be brought back alive. The tranquilizer darts used in this pistol can drop a rhino in a single shot.

UNSC Close-Quarter Combat Knife

The UNSC Combat Knife is a multi-purpose knife used by the UNSCDF. The Combat Knife is a 20 centimeter blade of carbon steel with an anti-flash non-reflective titanium carbide coating. This coating protects the blade from corroding and rusting. All UNSC troops are issued this combat knife. The Combat Knife is also balanced for throwing.

Humbler Stun Device

The Humbler Stun Device, also known as the Shock Stick, is a purple non-lethal electrical stun baton used by the UNSC forces and Law Enforcement Agencies. The Humbler temporarily shorts out its victim's nervous system and is incredibly painful. This stun device is used in non-lethal situations. Some variants of this pistol have been known to be upsized for Mjolnir use.

BR55 Service Rifle

The BR55 Service Rifle, otherwise known as the BR, is an infantry battle rifle used in the UNSCDF. This BR is known for its three-burst round and decent range on the battlefield. Created in 2524, the BR55 has been used on the battlefield for decades. The BR55 fires the M634 9.5x40mm X-HEP SAP round from its 36 round magazine. All BR55s come with a specialized 2x scope that has smart-linked enabled.

BR55 Heavy Barrel Service Rifle

The BR44 Heavy Barrel Service Rifle, BR55HB for short, is a select-fire variant of the BR55 Service Rifle. This rifle entered service in 2548, but did not replace the standard BR55. Unlike the BR55, the BR55HB fires the M634 9.5x40mm KURZ SAP round. The BR55HB also comes with the same specialized scope that the original BR has.

XBR55 Battle Rifle

The XBR55 is the prototype model of the BR55 Service Rifle. Put in to service during 2525, the XBR55 did not see much service time before being replaced by models of the Designated Marksman Rifles. The XBR55 rifle fires the 9.5x40mm round and resembles the BR55HB more than the BR55. Unlike other variants of the BR and DMR, the XBR55 has a large 60 round magazine. This was later sized down for being too unwieldy in combat situations.

M392 Designated Marksman Rifle

The M392 Designated Marksman Rifle, abbreviated DMR, is a select-fire rifle used by the UNSCDF. The DMR was introduced in to service in 2548 and was known for its reliability and efficiency. The M392 fires the standard 7.62x51mm NATO round and has a specialized 2x/3x built DMR Scope with Smart-Link. The DMR has a 15 round magazine. The UNSC Army, while the UNSC Marines switched over to the BR55 and BR55HB, chose the M392 over the BR55 as their main battle rifle.

M395 Designated Marksman Rifle

Issued in 2553, the M395 Designated Marksman Rifle is the successor of the M392 Designated Marksman Rifle. The DMR is the newest in the line of single-shot long-ranged weaponry. The M395 rifle fires the 7.62x51mm FMJ-AP round from a 14r round magazine. The DMR uses a specialized 2x/3x Scope with Smart-Link enabled. Before the introduction of the M395, the BR55 had all but replaced the M395's predecessor, but now the UNSC Marines and Army have now adopted the rifle as their primary long-ranged weapon.

MA1 Individual Combat Weapon System

Similar to the BR55 and DMR series, the MA Assault Rifle series are created from the Bullpup rifle system. The MA1 is the first of the Misriah Armory assault rifles created. The MA1 rifle fires a simple

but large .390 caliber round. This original MA series rifle is known for being tough and reliable,

MA2B Individual Combat Weapon System

The MA2B rifle is the successor to the MA1 series rifle of the UNSCDF. The MA2B did not see a long service before the next replacement was issued. The MA2B rifle is considerably cut down in comparison to other MA series rifles and fires the .390 caliber round, which is considerably larger than the rounds fired by newer models.

MA3A Individual Combat Weapon System

The MA3A, the predecessor of the MA5B, was an assault rifle used by the UNSC Marine Corps and the UNSC Navy. This was due to the MA variant assault rifles weren't customizable or strippable in comparison. The MA3A, much as its predecessors, fires the .390 caliber round. As of 2552, these rifles were completely taken out of service and replaced.

MA37 Individual Combat Weapon System

The MA37, in 2437, was put in service as a slow replacement of the original MA series rifle. The MA37 is the first of the MA5 series assault rifle made by Misriah Armory for the UNSC. Unlike the rifles before the MA5 series, the MA37 uses the 7.62x51mm NATO round, a much lighter and smaller round for lightweight capabilities. The MA5 series also began using upsized models to accommodate Mjolnir armor use.

MA5B Individual Combat Weapon System

The MA5B, the most known and widespread variant of the MA rifle series, is a standard-issue service rifle for the UNSCDF, produced by the Misriah Armory. The MA5B series was the first of the assault rifles to use the 7.62x51mm Full Metal Jacket Armor Piercing Round (7.62x51mm FMJ AP). Making use of the smaller round, the MA5B holds a 60 round magazine.

MA5C Individual Combat Weapon System

The MA5C rifle, which was made to be the replacement of the MA5B, was issued with a smaller 32 round magazine and uses the newer M118 7.62x51mm FMJ round. The range and accuracy of the MA5C is improved from the older MA5B variant. The MA5C did not replace the MA5B series rifle, but was used in more in the Marine Corps after its service began.

MA5D Individual Combat Weapon System

Similar in service placement of the MA5C, the MA5D was put in to a limited service use in 2526 as more of an experimental and higher tech rifle to only Officers and other high ranking officials. During 2557, the MA5D had completely replaced the MA5B and MA5C series rifles. The MA5D series rifle fires the 7.62x51mm FMJ AP round as the MA5B series did. The MA5D carries a 32 round magazine and has better accuracy than its predecessors.

MA5K Carbine

Used mainly by Special Forces, the MA5K Carbine is a Bullpup rifle under the MA5 series. The MA5K Carbine carries a 30 round magazine that fires a 7.62x51mm NATO round. The rifle is much smaller than the others in the MA rifle series, and as so, has a smaller rate of fire and accuracy.

M90 Close Assault Weapon System

The M90 CAWS, a UNSC shotgun by Weapon Systems Technology, is a shotgun used across the UNSCDF. The M90 shotgun is the most effective anti-infantry weapons used by front line forces. This shotgun, as are many, are best efficient when used up close. The

M90 holds 12 Soellkraft 8 Gauge shells. These shells are known to have very little recoil when firing, which makes it incredibly useful on the battlefield.

M90A Closed Assault Weapon System

Much like the first M90 CAWS shotgun, the M90A is used in infantry-based close combat. The M90A only holds 6 of the Soellkraft 8 Gauge shells, but fires at a bit larger distance. The M90A did not replace the M90 series.

M90 DTM/Law Enforcement Shotgun

A variant of the M90 shotgun series, this variant is used in Law Enforcement services and Military Police. The M90 Law Enforcement Shotgun (LES) is much lighter than the other M90 series shotguns, but retains its ability to hold 12 cartridges. The M90 LES uses the 12 Gauge magnum shell, unlike the rest of the M90 series.

M45 Tactical Shotgun

Much like the M90 series in functionality, the M45 shotgun fires an 8 Gauge shell with a capacity to hold 6 shells. The M45, manufactured by the Misriah Armory, is used for close-ranged combat and anti-infantry warfare. The M45 fires an 8 gauge Magnum shell.

M45E Tactical Shotgun

Completely similar to the M45 shotgun, the M45E has a higher shell capacity with only a slightly weaker penetration. The M45E is produced by the Misriah Armory for anti-infantry close range combat.

Standard M9 High-Explosive Dual-Purpose Grenade

The M9 High-Explosive Dual-Purpose Grenade (M9 HEDP), also known as the Frag Grenade, is the UNSC issued grenade that functions as a normal hand-held throwing explosive. The M9 Grenade is designed to be an anti-infantry weapon that also doubles as an anti-LAV (Lightly Armored Vehicle). The Standard M9 uses 6.7oz of ComL explosive that packs a 15 radius explosion with a 5 radius Killing Radius.

Spartan M9 High-Explosive Dual-Purpose Grenade

Similar to the Standard M9 High-Explosive Dual-Purpose Grenade, the Spartan Fragmentation Grenade is enlarged to fit the hand of the Mjolnir Armors. The Spartan M9 has an enlarged shell and pulling pin so the fingers of the armor can fit through and easily pull the pin.

NAPALM Grenade

Used since 2552, the NAPALM Grenade is a UNSC incendiary grenade used as an anti-infantry weapon. The NAPALM Grenade uses a mix of Naphthenic and Palmitic chemicals to create an explosive fiery bomb that is thrown like a grenade.

Sonic Grenade

Used in conjunction with the UNSC NAPALM Grenade, the Sonic Grenade uses blasts of intense sound and EMP to damage and disorientate anyone within its deadly radius.

Thermite Grenade

Thermite Grenades are an explosive used by the UNSC that works similar to an incendiary grenade. The Thermite Grenades use a special chemical concoction that can even burn while underwater. Thermite Grenades created a powerful chemical reaction that creates intense temperatures without the use of an explosion. The temperatures of a Thermite Grenade reach to an upward of 2500 degrees Celsius (4500 degrees Fahrenheit). A Thermite grenade lasts for three Rounds, damaging each standard Half Action.

Flashbang Grenade

The Flashbang, also known as the Stun Grenade, is a special grenade used to disorientate and blind opponents with an extremely bright flash of light and a very loud concussion blast. Flashbangs do very little physical damage as its purpose is to stun and blind the opponent. The effect of a Flashbang blinds and deafens for 1D5 Rounds. For those with polarized goggles and VISRs are only blinded for one round. The Flashbang also causes a -10 to hear for 1D5 hours after the effects of deafness wears off.

Smoke Grenade

The Smoke Grenade, a smoke-producing flare, is used for a variety of reasons by the UNSC. A Smoke Grenade may be used as a Signal Flare and a Smoke Canister.

Signal Flare: The Smoke Grenade is used to alert allies of friendly positions and drop locations.

Smoke Canister: The Smoke Grenade, in this use, are to create thick blue or red smoke that clouds vision and confuses opponents. Covers area of 15 meter in heavy smoke.

LOTUS Anti-Tank Mine

The Lotus Anti-Tank Mine, one of the most used explosives in the UNSC forces, is area-denial ordnance that is described as a flower-like disk. The LOTUS is a quarter meter across with spikes alongside the edges to stabilize the explosive when buried. The LOTUS mine may be triggered in a number of ways, proximity sensors, countdown, and remote detonation.

TR/9 Antipersonnel Mine

The TR/9 Antipersonnel Mine, known mainly as its shorter nickname, the TR9, is a landmine used by the UNSC. The TR9 is known also as the Trip Mine, which is deployed as an anti-infantry and anti-vehicle weapon. This trip mine is deployed in hidden areas underground that can be detonated by weapons, pressure, and proximity. The TR9 lacks a countdown mode but makes up in abundance.

C-7 Foaming Explosive

The C-7 Foaming Explosive is an explosive compound used by the UNSC forces. The C-7 Explosive Spray is incredibly sticky and is detonated by any electrical shock that travels through from a detonation switch. The C-7 Explosive is liquid in vacuum and in-can, but once coming in to contact with oxygen, the explosive becomes a foaming semi-solid adhesive resin.

C-12 Shaped Charge

These explosives are used widely in the UNSC as a heavy demolitions explosive. These C-12 charges contain the C-12 Compound, which is extremely volatile, with a small 4x4x4 inch cube alone can level a small building. The charge is small and malleable and can be shaped or bent in to different forms. These Charges come with a removable adhesive patch used to stick to surfaces.

M168 Demolitions Charge

The M168 Demolitions Charge is a UNSC explosive device. The M168 is used to clear large structures and destroy buildings. The M168 is one of the more powerful charges used as a demolitions device. This charge is also incredibly dangerous to use as the blast radius is incredibly large. The M168 can also be attached to surfaces with an adhesive strip on back of the pack.

M41 Surface-To-Surface Rocket Anti-Vehicle/Assault System

Known shorter as the M41 SSR is also commonly known as the Jackhammer and Spanker. The M41 SSR is a heavy ordnance weapon used by the UNSC Defense Force which is manufactured by the

Misriah Armory. The M41 SSR is able to be used with the standard Smart-Linked KFA-2 x2 Scope. Some of these M41s are able to be loaded with special seeking missiles that must be locked on, and must be used with the KFA-2 Scopes. The M41 usually uses the standard M10 Rocket ammunition which comes equipped with the Target Tracking Systems.

M363 Remote-Projectile Detonator

The M363 Remote Projectile Detonator, also known as the Sticky Detonator, is a single-shot handheld pistol-like explosive launcher system. Produced by the Acheron Security for the UNSC Defense Force, the M363 is considered a part of the PDW Pistol series with a single-shot explosive head round. The M363 has a side mounted fold-out screen on the left side which shows a motion tracker display from the view of the fired projectile.

M319 Individual Grenade Launcher

This grenade launcher, formally known as the IGL, is a single-shot explosives launcher produced by the Misriah Armory. The M319 has an incredible range for the action used as the grenade fires and bounces about the field. Due to its simplicity, the M139 has been a mainstay since 2263 in the UNSC. The M319 IGL fires a rounded M9 High-Explosive Dual-Purpose Grenade at two firing modes. The first firing mode has a two-second explosive timer (That arms after impact) that bounces across the battlefield. The second firing mode is fires the grenade that explodes when the user wishes, but must be used as a single-shot, and the current explosive goes off when the next is loaded.

LAU-65D/SGM-151

The LAU-65D/SGM-151, also known as the Lau Missile Pod, is a portable turret of the UNSC that can also be lugged around as a slower-firing handheld launcher. The Missile Pod is capable of locking onto vehicles and turret positioned targets. The mounted variant of the Missile Pod can be fired with one extra Rate of Fire per round until detached. The LAU holds an eight round missile 'magazine.' The LAU is less powerful than the standard M41 SSR, but is capable of faster fire.

M79 Multiple Launch Rocket System

Usually mounted on bases and vehicles, the M79 MLRS is an anti-infantry and anti-vehicle weapon that fires 65mm rockets in large volley of 6. The M79 MLRS has a recharge rate of 2, as the rockets are automatically loaded though it takes time. The M79 has no ability to lock on to targets.

M310 120mm Smooth Bore High-Velocity Cannon

The M130 SB-HVC is an anti-tank weapon that serves as the main armament of the M850 MBT and other standard Battle Tanks of the UNSC. This launcher fires the M310 120mm SB round S1 Canister Shells.

M512 90mm Smooth Bore High-Velocity Cannon

Similar to the M310 SB-HVC, the M512 is the standard weapon turret used on the M808 Main Battle Tanks of the UNSC. The M12 fires the standard M512 S1 Canister Shell.

Argent V Missile Launcher

The Argent V Missile Launcher fires the Argent V Missile, a quick moving explosive. The Argent V Missiles are capable of destroying surface and aircraft targets with relative ease and are usually found mounted on the M9 Main Anti-Aircraft Tank and the AC-220 Gunship.

NA4 Defoliant Projector

The NA4 Defoliant Projector, also known as the NA4 Flamethrower, is a large two-handed flamethrower with a back-mounted chemical canister. The NA4/DP is a large and bulky weapon that is capable of throwing out large amounts off flaming chemicals that can cover most any target in seconds. The tank has an integrity of 30, an armor of 4, and does the same blast of the C-7 explosive.

M7057 Flamethrower

More commonly known as the Flamethrower, the M7057 is a defoliant projector that has been incredibly sized down from the NA4 Defoliant variant. The M7057 is a standard chemical flamethrower that uses a semi-liquid fuelled known as Pyrosene-V. The M7057 is a two-handed weapon with a built in safety system that stops firing when the weapon reaches a certain temperature or if any leaks are made within the weapon.

Sniper Rifle System 99 Anti-Materiel

Also known as the AM99 Sniper Rifle, the Sniper Rifle System 99 Anti-Materiel is a Misriah Armory made rifle meant for long and extreme ranges. This SRS99 was adopted by the UNSC in 2521 and has an incredible range of 1800+ meters. This rifle fires the 14.5x114mm round with a 4 round box magazine feed system. This Sniper Rifle uses a build-in Oracle N-Variant Scope that is Smart-Link enabled with three scoped modes, 4x, 8x, and 12x.

Sniper Rifle System 99D-S2 Anti-Materiel Rifle

The Sniper Rifle System 99D-S2 Anti-Materiel, abbreviated SRS99D, is an anti-personnel weapon system used by the UNSC Defense Force. This rifle is the successor of the SRS99AM rifle shown above and fires a similar round, the 14.5x114mm AP-FS-DS round with the same 4 round box magazine feed system. The rifle uses a newer Oracle N-Variant Scope with three Smart-Linked enabled scope modes. These modes are 5x, 10x, and 15x.

Sniper Rifle System 99C-S2 Anti-Materiel Rifle

The Sniper Rifle System 99C -S2 Anti-Materiel rifle is a standard-issue Sniper Rifle of the UNSC. This variant has 2300 meter effective range with a 4-round detachable box magazine feed system. The rifle also uses the Oracle N-Variant scope with a 3x, 6x, and 9x scoping distances. This rifle also uses the now-standard 14.5x114mm AP-FS-DS round.

Sniper Rifle System 99-Series 5 Anti-Materiel

Put in to action circa 2553, the SRS99S5 rifle is the newest of the SRS series rifles. This variant of the Sniper Rifle System uses a newer 14.5x114 round known as the M232 APFSDS Round. This rifle still uses the standard 4-round box magazine feed system and a new Oracle N-Variant scope with a 5x, 10x, and 15x scope ranges.

M99 Special Application Scope Rifle

Also known as the M00 Stanchion Gauss Rifle, the M99 Special Application Scope Rifle is an anti-materiel rifle that fires a 5.4mm/.21 caliber round at an effective range of 4.5km. The M99 is an incredibly small MAC cannon in most respects that delivers a powerful punch to any opponent.

M739 Light Machine Gun

The M739 Light Machine Gun, also known as the SAW, is used by the UNSC Defense Force. The M739 is used in protracted engagements or as a suppressive fire tool, The M739 SAW has a massive 72 round drum magazine that holds the 7.62x51mm FMJ round. Due to this weapon's large drum, reloading takes one Full Round and then a Half Action to reload completely.

.30 Caliber Light Machine Gun

Used mainly by the Insurrectionists, the .30 caliber light machine gun is also known as the "Confetti Maker." This LMG fires the standard 7.62x55mm round with a close to medium range. This weapon has an incredible range of fire and acquired its nickname from how it shreds opponents to shards.

M202XP Machine Gun

The M202CP Machine Gun is a turreted automated machine gun used by the UNSC up until 2541. The M202 is able to use two round variants, stun rounds and live rounds. The M202XP fires the 12.7mm High Velocity Round with a Belt-Fed feeding system. The tracking speed of this turret is roughly at 5 Agility Modifier, so moving any faster than 5 Agility Modifier can stay out of its reach.

M247 General Purpose Machine Gun

The M246 General Purpose Machine Gun, otherwise known as the M247 Machine Gun, fires the 7.62x51mm NATO round using a belt-fed feeding system. This Machine Gun is widely used in the UNSC.

M247H Heavy Machine Gun

The M247H Heavy Machine Gun is an upsized and much more powerful variant of the M247 General Purpose Machine Gun that uses the larger 12.7mm High velocity Explosive round using a belt-fed feeding system. The M247 is generally used as a suppressing fire, point-to-point cover fire. The M247 is employed by the UNSC.

AIE-486H Heavy Machine Gun Turret

Otherwise known as the Machine Gun Turret, the AIE 486 HMG is one of the most common turret weapon used by the UNSC. The Heavy Machine Gun Turret is incredibly effective against infantry and light vehicles and uses the 7.62x51mm SLAP round. The AIE turret uses the belt-fed Feeding System.

Heavy Machine Gun-38

Used by the Insurrectionists, the HMG-38 is an automatic machine gun that was used by the UNSC up to 2525. The HMG-38 uses the standard 12.7mm round using a belt-fed Feeding System.

M41 Light Anti-Aircraft Machine Gun

The M41 Light Anti-Aircraft Machine Gun, nicknamed the Vulcan, is a standard vehicle-mounted machine gun used by the UNSC. The M41 LAAMG fires the 12.7x99mm AP Round with a large belt-fed Feeding System.

M46 Light Anti-Aircraft Machine Gun

The M46 Light Anti-Aircraft Machine Gun is a UNSC issued vehicle-mounted Machine Gun turret. The M46 fires the 12.7x99mm AP Round with a belt-fed Feeding System at an incredible rate of fire.

ARC-920

The ARC-920, simply known as the Railgun, is a combat-channel linear accelerator weapon that uses asymmetric recoilless carbine firing systems that fire a 16x65mm M645 FTP-HE round. The ARC-920 is similarly built like the M99 Stanchion Rifle, as it uses an electromagnetic accelerated projectile, and requires a brief Half-Action charging period before firing.

M6 Grindell/Galilean Nonlinear Rifle

The M6 Grindell/Galilean Nonlinear Rifle, Abbreviated M6GNR and also known as the Spartan Laser, is a man-portable directed energy anti-vehicle weapon used by the UNSC. The M6 Grindell does not use ammunition, as it uses Battery Cells to charge and fire lasers. This Grindell uses a Wyrd III Optics Suit Scope for increased accuracy, which Smart-Links a 3x zoom.

M68 Asynchronous Linear-Induction Motor

More commonly known as the Gauss Cannon, the M68 Asynchronous Linear-Induction Motor is a gauss-powered electromagnetic firing system that fires a 25x130mm slug at incredible speeds. The M68 has a feed system of 750 rounds before needing to be restocked at a UNSC armory.

Zeus 320mm Plasma Cannon

The Zeus 320mm Plasma Cannon is a UNSC Mortar weapon capable of using focused plasma as a projectile, similar to Covenant weaponry. The Zeus Plasma Cannon was a result of the UNSC reverse engineering Covenant materiel procured by ONI during the Harvest Campaign, which is used by the M145D Rhino.

M66 30MM Light Railgun

The M66 Light Railgun, also known as the M66 LRG, is a powerful anti-vehicle system mounted as turrets or on vehicles such as the SP42 Cobra. The M66 fires a 30mm High Density Ferrous Projectile (30mm HD-FP). These are similar in design to the ARC-920.

M98 105mm Railgun

The same design as the M66 30mm Light Railgun, the M98 105mm Railgun is a massive version used on main battle tanks. The M98 fires a massive 105mm HD-FP at incredible speeds.

X23 Non-Nuclear Electromagnetic Pulse Cannon

The X23 Non-Nuclear Electromagnetic Pulse Cannon, otherwise known as the X23 NEPC, is a weapon in service to the UNSC. The X23 fires an energy blast that works as an EMP on contact.

MAC Cannon Mark 2457 Minimac

Coined by the UNSC as the MiniMac, the Mark 2457 is a mobile variant of the larger MAC Platforms. These can usually be found mounted on mobile bases and Mammoth mobile platforms. The Minimacs fire a sized down MAC Slug at 30 kilometers per second at high muzzle speeds.

EQUIPMENT

Helmet Tech and Face Equipment

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Polarized Tactical Goggles	Only Half Penalties in Bright lights.	0.5	33
Combat Flashlight	Creates light to counter penalties. +30 in Darkness. +15 in Lowlight.	0.7	3
Night Vision Device	Only -10 Penalty for Darkness and -5 penalty for lowlight.	0.9	15
Helmet Recorder	Records every instance of the soldier	0.8	5
Holographic Tactical Eyepiece	Allows use of HUD and maps without a handheld device	0.3	22
S90 Gas Mask	Allows user to breathe in toxic locations	1.4	10
Balaclava	Face mask for warmth and face protection.	0.2	1

Cases and Carrying Devices

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Hardcase	Armored Carrying Device similar to a briefcase. 11 armor.	10.2	9
Tactical Hardcase	Armored Carrying Device that is an armored pouch. 11 armor.	3.6	10
Softcase	Soft bagged Carrying Device similar to a briefcase.	2.5	2
Tactical Softcase	Soft bagged Carrying Device that is a pouch.	0.3	3
Tactical Thigh Rigs	Thigh armored carrying device. 12 armor.	3.9	18
Weapon Holster	Holds weapons through simple latches and holsters.	0.2	2
Ammunition Pouch	Ammunition pouch.	0.5	2
Utility Webbing	Holds pouches and equipment	0.1	8
Magnetized Weapon Holster	Holds Weapons with powerful magnets.	0.8	11
Blastproof Clear Casing	Blast-proof casing for electronic devices.	0.5	10

Scopes and Weapon Attachments

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
KFA-2 x2 Scope	Smart Link Technology	0.1	6
VnSLS/V6 4x Scope	Smart Link Technology	0.2	11
Oracle N-Variant Scope	3x/6x/9x	0.4	14
Oracle N-Variant Scope v2	4x/8x/12x	0.5	17
Oracle N-Variant Scope v3	5x/10x/15x	0.7	25
EVOS-D	3x Scope	0.1	19
A2 Scope	2x Scope	0.1	6
Laser Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots from weapons with this module.	0.1	5
Infrared Aiming Module	+10 to Aim Actions and gives opponents +10 for evading shots from weapons with this module if they have infrared equipment on their visor or VISR.	0.2	20
Flashlight	Creates light to counter penalties. +30 in Darkness. +15 in Lowlight.	0.9	5
Muzzle Brake	Reduces Muzzle Flare.	1.1	11
SS/M 49	Sound suppressor. Silences the weapon, as seen in the Invisibility and Sneaking section.	1.9	11
Underslung Shotgun	Attaches DTM Shotgun under Bullpup rifle.	6.8	33
Underslung Grenade Launcher	Single shot 40MM Grenade Launcher.	7.2	37
Tactical Flashlight	Opponents gain -20 to Perception eyesight. +40 in Darkness. +10 in Lowlight.	1.1	33

Electronic Warfare

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Electronic Countermeasure Device	Tricks enemy electronic radar, sonar, or other detection systems. Denies targeting information or alters it.	3.1	45
Guidance Lock	Sets location for airstrikes and package drops.	2.1	11
ONI-S/Energy Disruptor Utility	Shuts down all electronic equipment in 10 meter area. Also known as the ONI Special Educator, this experimental technology works slightly like a grenade in use, but shuts down electronics similar to an EMP.	1.1	70
Radar Jammer	Tricks radars to see twice as many enemy units than there is.	1.7	42
Spoofers	Forces doors open through means of sending constantly changing electrical pulses through the door.	0.9	41

Communications

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Identification Friend or Foe	Hostile and Friendly unit detector and radar system.	--	27
Emergency Locator Beacon	Automated signal device for emergency EVAC.	0.9	29
Panic Button	Beacon distress signal informs all allies to assist.	0.1	18
WAYPOINT Comm	Handheld television, delivery, and News unit for UNSC soldiers.	2.1	20
LP-Comm	Emergency Communicator that fits in the ear. Used when helmets and other tech no longer work. Smaller range.	0.1	12
NAV Marker Transmitter	Small Tracking device and location transmitter for non-emergency situations.	0.9	22
UNSC Covenant Translation	Simple computer that translates text, speak, and radiowaves to and from Covenant languages.	3.1	56

Medical

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Artificial Limb	Bionic limb replacement. Cannot take bleed.	4.5	92
Biofoam Canister	When used, roll 2D10+Intelligence Bonus. The number rolled is what Bleeding Is stopped.	0.9	6
Bone-Knitting Polymer	Seals broken bones over the course of two days.	0.7	15
Chorotazine	Medication that treats head-injuries. 5 uses.	0.1	5
Cytoprethaline	Prevents cell damage from cryosleep. 5 uses.	0.1	4
Medical Packet	Emergency packet filled with common medications.	1.7	10
Health Pack	Holds Biofoam, Stitch Kit, Polypseudomorphine, Self-Adhering Battle Dressing, syringes, and other useful common medical components.	2.6	15
Stitch Kit	Medical stitching kit that seals wounds. Stops 1D10+Intelligence Bonus Bleeding.	0.7	4
Polypseudomorphine	Stops pain, slows bleeding by 1/3 rd , and makes user unconscious for 3D10-Toughness Bonus in hours. 5 uses.	0.1	4
Self-Adhering Antiseptic BD	Special antiseptic that heals 1D10 wounds and stops 1D5 Bleed.	0.7	5
Medical Scanner	Scans bodies to find what is wounded.	1.1	29
Morphine	Removes penalties due to joint damage and wounds for 1D5 hours. -10 Penalty to hit and for any Perception Tests. 5 uses.	0.1	5
Ocular Implant	Replaces the eye with a bionic neutrally connected system.	0.2	80
Sterile Field Generator	Creates a sterile field in a radius of 2 meters. Stops infections. Gives +5 to medical rolls within the field.	1.2	52
Syringe Set	A simple syringe for any use deemed necessary. +5 to surgical rolls and medical tests.	0.2	1
Thermal Blanket	Allows characters to stay warm in harsh colds.	4.2	3
Flash Clone Replacement	A user can get flash-clone replacements of limbs and organs. It takes 5 days for an organ and two weeks for a limb.	--	Free

Sensors

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
ARGUS	Explosive device detecting unit. Detects explosives within 4 meters forward.	1.1	32
Doppler Radar	Uses the Doppler effect to measure radial velocity and to take environmental tests.	1.2	32
Fiber Optic Probe	Small camera on the end of a four meter long electronic, wire-shaped device. Smart-Link capable.	1.1	44
Interrogator Translator	UNSC/ONI translation laptop for Covenant to Human languages.	3.2	21
Microtail	Miniature UNSC tracking device that uses M-Waves. Small as a tack.	0.1	28
Motion Scanner	Scans movement of the environment up to 14 meters.	0.3	58
Roadware	Special computer software that pilots UNSC vehicles at high speeds. +20 to high speed driving tests if the planet has a surveillance grid.	1.0	12
UNSC-MPD Scanner	UNSC Detective equipment tracks track Microtail and other systems the unit is programmed to track.	1.0	43
VISR	Specialized systems for visual readings and tracking of allies and enemies.	0.7	79
WYRD III	Smart-Linking system that takes scope images and implants them in to the user's HUD.	0.4	11
Spotter Assist Target System	A scoped spotting system that has multiple zoom variants. X10, x15, x20, x25, x30, and x40 scopes that allow a Spotter to assist a sniper in extreme-ranged combat.	0.7	69

OTHER

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
PG000E Portable Electricity Generator	Portable generator capable of powering Food preparation stations, radios, and even basic AI.	46.5	79
MK71 Emergency Food Preparation Station	Stores 12 gallons of food that is automatically prepared	21.7	66
Mobile AI Docking Station	Mobile docking computer system for most Dumb AI and Smart AI.	9.3	170
NA4 Standard Tank	The standard tank for the NA4 Defoliant weapon. 9 armor to the tank.	15.7	12
NA4 Armored Tank	Armored Tank extension for the Na4 Defoliant tank. 23 armor on the tank. +9kg.	28.6	34
Earplugs	Simple earplugs that allow characters to ignore half the effects of Flashbangs or other loud noises. -40 to hearing Investigation and Perception Tests.	0.1	1
Climbing Harness	+50 to climbing tests.	4.8	12
Nanotube Rope	Incredibly strong rope tethered using nanontubing. 5 cR per 4 meters.	3 per 4m	5
UNSC Military Issue Shovel	A Standard issue sharpened shovel for entrenchment and other uses.	0.7	11
Duct Tape	Simple tool that has been in use for over 500 years.	0.1	1
Multi-Tool Kit	A briefcase sized kit with tools such as wrenches, screwdrivers, and other useful tools. +10 to repair and fabrication of equipment and items. Repair is impossible without tools of some kind.	6.3	12
Fire Extinguisher	Puts out fires using foamed dry chemicals.	3.2	3
Anti-Ballistics Shield	A Riot-shield that acts as active cover. The Riot shield uses hardened plastics to offer a window. Covers the entire body of the average Marine.	7.6	11

COVENANT WEAPONRY

Spiker		Cauterize			Rate of Fire (6)		"Type-25 Carbine"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Carbine	1D10	+12	5	20m-200m	40	33	SHM Spike	10
							WEIGHT (KG):	13.2

Plasma Pistol		Homing when max charge		Max Charge of Three Half Actions		Rate of Fire (4)		"Type-25 Pistol"		Plasma and EMP
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY		
Plasma Pistol	1D10	2 +4 Per Half Action	2 +5 Per Half Action	20m-100m	250	23	Plasma	10		
							WEIGHT (KG):	3.5		

Plasma Rifle					Rate of Fire (9)		"Type-25 Rifle"		Plasma Special
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Rifle	1D10	+13	5	20m-200m	300	37	Plasma	5	
							WEIGHT (KG):	5.9	

Brute Plasma Rifle DER					Rate of Fire (16)		"Type-25 Rifle"		Plasma Special
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Rifle	1D10	+10	3	20m-200m	300	43	Plasma	5	
							WEIGHT (KG)	13.8	

Storm Rifle					Rate of Fire (12)		"Type-55 Rifle/Advanced"		Plasma Special
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Rifle	1D10	+15	6	20m-200m	200	60	Plasma	5	
							WEIGHT (KG)	8.1	

Needle Rifle		Needler(3)			Fire Rate (5)		"Type-31 Rifle"		1x/2x/3x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Needle Rifle	2D10	+6	7	100m-1000m	21	39	Crystalline Explosive	10/15/20	
							WEIGHT (KG):	7.8	

Brute Shot		Blast(2)			Fire Rate (2)		"Type-25 Grenade Launcher"		1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Grenade Launcher	3D10	+9	7	100m-1000m	6	93	JH Explosive renade	5	
							WEIGHT (KG):	28.4	

Flame Grenade		Flame(1D10)			Blast(10) Kill(3)		"Type-3 Grenade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Grenade	1D5	+4	4	--	--	4	Incendiary Gel	--
							WEIGHT (KG):	3.6

Plasma Grenade					Blast(6) Kill(1)		"Type-1 Grenade"		Sticky and Plasma
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Grenade	2D10	+4	10	--	--	4	Plasma	--	
							WEIGHT (KG):	1.1	

Spike Grenade					Blast(11) Kill(3)		"Type-2 Grenade"		Cauterize and Sticky
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Grenade	2D10	+4	10	--	--	4	Plasma	--	
							WEIGHT (KG):	1.9	

Plasma Launcher		Homing		Charge +1 per Half Action (Max 4)		"Type-52 Launcher"		1x/3x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Grenade Launcher	--	--	--	250m-1000m	12	102	Plasma Grenade	10/20
							WEIGHT (KG):	16.3

Fuel Rod Gun		Blast (12) Kill(4)			Fire Rate (2)		"Type-33 Anti-Armor"		1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Rocket Launcher	3D10	+5	2	250m-1000m	5	68	38mm RadExp Rod	10/15	
							WEIGHT (KG):	20.8	

Concussion Rifle		Blast (2)			Rate of Fire (3)		Type-s50 Heavy Rifle"		Plasma Special
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Heavy Plasma Rifle	1D10	+15	19	20m-125m	6	78	Plasma	5	
							WEIGHT (KG):	9.2	

Particle Beam		Kinetic and Cauterize Special Rule			Fire Rate (3)		"Type-50 Sniper"		4x/8x/12x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Sniper Rifle	2D10	+20	15	2100m 2900m	10	43	Ion-Accel Hydrogen	20/40/60	
							WEIGHT (KG)	18	

Covenant Carbine					Fire Rate (5)		"Type-51 Carbine"	1x/2x/3x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Carbine	2D10	+17	9	100m -1000m	21	39	8.7x60mm CL Rad	10/15/20
WEIGHT (KG):							7.1	
Plasma Repeater					Rate of Fire (14)		"Type-51 Improved"	Plasma Special
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Plasma Rifle	1D10	+11	3	20m-200m	400	79	Plasma	10 (5 without HUD)
WEIGHT (KG):							8.6	
Mauler					Rate of Fire (2)		"Type-52 Pistol"	Cauterize
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Hybrid Pistol/Shotgun	2D10	+19	11	5m-50m	8	33	7.9mm M Bolt	10
WEIGHT (KG):							11.5	
Focus Rifle			Plasma Special Rule		Rate of Fire (5)		"Type-53 Rifle"	4x/8x/12x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Sniper Energy Rifle	1D10	+13	8	20m-1500m	15	46	Plasma	20/40/60
WEIGHT (KG):							15.7	
Needler			Needler(6) Homing		Rate of Fire (8)		"Type-33 Launcher"	1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Needler Launcher	1D10	+13	4	20m-90m	18	46	Needle	10
WEIGHT (KG):							3.7	
Hunter Assault Cannon Blast			Blast (9)		Fire Rate (1)		"Hunter Fuel Rod"	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Radioactive RPG	4D10	+11	6	250m-1000m	30	86	38mm RadExp Rod	10/15
WEIGHT (KG):							370.9	
Hunter Assault Cannon Beam					Fire Rate (3)		"Fuel Rod Gun"	1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Radioactive RPG	2D10	+12	8	250m-1000m	30	86	RadExp Beam	10/15
WEIGHT (KG):							369.1	
Hunter Heavy Metal Shield					"Hunter Shield"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	2D10	Strength Mod	Strength Mod	2 Meters	--	68	---	--
Cannot be parried. -20 to evading.							WEIGHT (KG):	755
Covenant Charge					Blast(15) Kill(5)		"Covenant Explosive"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Explosive	4D10	+2	8	--	---	19	---	--
WEIGHT (KG):							8.5	
COVENANT MELEE WEAPON								
Curveblade					"Curveblade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	1D10	+Strength Modifier	6	1m	---	8	---	--
WEIGHT (KG):							0.9	
Jiralhanae Hunting Knife					"Butcher Blade"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	1D10	3+Strength Modifier	11	1m	---	27	---	--
WEIGHT (KG):							1.9	
Energy Sword					"Energy Sword"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	2D10	+Strength Modifier	25	2m	---	N.A	---	--
WEIGHT (KG):							2.4	
Energy Cutlass			Needler(1)		One Time Use		"Needler Blade"	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	2D10	+Strength Modifier	4	1m	---	26	---	--
WEIGHT (KG):							1.8	
Energy Dagger					"Energy Dagger"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	2D10	+Strength Modifier	13	1m	---	740	---	--
WEIGHT (KG):							0.7	
Energy Garrote			+20 to Grapple		"Energy Garrote"			
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Melee	1D10	+Strength Modifier	4	Grapple	---	98	---	--
WEIGHT (KG):							0.3	

Energy Stave							"Energy Stave"		Plasma
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Melee	3D10	+Strength Modifier	12	3m	---	N.A	---	--	
							WEIGHT (KG):	4.8	
Gravity Hammer			Gravity (4)		"Gravity Hammer"			Kinetic	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Melee	3D10	4+Strength Modifier	9	3m	---	820	---	--	
							WEIGHT (KG):	34	
VEHICLE ONLY									
Class-2 Energy Gun					Rate of Fire (4)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Ghost Plasma Turret	2D10	+9	4	20m-550m	--	--	Plasma	--	
35mm Autocannon					Rate of Fire (4)			Cauterize	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Rapid Attack Cannon	2D10	+10	9	20m-450m	--	--	35mm SHM Spike	--	
Medium Plasma Cannon					Rate of Fire (5)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Shade Plasma Turret	2D10	+12	4	20m-550m	--	--	Plasma	--	
Focus Cannon			Recharge (3)		Rate of Fire (1)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Ghost Plasma Turret	5D10	+18	5	20m-900m	--	--	Plasma	--	
Anti-Aircraft					Rate of Fire (4)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Turret	2D10	+16	4	20m-600m	--	--	Plasma	--	
Anti-Infantry Plasma Cannon					Rate of Fire (2)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	2D10	+13	15	20m-600m	--	--	Plasma	--	
Class-2 Plasma Mortar			Blast(6) Kill(2)		Rate of Fire (1)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Turret	3D10	+16	11	20m-700m	--	--	Plasma	--	
Class-1 Energy Cannon					Rate of Fire (2)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	2D10	+6	3	20m-600m	--	--	Plasma	--	
Plasma Mortar			Blast(6) Kill(2)		Rate of Fire (1)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Turret	3D10	+16	20	20m-825m	--	--	Plasma	--	
Heavy Plasma Cannon					Rate of Fire (2)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	2D10	+6	3	20m-780m	--	--	Plasma	--	
Pulse Laser					Rate of Fire (3)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	2D10	+6	20	20m-1200m	--	--	Plasma	--	
Plasma Charge					Rate of Fire (2)			Plasma and EMP	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	3D10	+5	1	20m-900m	--	--	Plasma	--	
Heavy Needle Cannon			Needle (1) Vehicle Lock		Rate of Fire (2)				
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Plasma Cannon	2D10	+6	20	20m-1100m	--	--	Needle	--	
Medium Plasma Cannon					Rate of Fire (5)			Plasma Special	
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Shade Plasma Turret	2D10	+13	4	20m-700m	--	--	Plasma	--	

Deployable Equipment

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Bubble Shield	Forms a barrier that protects from all damage that has a 3 meter radius and lasts for 4 rounds. Shorts out and explodes when use is up.	2.1	106
Cloaking System	Gives the user +60 to Camouflage Skill Tests. Lasts for 4 rounds and takes 4 rounds to recharge. Can use shield recharge system to disable shields but keep cloaking system online. This does not mask sounds such as weapons and movement.	1.8	120
Deployable Cover	Deployable cover system that has an AP of 50 before shorting out and closing. Takes 6 rounds	2.6	105

	to recharge.		
Power Drain Device	Drains all shields in a 3 meter radius and lasts for 2 rounds. Shorts out and explodes when used up.	2.9	70
Flare	The effects of a Flashbang blind for as long as it is active. The Flare lasts for 2 Rounds and explodes once used up.	1.3	80
Radar Jammer	Causes there to be three times as many enemy tags on radars for 4 rounds.	2.1	150
Regenerator	Regenerator regenerates shields at twice the shield's rate instantly. Explode after use.	1.9	190

EQUIPMENT	BENEFITS	WEIGHT	cR PRICE
Camping Stool	A stool for sitting that has a setting that allows the stool to fit any size.	1.4	3
Rope	Specially crafted plastic-metallic rope. Comes in sizes starting at 4 meters. Costs 3 cR per 4 meters.	2 per 4m	12
Spy Probe	Small probe that scans and records sound, visual, and energy signals.	12.9	300
Kig-Yar Point Defense Gauntlet	Shield that protects most of the user's body but takes up a hand to use. This shield has a Shield Integrity of 45. Recharge of 15. Recharge Rate 2	2.7	500
Kig-Yar Wrist Point Gauntlet	Shield that protects whatever the wrist of the user is in front of. One for each arm. These shields each have a Shield Integrity of 45. Recharge of 15. Recharge Rate 2	1.8	425
Methane tank	Used for Grunts. Offers 6 days of Methane and can be recharged.	9.8	45
Portable Methane Recharger	Cycles Methane out of the atmosphere so Grunts can recharge. Refills itself completely once a day and can fill two packs when filled.	36.2	290
Plasma Battery	Recharges weapons. Takes two Full Actions to recharge and can only recharge ten times.	17.5	40
Medical Tools	Because there is no real clear medical tools of the Covenant, just use the UNSC medical tools with the same prices and abilities.	--	---
Gravitational Holster	Special gravity field that holds a weapon to the desired location.	1.1	300
Standard Holster	Strong leather-like bonds that hold the weapon to the user.	0.4	14
Kig-Yar Tactical Headpiece	Specialized headpiece that is polarized and has a 5x automatic zoom.	2.8	79
Equipment Pouch	Very much like the standard UNSC Hardcase. 11 armor.	0.4	10

FORERUNNER WEAPONRY

Suppressor		Kinetic Special Rule			Rate of Fire (9)		"Z-130 DEAW"	1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Energy Rifle	1D10	+11	12	20m-200m	48	77	Hard Light Bolt	10
WEIGHT (KG):							28	

Scattershot		Kinetic Special Rule			RoF (3)		"Z-180 Close Combat"	1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Shotgun	3D10	+12	10	20m-100m	5	76	Hardened Light	10
WEIGHT (KG):							6.4	

Lightrifle		Kinetic Special Rule			Three Burst		"Z-250 DEEW"	1x/3x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Energy Three burst	2D10	+5	14	70m-800m	36	74	Hardened Light	10/20
Single Largeshot	4D10	+5	13				Counts as three shots at once to the MAG.	
WEIGHT (KG):							3.5	

Boltshot		Kinetic Special Rule			RoF (5)		"Z-110 DEPEs"	1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Single Fire	1D10	+5	8	20m-175m	10	74	Hardened Light	10
Shotgun Hybrid Blast	3D10	+9	8	10m-20m			RoF 1 and spends 5 shots from the MAG.	
WEIGHT (KG):							1.3	

Binary Rifle		Kinetic Special Rule			RoF (1)		"Z-750 SASR"	1x/5x/10x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Sniper Rifle	6D10	+15	16	200m-1500m	2	530	Hardened Light	10/30/55
WEIGHT (KG):							16.9	

Beam Turret		Kinetic Special Rule			Fire Rate (3)		"Z-0459"	1x/15
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Beam Turret	2D10	+5	4	100m-200m	14	73	Superheated NCP	10/15
WEIGHT (KG):							2.9	

Particle Cannon		Kinetic Special Rule			Fire Rate (1)		"Z-DEPC"	1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY
Beam Turret	2D10	+7	5	200m-900m	23	73	Superheated NCP	10
WEIGHT (KG):							2.0	

Sentinel Beam			Kinetic Special Rule		Fire Rate (5)		"Z-DECSI"		1x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Beam Turret	2D10	+7	5	20m-300m	100	73	Superheated NCP	10	
WEIGHT (KG):							2.2		

Incineration Cannon			Kinetic Special Rule		Blast (9) Kill(3)		"Z-390 EMR"		1x/2x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Explosive Launcher	6D10	+10	20	250m-1000m	1	868	Superheated Blast	10/15	
WEIGHT (KG):							19.9		

Hardlight Sword			Kinetic Special Rule		Causes x2 Bleed		"Hardlight Sword"		
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Melee	2D10	+Strength Modifier	10	1m	---	120	---	--	
WEIGHT (KG):							2.0		

ANCIENT HUMAN WEAPONRY

Energized Drive Rifle					Rate of Fire (4) Rate of Fire (8)		"AHC-AEWS"		Overheat when double fired
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Energy Rifle	1D10	+9	15	20m-200m	24	147	Hard Light Bolt	10	
WEIGHT (KG):							3.7		

Energized Drive Shotgun					Rate of Fire (1) Rate of Fire (2)		"AHC-DSES"		Overheat when double fired
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Energy Rifle	3D10	+15	14	20m-150m	6	147	Hard Light Bolt	10	
WEIGHT (KG):							5.9		

Energized Drive Sniper			Overheat when double fired		Rate of Fire (1) Rate of Fire (2)		"AHC-SSRAE"		4x/8x/12x
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Energy Rifle	3D10	+15	19	100m-1500m	6	147	Hard Light Bolt	20/40/60	
WEIGHT (KG):							13.2		

Energized Drive Pistol			Special: When Charged for a Round, the pistol will fire the entire clip at once.		Rate of Fire (1) SPECIAL		"AHC-FFEP"		Overheat when Charged
TYPE	DAMAGE ROLL	BASE DAMAGE	PIERCING	RANGE	MAG	cR	AMMUNITION	ACCURACY	
Energy Rifle	1D10	+6	13	20m-150m	12	147	Hard Light Bolt	10	
WEIGHT (KG):									

Needle Special Rule

Needler and needle-based Covenant weaponry is powerful due to the fact that the ballistics fired explode with 1D10 damage per needle in the character. The needles explode when they reach the designated amount impacts the character. The designated amount is specified in the (x) after the Needle rule. For example, the Energy Cutlass has a Needle(1), so it only takes the one needle to cause the explosion. A user can remove a Needle every Half Action in place of firing. A needle dissolves after 3 Rounds.

Plasma Special Rule

Plasma, when impacts, damages an armor's rating equal to the number Piercing on the weapon. This is to show the plasma melting the user's armor. Plasma does double damage to shields. All weapons with the Plasma Special Rule also has the Cauterize Special Rule.

Cauterize Special Rule

Weapons with the Cauterize Special Rule do not cause bleeding on the Special Damage Chart. Instead, whatever bleed they would cause goes straight to damage that ignore armor and Toughness.

Flame Special Rule

The Flame special rule deals damage each round a character is in the fire. To find how much damage the fire does, the special rule has an (x) with a dice amount. This shows how much damage is dealt each round. For example, the standard Napalm grenade has Flame(1D10), so the Napalm fire deals 1D10 damage each round.

A character must make an Agility Test to escape the fire. If a character has caught on fire, the character must make -30 Agility Tests to put them out, with each round gaining a +10 bonus to escaping the flames after every attempt.

When a flame weapon hits a character, the GM and players must ignore the sublocations, as a flamethrower hits as if were a large cone. Flame weapons only hit on the standard locations of Head, Arms, Legs, and Chest.

Explosive Special Rule: (Blast and Kill)

Any explosive used has a blast and a kill radius. An explosive will hurt anyone in the radius of the explosive blast designated by blast(x). Anyone close to the detonation will take three times the damage, designated by Kill(x). Explosive damage ignores half of the shields that block them.

Gravity Special Rule

A weapon with the Gravity Special Rule has a numbered (x) that determines how long of a range in meters the gravity well has. The closer the gravity well of the weapon, the farther the opponent will be pushed back. For every meter the opponent is in the gravity well, that opponent gets pushed back 2 meters. For example, if a player is three meters away from a weapon with Gravity (6), the player gets thrown back 6 meters. For every meter the opponent is in the gravity well, the opponent takes 2 extra points of base damage. A weapon using the Gravity Special Rule can only be used once per action as the weapon has considerable kickback no matter the strength due to the gravity well created.

Vehicle Offenses

When a vehicle fires on a character, the weapon does double the damage towards the character hit. This only works against characters and not characters in vehicles.

Kinetic Special Rule

A weapon with the Kinetic Special Rule means that when a weapon hits a shield, it does double piercing damage.

Overheat Special Rule

Weapons that have the Overheat Special Rule must take as many Half Actions to cool down as specified by (X). A weapon that is overheated cannot be fired again until they've cooled down. Once the weapon cools, the weapon is able to fire again.

Non-Energy Bladed Execution Rules

When a knife pierces skin and deals damage, the weapon deals an extra 2D10+20 damage on the Special Damage Chart. This counts for any weapon using a bladed edge. This rule only comes in to play if an unaware target is attacked.

Shield Rules

A shield works as though it has a set of wounds, depicted by the shield integrity. When a shielded target takes damage from a weapon, Piercing also does damage to the shields, and is subtracted first. After this, the normal damage is done to the shields from the damage roll. Any damage left over damages the user unless the shield is not a layering over the body.

Piercing does not roll over to damage if the shields are broken from the pierce. Piercing damage is always applied to shields first.

Scope Limits

Every scope has a range limit that makes their use more harmful than useful. This is shown on the graph on the next page.

Recharge Rate

A weapon with a recharge, after firing, has to charge for (x) many Half Actions starting after the Half Action the weapon was fired.

EMP Special Rule

The EMP Special Rule disables a vehicle for 1D5 Half Actions. The user of the vehicle can attempt to use a Technology Skill Test to lessen this by one Half Action. EMP also shuts down any equipment using the same rules and has a 1/10 chance of erasing the memory of a hard drive.

Pump Action

Weapons with Pump Action can fire once per Half Action, and can then trade the Response Action for a third shot.

Sticky Special Rule

An item with the Sticky Special Rule is incredibly adhesive and will stick to whoever touches it when activated. If an explosive has an adhesive strip, it too will have the Sticky Special Rule.

A direct hit will not allow a character to evade the grenade, as it will be stuck to them. They still can evade away from allies to keep them from harm.

Homing Special Rule

When a weapon has homing, the weapon is given a +20 to hit that does not add on to Perceptive Range.

Brute Weaponry Melee Attachments

All Brute weapons have melee attachments that allow them to be used as melee weapons. These attachments are considered the Jiralhanae Hunting Knife. Weapons that have these attachments are labeled with [B].

SCOPE LIMITS AND MODIFIERS

SCOPE	Ironsight	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x	13x	14x	15x
MINIMUM LIMIT	---	2m	5m	8m	11m	14m	17m	20m	23m	26m	29m	32m	35m	38m	41m
AIM BONUS	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80

SCOPE	16x	17x	18x	19x	20x	21x	22x	23x	24x	25x	30x	40x
MINIMUM LIMIT	44m	47m	50m	53m	56m	59m	62m	65m	68m	71m	86m	106m
AIM BONUS	85	90	95	100	105	110	115	120	125	130	155	205

Heavy Weapon

There are plenty of heavy and powerful weapons that must be braced before being fired. If a user does not brace a heavy weapon before it is fired, that user will be knocked to the ground when it fires. There are abilities that may be taken in to account when firing that gets rid of the need to brace. A weapon with (H) at the beginning of the entry is a weapon with the Heavy Weapon special rule.

Headshots

The bane of all who are in a firefight is the possibility of taking a shot in the head. In Halo Universe, anyone unlucky enough to be hit in the head will take 1D5 points of damage that ignores armor. The attack does not need to deal damage to do the damage.

Charging Weapons

Some weapons have the ability to be charged for so many Half Actions. A Spartan's extra Half Action does not effect this, as this is based on the weapon's stats and not the user.

Vehicle Lock

A weapon with Vehicle Lock has the ability to home in but only on vehicles. A weapon with vehicle lock has a +30 to hit. This +30 does not alter Perceptive Range.

Shield Recharge Time

Shields must recharge when damaged, but can only do so when they do not take sustained damage over the course of a set time. A Shield has the Recharge Time(X) where X is the amount of Half Actions the character must not take damage over 5 to begin recharging the Recharge Rate (X) each Half Action afterward. Recharge Rate (X) is the amount of points the shield integrity regains after each Half Action. These only count on the owner of the shield's Half Actions. This is not affected by a Spartan's extra Half Action.

Burst Fire

A weapon with burst fire only needs a single press of the trigger to send three rounds firing. The user of a burst fire weapon only need to roll once to hit and the three shots follow. The downside to this ability is the fact that the opponent only needs to make a single evasion attempt to dodge all three shots.

Scopes and Lasers

Scopes and laser bonuses stack together. Two scopes do not stack and neither does two laser sights. Scopes and Lasers do not work on Vehicle weaponry.

Flamethrowers and Defoliant Rules

Flamethrowers and Defoliant weapons are given a +20 to hit but have a much shorter distance than most weapons. A Flamethrower

is able to hit multiple people at once as long as the characters are within 3 meters or in front of the struck character. Characters that are behind the hit character that are still under the weapon's range are also struck as well. A roll to hit must still be made against these characters.

Electrified Special Rule

When a character is struck by a weapon with a the Electrified Special Rule, as long as it didn't hit shields, the weapon stuns the user. If the character is stunned this way, the character is stunned for 1d5 rounds. For every five wounds given, the weapon stuns an extra 1d5 rounds – Toughness Bonus.

Spotting For Snipers

When a sniper is being assisted by another player to make a shot, that character may use their Full Action to give the Sniper's next shot the Spotter's Perception in bonus to hit. The sniper also gains 1/3rd of the Spotter's Perceptive Range to add to theirs when making the shot. These Spotter rolls are to be used by scopes greater equal to or greater than the Sniper's or with a Spotter Assist Target System.

Indirect Fire

By using a Spotter, a character with an appropriate ranged weapon may attempt to attack an enemy they cannot see via Indirect Fire. They must be able to receive information about the target from the Spotter via radio communication or smart-linked via HUD. (The GM may require a PER test from the spotter) Indirect attacks suffer a -100 penalty to the roll.

The user gains bonuses to the hit for each degree of success the Spotter gains on a Perception Test and a Warfare Ranged Test. For each degree of success the Spotter gets on each test, the character taking the shot gains a +10. The character taking the shot then makes the attack using an Intellect roll instead of Warfare Ranged because the user is working with information to take the shot, not their own prowess with firing a weapon.

The Bonus the character taking the shot cannot surpass the character's Warfare Range Characteristic. The penalty of the -100 cannot go under 0.

Rockets and other guided munitions may home in on an indirect target "painted" with a Laser or other target designator. The spotter must first make a Warfare Ranged test to "paint" the target. If this test succeeds, it eliminates 50 of the -100 penalty for the indirect attack roll, but the spotter must spend a Full action each round until the missile strikes the target to maintain the effect.

Knives and Blades in Grapple

When making grappled attacks with bladed weapons, the character is able to roll a 1D10. On the roll of a 8-10, the knife ignores half armor to represent finding and stabbing in to a weak point or join.

Grenades and Cooking

Once a grenade is primed, it takes two Half of a single character to go off. It takes a grenade a Half Action to aim if tossed farther than four meters. This allows a character to quickly throw a grenade once the pin is thrown and give the opponent possible time to throw it back. The user of the grenade may also cook it, and throw it right before it goes off to not allow the opponents to discard the grenade.

When discarding or cooking a grenade, the user must make a +20 Agility Test. Starting at 15 meters, for every degree of failure, the grenade goes off one meter closer to the thrower due to timing errors.

Dual-Wielding Special Rules

Weapons with [DW] only take -20 off of the base -30 Dual-Wielding. Weapons that have the Heavy Quality take a -50 penalty instead of the base -30 Dual-Wielding penalties.

Vehicle Defenses

When a vehicle is being hit by any weapon that is not an explosive or from a Vehicle, it will only do half damage. Melee weapons only do a $1/3^{\text{rd}}$ damage. Vehicles only take half of a weapon's pierce instead of full.

The M12 Force Application Vehicle, rightfully known as the Warthog, is the UNSC's main scouting and reconnaissance vehicle. The M12 FAV has been a highly functional section of the UNSC armored armory for fifty years, and still holds its part as the most recognizable vehicle in the arsenal.

The Warthog is a highly mobile, all-wheel-steering, all-wheel-drive, ICE-Powered vehicle with a manual transmission and an open top with optional closing. The M12's four-wheel all-terrain drive is capable of going over any obstacle with little difficulty, short of cliff. The M12 is powered by a Forward-Housed Liquid-Cooled Hydrogen-Injected ICE U/C Plant, coupled with an automatic infinitely variable transmission. The Hydrogen Fuel is burned at such a high temperature with a Synthetic Carbon/Silicon Catalyst to achieve greater fuel consumption. This hydrogen engine has become the standard among every UNSC ground-based vehicle, replacing all fossil fuel-based engines around 2150. The M12's Hydrogen Graf-Hauptman Solar/Satline Actuator holds and converts up to twelve liters of water into hydrogen. This allows the Warthog to travel up to 790 Kilometers before needing to be refueled. Some older models hold an Independent Swing-Arm Suspension System that houses four in-hub wheel motors that run on the same system. This became a problem as it was too expensive to repair.

The M12 is also known for its large, bulky design that can be difficult to properly steer until proper training. The M12 holds massive disc brakes for a better braking system to allow the vehicle to come to a near immediate stop. This must be used with incredible caution; else the passengers or crew could be ejected from the vehicle. The M12's design is that of a jeep, as the usual design has no doors and seats one to two passengers and an operator. Older models of the M12 used inert-gas pocket inflation tires. Newer models now use the Burst Proof Nanotube fiber skeletons.

The M12 is the powerhouse of the light infantry and is incredibly adaptable to most situations, as shown by the many Armament variants shown in the M12 list. The Warthog is able to reach top speeds of 125KM/H and allows for quick run and gun scenarios.



M12 Force Application Vehicle Warthog

TECHNICAL SPECIFICATIONS

Length	6 Meters				
Width	3.2 Meters				
Height	3 Meters				
Mass	3 Metric Tons				
Acceleration	5 KM/s				
Max Speed	125 KM/h				
Crew	Driver (1) Gunner (1)				
Complement	Passenger (1)				
Hull Material	Ballistic Polycarbonate, Titanium, Carbon Nanotube				
Hull Integrity	65				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	9	9	5	5
Main Turret Turn Rate	180-Degree rotation per turn.				
Firing Range	550 Meters				
Price	620 cR				

ARMAMENT VARIANTS: M12 M831 TT

No Weaponry

6 extra rear-positioned Passenger seats

ARMAMENT VARIANTS: M12 M864A

Enclosed Passenger seating (Passenger 6) (Top Hull 9)

Treads in replace of wheels (Max Speed 100 KM/h) (Acceleration 15 KM/h)

ARMAMENT VARIANTS: M12 M914 RV

SELECT ONE

Towing Winch with a Heavy Duty motor gear system

Armament Carrier

Ambulance

Communications Systems

ARMAMENT VARIANTS: M12

Coaxial M247 7.62x51mm SLAP Medium Machine Gun

ARMAMENT VARIANTS: M12 LRV1

M41 Light Anti-Aircraft Machine Gun 12.7x.99mm APR

ARMAMENT VARIANTS: M12 LRV2

M46 Light Anti-Aircraft Machine Gun 12.7x.99mm APR

ARMAMENT VARIANTS: M12G1

M68 Asynchronous Linear-Induction Motor

ARMAMENT VARIANTS: M12R

M79 Multiple Launch Rocket System

ARMAMENT VARIANTS: M12MW

Two Argent V Missile Launcher Racks

The M274 Ultra-Light All-Terrain Vehicle, abbreviated M274 ULATV is also known as the Mongoose. The Mongoose is one of the UNSC's Light Ground Reconnaissance Vehicle. The M274 is one of the standard issue vehicles manufactured by AMG Transport Dynamics for the UNSC.

The Mongoose is one of the fastest of the ground vehicles issued by the UNSC. The Mongoose is known for its incredible maneuverability and small stature, allowing it to become difficult target. The M274 is a highly effective vehicle for reconnaissance, rapid transportation, and immediate tactical versatility. The Mongoose was made to be the small cousin of the M831 Troop Transport variant of the M12 Force Application Vehicle. The Mongoose is a small ATV capable of carrying two users, the operator and a read passenger. The Mongoose holds no armaments of its own, nor is it heavily armored. The lack of armor assists in the vehicle's rapid speeds, but makes it vulnerable to even small-arms fire. The Mongoose holds better acceleration in comparison to most vehicles, but is unable to out speed even the Warthog.

The ULATV is known for being incredibly unwieldy at intense speeds due to its lack of armor, light mass and thin frame and close wheels. The ULATV is known for becoming destabilized when attempting tight turns, causing the vehicle to tumble and roll, ejecting the users of the vehicle. The exposed operator and passenger can prove to be dangerous, making the Mongoose a good option for stealth or speed missions, but not for battlefield use.

The standard UNSC Marine Corps operating protocol in engagements against the Insurrectionist and Covenant Empire forces is to have the passenger use the M41 Rocket Launcher or M6 Grindell to protect from hostile vehicles. The operators of the Mongoose are also known to use the fast moving abilities and quick maneuvering to run over nearby enemies. This can be a bad move to be made, as the Mongoose has low height that causes struck enemies to sometimes fly in to the operator of the vehicle, knocking him off or stunning him.

For quick and practical deployment, the Mongoose can be transported by many of the larger vehicles of the UNSC. It is a common sight to see a Mongoose towing multiple Mongoose vehicles for later use. The low width of the Mongoose allows the vehicles to be shipped in larger quantities. This lets soldiers stay prepared with multiple fast-action alternatives for when things go completely wrong.



M274 Ultra-Light All-Terrain Vehicle Mongoose

TECHNICAL SPECIFICATIONS

Length	3.2 Meters				
Width	1.8 Meters				
Height	1.9 Meters				
Mass	896 KG				
Acceleration	7 KM/s				
Max Speed	95 KM/h				
Crew	One Operator				
Complement	One Passenger				
Hull Material	Titanium, Carbon Nanotube				
Hull Integrity	30				
Price	200 cR				
Hull Toughness	Front	Back	Side	Top	Bottom
	3	3	4	3	2



The M808 Main Battle Tank, widely known as the Scorpion Tank, is the UNSC's Main Battle Tank, and the mainline armored Mobile Weapons Platform. The Scorpion is the UNSC's main armored vehicle serving the UNSC Defense Force for nearly thirty years, introduced around in 2520.

The Scorpion uses an H-Track system, combining four-track nacelles design; each mounted on an independent Computer-controlled Suspension systems. These allow the M808 to traverse and maneuver around difficult terrain and large debris. The M808 is one of the UNSC's slower moving vehicles, but makes up for its powerful armaments. The central chassis of the M808 holds the main armament at the stern of the hull and a pintle-mounted Coaxial M247T Machine Gun. The entire chassis of the Scorpion tank is composed of the titanium-ceramic armor plating used widely within the UNSC. This makes the tank incredibly resilient to large-arms fire and completely invulnerable to small-arms fire.

The M808 Main Battle Tank only requires two operators to accomplish both driving and gunning rolls effectively. The Driver operators the vehicle and has complete control over the main armament variant. The operator controls the machine gun located in front of the pilot. Up to four additional compliment passengers may ride on the vehicle's jumpseats located on the armored track covers. This isn't suggested, as it puts the passengers in danger as they are unarmed and in the open. The M808 Main Battle Tank also houses a special Mine Detection Software Electronics to increase the safety while in use.

The M808 Scorpion has multiple weapon systems. The primary armament is the standard M512 Smooth-Bore High-Velocity Cannon. Other primary armaments include four 40mm Autocannons on the Sun Devil variant and a twin Scimitar 4x178mm Rocket Pods on the M808B3 Tarantula. Each are equipped with an autoloader feed system that requires no manual loading. Each variant of the M808 holds the M247 Machine Gun, capable of constant fire due to a downsized autoloader feed system.

The Scorpion is also known for its incredible engine system, allowing it to travel up to 750KM before needing its upsized Hydrogen engine systems refueled. The M808 also fulfills a role of anti-infantry on top of its impressive anti-vehicle and shuttle capabilities.



M808 Scorpion Main Battle Tank

TECHNICAL SPECIFICATIONS

Length	10.2 Meters				
Width	7.8 Meters				
Height	6.3 Meters				
Mass	66 Metric Tons				
Acceleration	3 KM/s				
Max Speed	54 KM/h				
Crew	One Operator with Neural Interface OR One Tank Operator with Coaxial Operator				
Complement	Up to four Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	180				
Hull Toughness	Front	Back	Side	Top	Bottom
	20	15	20	20	13
Main Turret Turn Rate	90-Degree rotation per turn.				
Firing Range	1200 Meters				
Price	1970 cR				

ARMAMENT VARIANTS: M808B1 Scorpion

M512 90mm Smooth Bore High Velocity Cannon
Coaxial M247T Medium Machine Gun

ARMAMENT VARIANTS: M808B2 Sun Devil

Four 40MM Autocannons
Coaxial M247T 7.62x51mm SLAP Medium Machine Gun

ARMAMENT VARIANTS: M808B3 Tarantula

Twin Scimitar 4x178mm Rocket Pods
Coaxial M247 7.62x51mm SLAP Medium Machine Gun





M12 Light Anti-Armor Vehicle Warthog

TECHNICAL SPECIFICATIONS

Length	4.2 Meters				
Width	3.2 Meters				
Height	3 Meters				
Mass	2.5 Metric Tons				
Acceleration	5 KM/s				
Max Speed	145 KM/h				
Crew	Driver (1) Gunner (1)				
Complement	Passenger (1)				
Hull Material	Ballistic Polycarbonate, Titanium, Carbon Nanotube,				
Hull Integrity	36				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	9	6	6
Main Turret Turn Rate	180-Degree rotation per turn.				
Firing Range	750 KM				
Price	750 cR				

ARMAMENT VARIANTS: M12A1

102mm SC-HE Rocket Turret

ARMAMENT VARIANTS: M12 LAAV

Coaxial M247 7.62x51mm SLAP Medium Machine Gun





HRUNTING/YGGDRASIL Mantis

TECHNICAL SPECIFICATIONS

Length	10 Meters				
Width	4.8 Meters				
Height	3.5 Meters				
Mass	12 Metric Tons				
Acceleration	2 KM/s				
Max Speed	45 KM/h				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	125				
Hull Toughness	Front	Back	Side	Top	Bottom
	17	17	17	17	13
Main Turret Turn Rate	180-Degree rotation per turn.				
Firing Range	750 M				
Price	1320 cR				

ARMAMENT VARIANT

M655 Heavy Machine Gun
M5920 Surface-to-Ground Missile Launcher
Mantis Stop Attack (4D10+10 Pierce 5)



M145D Mobile Artillery Assault Platform Rhino

TECHNICAL SPECIFICATIONS

Length	15.6 Meters				
Width	9 Meters				
Height	7.2 Meters				
Mass	83 Metric Tons				
Acceleration	2 KM/s				
Max Speed	44 KM/h				
Crew	One Operator with Neural Interface				
Complement	Up to six Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	190				
Hull Toughness	Front	Back	Side	Top	Bottom
	20	15	20	20	13
Main Turret Turn Rate	90-Degree rotation per turn.				
Firing Range	750 M				
Price	2630 cR				

ARMAMENT VARIANT

Zeus 320mm Plasma Cannon



M312 Heavy Recovery Vehicle Elephant

TECHNICAL SPECIFICATIONS

Length	19.5 Meters				
Width	12.5 Meters				
Height	10.2 Meters				
Mass	185 Metric Tons				
Acceleration	2 KM/s				
Max Speed	10 KM/h				
Crew	One Operator				
Complement	One Passenger				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	300				
Hull Toughness	Front	Back	Side	Top	Bottom
	20	20	20	20	20
Main Turret Turn Rate	90-Degree rotation per turn.				
Firing Range	750 KM				
Price	2295 cR				

ARMAMENT VARIANT

Three M41 Light Anti-Aircraft Machine Guns
 M247 GPMGT Autocannon
 Crane System



M313 Heavy Recovery Vehicle Elephant

TECHNICAL SPECIFICATIONS

Length	25.7 Meters				
Width	13.6 Meters				
Height	9.7 Meters				
Mass	205 Metric Tons				
Acceleration	1 KM/s				
Max Speed	11 KM/h				
Crew	One Operator Two Gunners				
Complement	Personnel (12-16) Warthog (1) or Mongoose (6)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	450				
Hull Toughness	Front	Back	Side	Top	Bottom
	25	25	25	10	25
Main Turret Turn Rate	90-Degree rotation per turn.				
Firing Range	750 M				
Price	2060				

ARMAMENT VARIANTS: M313 Elephant

Two M41 Light Anti-Aircraft Machine Guns
 AIE-486H Heavy Machine Gun
 Heavy load Crane System



M850 Main Battle Tank Grizzly

TECHNICAL SPECIFICATIONS

Length	12.3 Meters				
Width	8.4 Meters				
Height	7.2 Meters				
Mass	80 Metric Tons				
Acceleration	23 KM/s				
Max Speed	47 KM/h				
Crew	One Operator One Gunner				
Complement	Up to three Passengers				
Hull Material	Ceramic Titanium Armor Twin Plated				
Hull Integrity	130				
Hull Toughness	Front	Back	Side	Top	Bottom
	21	19	21	19	17
Main Turret Turn Rate	90-Degree rotation per turn.				
Firing Range	750 KM				
Price	2800 cR				

ARMAMENT VARIANT

Two M310 120mm Smooth-bore High-Velocity Cannons
M247 Medium Machine Gun



M9 Main Anti-Aircraft Tank Wolverine

TECHNICAL SPECIFICATIONS

Length	7.9 Meters				
Width	4.4 Meters				
Height	3.5 Meters				
Mass	12 Metric Tons				
Acceleration	6 KM/s				
Max Speed	65 KM/h				
Crew	One Operator Two Gunner				
Complement	Up to Two Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	90				
Hull Toughness	Front	Back	Side	Top	Bottom
	15	14	16	16	12
Main Turret Turn Rate	45-Degree rotation per turn.				
Firing Range	750 K				
Price	1240 cR				

ARMAMENT VARIANT

M260 Multiple Launch Rocket System
XM511 Heavy Grenade Launcher



Mammoth Heavy Recovery Vehicle

TECHNICAL SPECIFICATIONS

Length	29.5 Meters				
Width	16.6 Meters				
Height	12.1 Meters				
Mass	290 Metric Tons				
Acceleration	3 KM/s				
Max Speed	11 KM/h				
Crew	One Operator				
Complement	Personnel (19-25) Warthog(4) or Mongoose(10) or M808 Tank(1)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	800				
Hull Toughness	Front	Back	Side	Top	Bottom
	42	42	42	42	38
Price	18200 cR				

ARMAMENT VARIANT

Two M79 Multiple Launch Rocket System
MAC Cannon Mark 2457



Special Purposed-42 Main Battle Tank Cobra

TECHNICAL SPECIFICATIONS

Length	8.8 Meters				
Width	5.2 Meters				
Height	3.4 Meters				
Mass	12 Metric Tons				
Acceleration	5 KM/s				
Max Speed	77 KM/h				
Crew	One Operator One Gunner				
Complement	Up to Two Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	100				
Hull Toughness	Front	Back	Side	Top	Bottom
	14	13	14	14	12
Main Turret Turn Rate	180-Degree rotation per turn.				
Firing Range	750 M				
Price	16204 cR				

ARMAMENT VARIANTS: SP-42 Cobra

Two M66 30mm Light Rail Gun

ARMAMENT VARIANTS: SP-45 MBT

Two M66 105mm Rail Gun



XRP12 Combat Support Vehicle Gremlin

TECHNICAL SPECIFICATIONS

Length	9.8 Meters				
Width	4.8 Meters				
Height	3.5 Meters				
Mass	12 Metric Tons				
Acceleration	4 KM/s				
Max Speed	70 KM/h				
Crew	One Operator Two Gunner				
Complement	Up to Five Passengers				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	90				
Hull Toughness	Front	Back	Side	Top	Bottom
	10	10	10	10	8
Main Turret Turn Rate	45-Degree rotation per turn.				
Firing Range	750 M				
Price	940 cR				

ARMAMENT VARIANT

X23 Non-Nuclear Electromagnetic Pulse Cannon



AV-14 Hornet

TECHNICAL SPECIFICATIONS

Length	7.1 Meters				
Width	8.4 Meters				
Height	4.6 Meters				
Mass	5 Metric Tons				
Acceleration	30 KM/H				
Max Speed	180 KM/H				
Crew	One Operator				
Complement	Personnel (2)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	37				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	7	8

Price	1220 cR				
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ARMAMENT VARIANT

Two Class-2 Guided Munitions Launch Systems
 Nose-Mounted GUA-23/AW/Linkless Feed Autocannon



ACC-220 Vulture

TECHNICAL SPECIFICATIONS

Length	35 Meters				
Width	8.4 Meters				
Height	4.6 Meters				
Mass	5 Metric Tons				
Acceleration	14 KM/H				
Max Speed	110 KM/H				
Crew	Operator (1) Co-Pilot (1)				
Complement	Gunner (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	130				
Hull Toughness	Front	Back	Side	Top	Bottom
	18	16	17	19	17
Price	8720 cR				

ARMAMENT VARIANT

Six A-74 Silyver Vertical Missile Launchers
 Four GUA-23/AW/Linkless Feed Autocannons



Dropship 77-Troop Carrier Pelican

TECHNICAL SPECIFICATIONS

Length	30.5 Meters				
Width	23.3 Meters				
Height	10.5 Meters				
Mass	15 Metric Tons				
Acceleration	50 KM/H				
Max Speed	210 KM/H				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Seated (10) Standing (5)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	69				
Hull Toughness	Front	Back	Side	Top	Bottom
	13	14	15	13	14

Price	2100 cR
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ARMAMENT VARIANT

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted AIE-486H Heavy Machine Gun

ARMAMENT VARIANT

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted M247 General Purpose Machine Gun

ARMAMENT VARIANT: D77C-NMPD

Nose-Mounted AIE-486H Heavy Machine Gun

ARMAMENT VARIANT: D79H-TC

Two ANVIL-II Air-to-Surface Missile Pods
Nose-Mounted AIE-486H Heavy Machine Gun
+3 Armor all around. -10 KM/H Acceleration
-20 KM/H Max Speed
+700 cR cost



D82-EST Darter

TECHNICAL SPECIFICATIONS

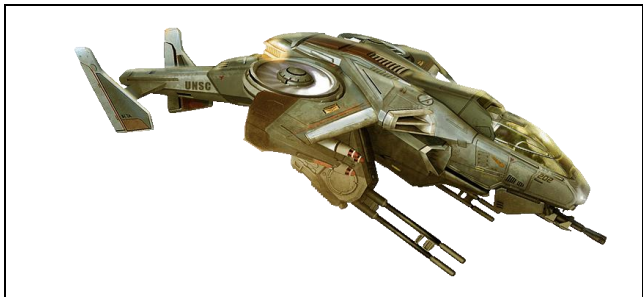
Length	26.8 Meters				
Width	16.1 Meters				
Height	11.5 Meters				
Mass	9 Metric Tons				
Acceleration	250 KM/H				
Max Speed	2450 KM/H				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Cargo Bay				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	34				
Hull Toughness	Front	Back	Side	Top	Bottom
	7	8	6	8	10
Price	1520 cR				



D96-TCE Albatross

TECHNICAL SPECIFICATIONS

Length	36.8 Meters				
Width	19.3 Meters				
Height	22.5 Meters				
Mass	19 Metric Tons				
Acceleration	250 KM/H				
Max Speed	2450 KM/H				
Crew	Pilot (1) Co-Pilot (1)				
Complement	Cargo Bay				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	77				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	10	8	10	12
Price	1710 cR				



AV-22 Sparrowhawk

TECHNICAL SPECIFICATIONS

Length	16 Meters				
Width	9.6 Meters				
Height	5.4 Meters				
Mass	5 Metric Tons				
Acceleration	120 KM/H				
Max Speed	700 KM/H				
Crew	One Operator				
Complement	Personnel (2)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	37				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	7	8
Price	4875 cR				

ARMAMENT VARIANT

Nose-Mounted M6 Grindell
Two GUA-23/AW/Linkless Feed Autocannon



UH-144 Falcon

TECHNICAL SPECIFICATIONS

Length	11.4 Meters				
Width	10 Meters				
Height	5.7 Meters				
Mass	8.5 Metric Tons				
Acceleration	20 KM/H				
Max Speed	240 KM/H				
Crew	Operator (1) Gunner (2)				
Complement	Personnel (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	45				
Hull Toughness	Front	Back	Side	Top	Bottom
	12	10	11	11	10
Price	1230 cR				

ARMAMENT VARIANT: 144A

M638 Autocannon

Two Side-Mounted M460 Automatic Grenade Launchers

ARMAMENT VARIANT: 144S

M638 Autocannon

Two Side-Mounted M247H Heavy Machine Guns



UNSC B-65 Shortsword

TECHNICAL SPECIFICATIONS

Length	27.3 Meters				
Width	35.3 Meters				
Height	5.4 Meters				
Mass	6 Metric Tons				
Acceleration	420 KM/H				
Max Speed	3200 KM/H				
Crew	One Operator				
Complement	System Technician (1)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	46				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	7	8

Price	2300 cR				
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ARMAMENT VARIANT

M955 ASW/AC 30mm MLA

M/RODAS Delivery System



GA-TL1 Interceptor Strike Fighter Longsword

TECHNICAL SPECIFICATIONS

Length	63.3 Meters				
Width	75.3 Meters				
Height	12.8 Meters				
Mass	33 Metric Tons				
Acceleration	300 KM/H				
Max Speed	4400 KM/H				
Crew	One Operator				
Complement	System Technician (1) Navigator (1) Passanger (4)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	94				
Hull Toughness	Front	Back	Side	Top	Bottom
	19	18	18	17	18
Price	9590 cR				

ARMAMENT VARIANT

M9109 ASW/AC 50mm MLA

Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System

ARMAMENT VARIANT: C709

110mm Rotary Cannon

Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System

ARMAMENT VARIANT: CV2

120mm Ventral Gun

Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System

ARMAMENT VARIANT: CASGM

Four ASGM-10 Missile Launcher

Shiva-Class Nuclear Missile Launcher OR Moray Space Mine System



UNSC Single Occupant Exoatmospheric Insertion Vehicle

TECHNICAL SPECIFICATIONS

Length	2.3 Meters				
Width	2.6 Meters				
Height	5 Meters				
Mass	0.7 Metric Tons				
Max Speed	1100 Drop Speed KM/H (70 KM/Round)				
Crew	One Operator				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	20				
Hull Toughness	Front	Back	Side	Top	Bottom
	22	21	21	20	22
Price	990 cR				



Skyhawk

TECHNICAL SPECIFICATIONS

Length	17.3 Meters				
Width	15.3 Meters				
Height	5.6 Meters				
Mass	6 Metric Tons				
Acceleration	120 KM/H				
Max Speed	1900 KM/H				
Crew	One Operator				
Complement	System Technician (1)				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	45				
Hull Toughness	Front	Back	Side	Top	Bottom
	12	11	11	10	12

Price	990 cR				
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ARMAMENT VARIANT

Four 50mm Cannons
102mm AT-M Launcher



F-41 Broadsword

TECHNICAL SPECIFICATIONS

Length	17 Meters				
Width	13.1 Meters				
Height	6.2 Meters				
Mass	8.6 Metric Tons				
Acceleration	220 KM/H				
Max Speed	3900 KM/H				
Crew	One Operator				
Shield Rating	100				
Recharge Time	2				
Recharge Rate	10				
Hull Material	Ceramic Titanium Armor				
Hull Integrity	100				
Hull Toughness	Front	Back	Side	Top	Bottom
	12	11	11	10	12

Price 3990 cR

ARMAMENT VARIANT

Two M1075 ASW/AC 35mm MLA

Two M6088 ST/MMP



Type-32 Rapid Attack Vehicle

TECHNICAL SPECIFICATIONS

Length	4.2 Meters				
Width	3.9 Meters				
Height	3 Meters				
Mass	2.5 Metric Ton				
Acceleration	5 KM/s				
Max Speed	190 KM/h				
Crew	Driver (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	60				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	9	6	6
Firing Range	750 M				
cR Price	840 cR				

ARMAMENT VARIANTS: M12A1

Two Class-2 Energy Guns



Chopper

TECHNICAL SPECIFICATIONS

Length	6.5 Meters										
Width	2.3 Meters										
Height	2.9 Meters										
Mass	1 Metric Ton										
Acceleration	3 KM/s										
Max Speed	90 KM/h										
Crew	Driver (1)										
Hull Material	Tungsten-Alloy										
Hull Integrity	110										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>13</td><td>13</td><td>13</td><td>14</td><td>12</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	13	13	13	14	12
Front	Back	Side	Top	Bottom							
13	13	13	14	12							
Firing Range	750 M										
cR Price	940 cR										

ARMAMENT VARIANTS: M12A1

Four 35mm Autocannons



Type-29 Transport Shadow

TECHNICAL SPECIFICATIONS

Length	14 Meters				
Width	2.1 Meters				
Height	3.3 Meters				
Mass	69.75 Metric Ton				
Acceleration	1 KM/s				
Max Speed	70 KM/h				
Crew	Driver (1) Gunner (1)				
Complement	Passengers (8)				
Hull Material	Sangheili Metallics				
Hull Integrity	68				
Hull Toughness	Front	Back	Side	Top	Bottom
	15	12	12	16	10
Firing Range	750 M				
cR Price	1640 cR				

ARMAMENT VARIANTS: M12A1

Medium Plasma Cannon



Type-30 Locust

TECHNICAL SPECIFICATIONS

Length	5.8 Meters										
Width	12 Meters										
Height	6 Meters										
Mass	2.5 Metric Ton										
Acceleration	9 KM/s										
Max Speed	45 KM/h										
Crew	Driver (1)										
Hull Material	Sangheili Metallics										
Hull Integrity	102										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>12</td><td>10</td><td>10</td><td>9</td><td>9</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	12	10	10	9	9
Front	Back	Side	Top	Bottom							
12	10	10	9	9							
Firing Range	750 M										
cR Price	940 cR										

ARMAMENT VARIANTS: M12A1

Focus Cannon



Type-47 Scarab

TECHNICAL SPECIFICATIONS

Length	48.6 Meters				
Width	48.3 Meters				
Height	38.8 Meters				
Mass	3539 Metric Ton				
Acceleration	5 KM/s				
Max Speed	60 KM/h				
Crew	Driver (1)				
Hull Material	Hunter Heavy Metal				
Hull Integrity	430				
Hull Toughness	Front	Back	Side	Top	Bottom
	26	24	25	23	32
Firing Range	750 M				
cR Price	8440 cR				

ARMAMENT VARIANTS: M12A1

- Focus Cannon
- Two Anti-Aircraft Turrets
- Three Anti-Infantry Plasma Cannons



Type-48 Revenant

TECHNICAL SPECIFICATIONS

Length	6.5 Meters				
Width	4 Meters				
Height	3.3 Meters				
Mass	2.5 Metric Ton				
Acceleration	9 KM/s				
Max Speed	190 KM/h				
Crew	Driver (1)				
Component	Passanger (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	87				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	8	8	8	6
Firing Range	750 M				
cR Price	1340 cR				

ARMAMENT VARIANTS: M12A1

Class-2 Plasma Mortar



Type-46 Specter

TECHNICAL SPECIFICATIONS

Length	6.5 Meters				
Width	5.1 Meters				
Height	4.3 Meters				
Mass	3.1 Metric Ton				
Acceleration	2 KM/s				
Max Speed	115 KM/h				
Crew	Driver (1) Gunner (1)				
Component	Passengers (2)				
Hull Material	Sangheili Metallics				
Hull Integrity	79				
Hull Toughness	Front	Back	Side	Top	Bottom
	9	7	8	6	5
Firing Range	750 M				
cR Price	1390 cR				

ARMAMENT VARIANTS: M12A1

Class 1 Light Plasma Cannon



Type-26 Assault Wraith

TECHNICAL SPECIFICATIONS

Length	8.6 Meters				
Width	6.1 Meters				
Height	3.8 Meters				
Mass	47 Metric Ton				
Acceleration	2 KM/s				
Max Speed	59 KM/h				
Crew	Driver (1) Gunner (1)				
Hull Material	Sangheili Metallics				
Hull Integrity	100				
Hull Toughness	Front	Back	Side	Top	Bottom
	24	15	28	29	23
Firing Range	750 M				
cR Price	2140 cR				

ARMAMENT VARIANTS: M12A1

Plasma Mortar



Type-26 Banshee

TECHNICAL SPECIFICATIONS

Length	5.5Meters										
Width	8.4 Meters										
Height	3.3 Meters										
Mass	2.25 Metric Tons										
Acceleration	8 KM/H										
Max Speed	180 KM/H										
Crew	One Operator										
Hull Material	Ceramic Titanium Armor										
Hull Integrity	60										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>11</td><td>12</td><td>11</td><td>12</td><td>11</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	11	12	11	12	11
Front	Back	Side	Top	Bottom							
11	12	11	12	11							
Price	1310 cR										

ARMAMENT VARIANT

Two Class-2 Energy Guns
Two Class-2 Projectile Cannons



Type-31 Seraph

TECHNICAL SPECIFICATIONS

Length	28 Meters										
Width	19.3 Meters										
Height	6.1 Meters										
Mass	6 Metric Tons										
Acceleration	420 KM/H										
Max Speed	3200 KM/H										
Crew	Operator (1) Gunner (3)										
Shield Rating	100										
Recharge Time	2										
Recharge Rate	10										
Hull Material	Sangheili Metallics										
Hull Integrity	64										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>12</td><td>14</td><td>14</td><td>13</td><td>14</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	12	14	14	13	14
Front	Back	Side	Top	Bottom							
12	14	14	13	14							
Price	2100										

ARMAMENT VARIANT

- Heavy Plasma Cannon
- Pulse Laser
- Plasma Charge



Type-56 Lich

TECHNICAL SPECIFICATIONS

Length	22,1 Meters										
Width	19.3 Meters										
Height	7.1 Meters										
Mass	12.9 Metric Tons										
Acceleration	8 KM/S										
Max Speed	900 KM/H										
Crew	Operator (1) Gunner (5)s										
Complement	Passangers (30)										
Hull Material	Sangheili Metallics										
Hull Integrity	46										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>19</td><td>19</td><td>19</td><td>19</td><td>19</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	19	19	19	19	19
Front	Back	Side	Top	Bottom							
19	19	19	19	19							
Price	2600										

ARMAMENT VARIANT

Five Plasma Cannons
Plasma Autocannon



Type-29 Vampire

TECHNICAL SPECIFICATIONS

Length	15,1 Meters										
Width	14.1 Meters										
Height	3.1 Meters										
Mass	8.5 Metric Tons										
Acceleration	8 KM/S										
Max Speed	900 KM/H										
Crew	Operator (1) Gunner (2)										
Hull Material	Sangheili Metallics										
Hull Integrity	54										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>13</td><td>13</td><td>12</td><td>12</td><td>11</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	13	13	12	12	11
Front	Back	Side	Top	Bottom							
13	13	12	12	11							
Price	1800										

ARMAMENT VARIANT

Heavy Needle Cannon
Two Class-2 Energy Guns
Stasis Cannon



Type-52 Phantom

TECHNICAL SPECIFICATIONS

Length	32.5 Meters										
Width	20.5 Meters										
Height	5.1 Meters										
Mass	23.9 Metric Tons										
Acceleration	8 KM/S										
Max Speed	7s00 KM/H										
Crew	Operator (1) Gunner (3)										
Complement	Passangers (15)										
Hull Material	Sangheili Metallics										
Hull Integrity	73										
Hull Toughness	<table><thead><tr><th>Front</th><th>Back</th><th>Side</th><th>Top</th><th>Bottom</th></tr></thead><tbody><tr><td>19</td><td>19</td><td>19</td><td>19</td><td>19</td></tr></tbody></table>	Front	Back	Side	Top	Bottom	19	19	19	19	19
Front	Back	Side	Top	Bottom							
19	19	19	19	19							
Price	2400										

ARMAMENT VARIANT

Two Plasma Cannons
Heavy Plasma Cannon



Type-25 Spirit

TECHNICAL SPECIFICATIONS

Length	27.8 Meters				
Width	18 Meters				
Height	11.8 Meters				
Mass	28.9 Metric Tons				
Acceleration	3 KM/S				
Max Speed	1100 KM/H				
Crew	Operator (1) Gunner (1)				
Complement	Passangers (31)				
Hull Material	Sangheili Metallics				
Hull Integrity	76				
Hull Toughness	Front	Back	Side	Top	Bottom
	19	19	19	19	19
Price	3100				

ARMAMENT VARIANT

Heavy Plasma Cannon

UNSC ARMOR AND BATTLE DRESS UNIFORMS

Insurrection Era Standard UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	11.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	13	15	16	14
Price	23 cR			

Covenant War Era M52B UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	11.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	16	15
Price	23 cR			

Insurrection Era Lightweight Fatigues (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	7.7kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	11	12	13	12
Price	23 cR			
SPECIAL	+5 to Agility, +10 Evasion			

Covenant Era LV-45 Lightweight Fatigues (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	7.7kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	12	13	13
Price	23 cR			
SPECIAL	+5 to Agility, +10 Evasion			

Insurrection Era Explosive Ordnance Disposal Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	29kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	19	17
Price	23 cR			
SPECIAL	-10 Agility, -5 Evasion			

Covenant Era ED4 Explosive Ordnance Disposal Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	29kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	19	17
Price	23 cR			
SPECIAL	-10 Agility, -5 Evasion			

Insurrection War Era Medic UNSC Battle Dress Uniform				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.1KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	16	14
Price	23 cR			
SPECIAL	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.			

Covenant Era UEG-FFB Fire Rescue Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	31.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	17	15
Price	23 cR			
SPECIAL	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes of Oxygen			

Insurrection Era Fire Rescue Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	31.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	13	15	16	14
Price	23 cR			
SPECIAL	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes of Oxygen			

Covenant War Era CBE Cross-Branch Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	13.2kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	16	17	16
Price	23 cR			

Covenant War Era M52M Medic UNSC Battle Dress Uniform				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.6KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	17	16
Price	23 cR			
SPECIAL	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.			

Covenant War Era Exo/Atmopheric Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	14.4KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	16	15
Price	67 cR			
SPECIAL	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen.			

Post-War Era M53 UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.1KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	15	17	16
Price	23 cR			

Post-War Era LV-50 Lightweight Fatigues (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	6.3kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	12	13	13
Price	23 cR			
SPECIAL	+5 to Agility, +10 Evasion			

PostWar Era EDE1 Explosive Ordnance Disposal Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	29kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	17	18	19	18
Price	23 cR			
SPECIAL	-10 Agility, -5 Evasion			

Post-War Era UEG-FRB Fire Rescue Armor (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	35.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16
Price	23 cR			
SPECIAL	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes of Oxygen			

Post-War Era CBE Cross-Branch Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	13.2kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16
Price	23 cR			

Post-War Era Officer's UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	11.8KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	18	16
Price	23 cR			

Post-War Era Comms UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.1KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16
Price	86 cR			
SPECIAL	Built in Radio Backpack Covenant Translation Software			

Post-War Era M53M Medic UNSC Battle Dress Uniform (BDU)				
TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.9KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	15	15	18	16
Price	23 cR			
SPECIAL	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.			

Mjolnir Materials Group Armor Prototype Mark I Exoskeletons				
TECHNICAL SPECIFICATIONS				
Size	3.65 Meters in Height			
Mass	900 KG			
Acceleration	4.8 KM/s			
Max Speed	32 KM/h			
Crew	One Operator			
Hull Material	Titanium			
Hull Integrity	15			
Hull Toughness	Head	Arms	Chest	Legs
	7	7	7	7
This armor stacks on whatever is worn.				

Mjolnir Materials Group Armor Prototype Mark II Exoskeletons				
TECHNICAL SPECIFICATIONS				
Size	2.74 Meters in Height			
Mass	600 KG			
Acceleration	5.7 KM/s			
Max Speed	39 KM/h			
Crew	One Operator			
Hull Material	Titanium			
Hull Integrity	18			
Hull Toughness	Head	Arms	Chest	Legs
	9	9	9	9
This armor stacks on whatever is worn.				

Mjolnir Materials Group Armor Prototype Mark III Exoskeletons				
TECHNICAL SPECIFICATIONS				
Size	2.1 Meters in Height			
Mass	400 KG			
Acceleration	6.3 KM/s			
Max Speed	43 KM/h			
Crew	One Operator			
Hull Material	Titanium			
Hull Integrity	22			
Hull Toughness	Head	Arms	Chest	Legs
	11	11	11	11
This armor stacks on whatever is worn.				

HRUNTING Materials Group Armor Mark III (B) Cyclops				
TECHNICAL SPECIFICATIONS				
Size	2.28 Meters in Height			
Mass	400 KG			
Acceleration	6.5 KM/s			
Max Speed	40 KM/h			
Crew	One Operator			
Hull Material	Titanium			
Hull Integrity	25			
Hull Toughness	Head	Arms	Chest	Legs
	12	12	12	12
This armor stacks on whatever is worn.				

MJOLNIR Mark IV Powered Assault Armor				
TECHNICAL SPECIFICATIONS				
Size	2.21 Meters in Height			
Mass	210 KG			
Strength Mod	+50 Characteristic			
Agility Mod	+40 Characteristic			
Crew	One Operator			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	19	20	21	20
TECHNICAL ASPECTS				
Reflex Enhance	Gives the Spartan one extra Half Action. No weapon can exceed its RoF in a Turn. No extra movement actions may be taken.			
Temperature Regulation	The suit will always attempt to regular temperatures to be a mild 72 degrees.			
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.			
Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.			
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.			
Heads-Up Display	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.			

MJOLNIR Mark V Powered Assault Armor

TECHNICAL SPECIFICATIONS

Size	2.19 Meters in Height			
Mass	185 KG			
Strength Mod	+50 Characteristic			
Agility Mod	+40 Characteristic			
Crew	One Operator			
Hull Material	Titanium Alloy			
Shield Integrity	30			
Recharge Time	3			
Recharge Rate	5			
Hull Toughness	Head	Arms	Chest	Legs
	20	21	22	21

TECHNICAL ASPECTS

Reflex Enhance	Gives the Spartan one extra Half Action. No weapon can exceed its RoF in a Turn. No extra movement actions may be taken.
Temperature Regulation	The suit will always attempt to regular temperatures to be a mild 72 degrees.
Onboard Computer	This onboard computer allows communication on the battlefield and UNSC/ONI.
Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.
Personal Energy Shielding	This allows the user to be protected by attacks and the environment. Damage done to the suit from excessive attacks are lessened by 1/4 th .
AI Construct Upgrade	Allows the integration of Smart AI technology with technical ports on the back of the helmets.
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.

MJOLNIR Mark VI Powered Assault Armor

TECHNICAL SPECIFICATIONS

Size	2.18 Meters in Height			
Mass	179 KG			
Strength Mod	+50 Characteristic			
Agility Mod	+40 Characteristic			
Crew	One Operator			
Hull Material	Titanium Alloy			
Shield Integrity	40			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	21	22	23	22

TECHNICAL ASPECTS

Reflex Enhance	Gives the Spartan one extra Half Action. No weapon can exceed its RoF in a Turn. No extra movement actions may be taken.
Temperature Regulation	The suit will always attempt to regular temperatures to be a mild 72 degrees.
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.
Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.
Improved Personal Energy Shielding	This allows the user to be protected by attacks and the environment. Plasma no longer does double Piercing damage.
Onboard AI Construct Upgrade	Allows the integration of Smart AI technology with technical ports on the back of the helmets.
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.
Improved Radar	Improved refresh rate and double the radar distance. Now includes Thermal sensors.
Biofoam Injector	When serious injuries are taken, the suit automatically stops bleeding by using Biofoam. Has five uses before recharge.

MJOLNIR Generation II Mark I				
TECHNICAL SPECIFICATIONS				
Size	2.18 Meters in Height			
Mass	179 KG			
Strength Mod	+50 Characteristic			
Agility Mod	+40 Characteristic			
Crew	One Operator			
Hull Material	Titanium Alloy			
Shield Integrity	50			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	22	23	24	23
TECHNICAL ASPECTS				
Reflex Enhance	Gives the Spartan one extra Half Action. No weapon can exceed its RoF in a Turn. No extra movement actions may be taken.			
Temperature Regulation	The suit will always attempt to regular temperatures to be a mild 72 degrees.			
Onboard Computer	This onboard computer allows communication and information trading amongst the battlefield and UNSC/ONI.			
Vacuum Regulation	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 90 Minutes.			
Reactive Metal Liquid Crystals	This offers the Spartans the Strength and Agility multipliers given by the suit.			
Improved Personal Energy Shielding	This allows the user to be protected by attacks and the environment.			
Onboard AI Construct Upgrade	Allows the integration of Smart AI technology with technical ports on the back of the helmets.			
Battlenet HUB	Allows the users to see important battle statistics and information on the allies and enemies nearby. Includes a radar.			
Improved Radar	Improved refresh rate and double the radar distance. Now includes Thermal sensors.			
Biofoam Injector	When serious injuries are taken, the suit automatically stops bleeding by using Biofoam. Has five uses before recharge.			
Nano Technology	When the suit toughness is damaged, the suit automatically begins repair process. Once a day, the suit repairs 1 point of damage to each body part.			

Sapper Permutation	
Additive	The Sapper chest piece additive adds two straps of grenades over the default armor. These extend to the midway through the abdomen. Holds 10 grenades.

Commando Permutation	
Additive	This chest piece adds two pouches over the default armor. One small Hardcase, the second a larger softcase pouch. Adds an external radio and a Tactical Waist Bad to the back of the chest piece.

Wrist Breacher Permutation	
Additive	The Breacher is a wrist-mounted ammo casing that contains extra ammunition for break-and-enter situations. Holds up to ten rounds of ammunition or six shotgun shells.

Grenadier Chest Permutation	
Additive	This chest piece adds a thick layer of additional plating over the armor. The Grenadier Chest Permutation gives +2 armor integrity to the Chest.

Grenadier/Collar Chest Permutation	
Additive	This chest piece adds a thick layer of additional plating over the armor. Also included is a large one-sided face shield to protect the user from explosives and shrapnel. The Grenadier Chest Permutation gives +2 armor integrity to the Chest.

Chest Breacher Permutation	
Additive	This chest piece additive adds a small collared face shield over the armor. Attached to this is an ammunition holster that holds up to 12 rounds of ammunition or seven shotgun shells.

HALO Grenadier Belt Permutation	
Additive	This belt adds a belt that is positioned across the lower abdomen section of the armor that holds 9 Grenades across the front section.

HP Chest Permutation	
Additive	This chest piece adds two large plates of Titanium-A over the standard armor as well as a venting shaft underneath the plating. This gives the Mjolnir armor to have +1 to shield regeneration.

Prosthetic Arm Permutation	
Additive	A specialized Mjolnir arm additive that allows those who have lost a limb to still have a linked working arm. The normal prosthetic arm of the character must be removed for this to work.

Tactical LRP Permutation	
Additive	This attachment adds three rectangular Hardcase pouches to the front of the chestplate to increase storage capacity.

Tactical Recon Permutation	
Additive	This attachment adds six black pouches asymmetrically over the chestplate. These pouches are softcase.

Tactical Patrol Permutation	
Additive	This additive equips the entirety of the Mjolnir with a Ghilie Suit and a small Hardcase pack on the back.

Tactical TACPAD Permutation	
Additive	The TACPAD is a small forearm-mounted case that holds an MC5 Individual Data/net Terminal.

Tactical UGPS Permutation	
Additive	The attachment is a small forearm-mounted case that holds a small GPS HUB that works "anywhere."

Tactical Thigh Hard Case Permutation	
Additive	This additive adds a hard titanium-a armored case to the side of the thigh armor. It is used for carrying high-valued items through combat zones.

Tactical Soft Case Permutation	
Additive	This attachment is a large case to the side of the thigh armor used to increase storage.

Tactical Trauma Kit Permutation	
Additive	This piece of equipment adds a personal aid it to the side of the thigh armor.

Docking Cable Permutation	
Additive	This additive is placed on the lower back of the armor near the waist that holds a cable used to tether down the Spartan so they do not drift away in space or in vacuums.

CBRN/HUL Permutation	
Additive	The CBRN Hardened Uplink Module is an external attachment for the Mjolnir Helmets. CBRN stands for Chemical, Biological, Radiological, Nuclear; Pronounced C-Burn. These are used to scan for dangerous chemicals and radioactive materials.

Jump Jet Safety Restraints Permutation	
Additive	These permutations replace the Mjolnir suits normal shoulder plates which give the user better control over jump jets.

Remote Sensor/HUL Permutation	
Additive	Otherwise known as HU/RS, the Remote Sensor Hardened Uplink Module adds specialized sensors used to track remote frequencies. This is fit to the helmet.

Rebreather Permutation	
Additive	The Rebreather attachment is a specialized gas mask and oxygen recycler that is placed adjacent to the jaw of the helmet.

UA-Bracer Permutation	
Additive	This attachment is placed on the forearms of the suit. This allows for easier breaching and bashing, and gives an additional +2 armor on the forearms and hands.

UA-Buckler Permutation	
Additive	Similar to the UA-Bracer, this Forearm attachment adds +1 armor to the forearms and hands and

gives the user the ability for greater forearm strikes with +2 base damage.

HLF Permutation

Additive This permutation attaches a helmet-side flashlight.

CNM-I Permutation

Additive The Command Network Module-Improved allows for better connection with longer distance connectivity.

B5D-0 Optics Permutation

Additive This optics system mounted atop of the helmet allows Spartan suits for greater thermal, infrared, and night vision.

BETA cR COSTS

As for now, each armor Permutation will work with any UNSC-based helmet such as the Mjolnir helmets and ODST helmets and even the helmets of the standard infantrymen. Each permutation here costs 160 cR each.

ARMOR ABILITIES

ARMOR ABILITY	BENEFIT	cR Cost
Active Camouflage	Covenant Active Camouflage system integrated with armor. This unit provides a +60 bonus to Camouflage that lasts 6 rounds, but does not mask sounds or weapon effects. 3 turn recharge once deactivated.	700
Armor Lock	User becomes immune to all damage until the start of their next turn, but can take no actions (including response actions) while Armor Lock is active. When Armor Lock is released, it generates an EMP with a 5m radius. 3 turn recharge.	1300
Drop Shield	User creates a shield bubble which encloses a 3m radius inside of it. The shield lasts 3 rounds or until integrity is compromised, and has a Shield Integrity of 90. 4 turn recharge.	600
Evade	As a half action, the user may forfeit their ability to attack this round to perform an Evade, moving them Agility Modifier in meters away (barring impediments such as cover or other characters), and giving all enemies who attack them this round a -20 penalty to hit. This move forfeits the user's Reaction.	500
Hologram	The user projects a hologram of them that moves forward to a maximum distance equal to the users Full Move. The hologram is visually indistinguishable from the user unless using Thermal or VISR to distinguish, but allies will be able to tell the difference via FoF. The Hologram lasts 2 rounds, until a new one is created, or until it takes 10 points of damage. The hologram cannot evade, but will mirror the movements of the creator until it dissipates. 2 Turn recharge.	500
Sprint	Using the Mjolnir suit's Overclocking system, the user's movement is increased, allowing a character to double their movement speed for two Rounds. If used twice within five Rounds, the user takes a level of Fatigue.	400
Regeneration Field	Enhances the armor's regeneration process doubling the armor's Recharge Rate and halving the armor's Recharge Time. Any who enter the field removes 1D10+3 Bleed. The Regeneration Field has a recharge rate of 4 Rounds.	900
M805X Forward Acceleration System	Doubles the user's Half Move for a single Half Action, giving opponents a -30 to hit them for that adjacent Half Action. This takes a Round to charge.	500
T-3 Active Camouflage Unit	T-3 Camouflage system integrated with armor. This unit provides a +60 bonus to Camouflage that lasts 5 rounds, but does not mask sounds or weapon effects. 5 turn recharge once deactivated.	900
Z2500 Automated Protection Drone	Automated Drone with a Hull Integrity of 20 and an armor of 12. The Protection Drone has a recharge rate of four Rounds.	500
Z5080 Promethean Vision [ODST]	The character can see through 20 meters of wall, floor, and any other obstacle. This also works against finding cloaked users by giving the Promethean a +30 to find them. This lasts four Two Rounds and has a recharge rate of Four Rounds.	600
Z-90 Photon Hardlight Shield	The User generates a shield of hardlight in front of them, which covers their entire body in the direction they're facing, for 2 Rounds. This shield is impenetrable, and impervious to damage, but only protects in the direction it's facing. Explosive weapons that detonate near the user still cause half damage. The user cannot attack or take other actions that require use of their arms while the shield is active. Additionally, their armor's energy shields do not recharge. 2 turn recharge.	800
Bullfrog Jetpack [ODST]	The user is able to thrust upward 10 meters and forward whatever your movement speed was at the time of use. The Jetpack can be used to stop fall damage. For every Half Action used, the Jetpack uses 20 of its charge of its 100. Entering a Hovermode allows it to stay more stationary in the air only using up 10 of the charge. When not being used, the Jetpack charges 10 per Round.	500

[ODST]: Usable with ODST Armors

ODST Battle Dress Uniform				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	27 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Kevlar Undersuit	Offers better protection to the user. Worn under the suit.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Rucksack	An armored M/LBE Hard Case armored backpack.			

ODST BDU ODST/UA Personal Protection Equipment				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	33 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	18	17	18	17
This armor is bulky and gives the user a -20 to Agility.				

TECHNICAL ASPECTS	
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.
Kevlar Undersuit	Offers better protection to the user. Worn under the suit.
Temperature Regulator	Protects the user from harsher conditions and plasma.
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.
Rucksack	An armored M/LBE Hard Case armored backpack.
UU PPE Demolitions Armor	Extra titanium-allow and ceramic-titanium composite platings used for Demolition experts and plasma protection.

ODST BDU Sharpshooter				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	25 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	18	15	16	15
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Kevlar Undersuit	Offers better protection to the user. Worn under the suit.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Rucksack	An armored M/LBE Hard Case armored backpack.			
Scope Smart Link	Links to Oracle Scopes on any of the Sniper Rifle System sniper rifles for +10 accuracy when used.			

ODST ONI/S-1 Recon BDU				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	27 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	16	16	18	16
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Kevlar Undersuit	Offers better protection to the user. Worn under the suit.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Rucksack	An armored M/LBE Hard Case armored backpack.			
Specialized ODST S1/ONI FF	Specialized chest piece that allows for stealth capabilities. +20 to any camouflage.			

ODST BDU UVH-BA				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	26 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	17	16	17	16
This armor gives users +5 to Evasion.				
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Kevlar Undersuit	Offers better protection to the user. Worn under the suit.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 20 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Rucksack	An armored M/LBE Hard Case armored backpack.			
UNSC BDU Hybrid	The suit is pitch black and combined with the standard UNSC Battle Dress Uniform. This was originally an unknown variant of the Marine ODST armory.			

Black Body Suit				
TECHNICAL SPECIFICATIONS				
Size	1.88 Meters in Height			
Mass	10 KG			
Agility Modifier	-10			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	10	10	10	10
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 30 Minutes.			
Oxygen Recyclers	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			

Mark I Semi-Powered Infiltration Armor				
TECHNICAL SPECIFICATIONS				
Size	2.10 Meters in Height			
Mass	170 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Liquid Nanocrystals	Offers better protection to the user.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 15 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Photo-Reactive Panels	These camouflaging panels shift light and conceal the user. Used for pure stealth. +30 Camouflage			
Thermal Cooling	Hides the use from thermal scanners.			
Refractive Coating	The armor gives the user a 5% chance that a round deflects off the armor. Damage done to the suit from excessive attacks are lessened by 1/4 th .			

Mark II Semi-Powered Infiltration Armor				
TECHNICAL SPECIFICATIONS				
Size	2.10 Meters in Height			
Mass	170 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	18	17
TECHNICAL ASPECTS				
VISR BATTLENET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Liquid Nanocrystals	Offers better protection to the user.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 19 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Improved Photo-Reactive Panels	Newer and improved panels that better camouflage and hide the user. +50 Camouflage			
Thermal Cooling	Hides the use from thermal scanners but not VISR.			
Refractive Coating	The armor gives the user a 5% chance that a round deflects off the armor. Damage done to the suit from excessive attacks are lessened by 1/4 th .			

Semi-Powered Headhunter Variant Armor				
TECHNICAL SPECIFICATIONS				
Size	2.10 Meters in Height			
Mass	170 KG			
Crew	One Operator			
Hull Material	Ceramic-Titanium Composite Plating			
Shield Integrity	40			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	17	18	19	18
TECHNICAL ASPECTS				
VISR BATTLETNET HUB	.Proprietary Data Management suit links into UEG, CAA and UNSC infrastructures. Includes HUD systems and radars.			
Liquid Nanocrystals	Offers better protection to the user.			
Temperature Regulator	Protects the user from harsher conditions and plasma.			
Vacuum Regulator	Allows the user to be in a vacuum and without oxygen for extended periods of time. Has enough Oxygen to last 19 Minutes.			
Oxygen Recycler	Recycles oxygen and stored oxygen to last longer in harsh atmospheres and vacuums.			
Infiltrative camouflage technology	Newer and improved panels that better camouflage and hide the user. +50 Camouflage			
Thermal Cooling	Hides the use from thermal scanners but not VISR.			
Refractive Coating	The armor gives the user a 5% chance that a round deflects off the armor. Damage done to the suit from excessive attacks are lessened by 1/4 th .			
Shielding	When camouflage is in use, shield integrity and shield recharge is halved until the camouflage is recharged completely.			

Sangheili Minor Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 1550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	30			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	16	16	18	16

Sangheili Major Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 6550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	30			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	18	17

Sangheili Spec-Op Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 9550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	30			
Recharge Time	3 (4 if Camouflage system is active)			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	18	17
Active Camouflage	Built in Covenant Camouflage system.			

Sangheili Ultra Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 8550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	40			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	17	18	19	18

Sangheili Honor Guard Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 11550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	40			
Recharge Time	1			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	19	20	21	20

Sangheili Zealot Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 10550				
Size	Sangheili special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	30			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	20	21	24	21

Kig-Yar Minor Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 250				
Size	Kig-Yar special fit			
Mass	18 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	12	13	16	13

Kig-Yar Major Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 520				
Size	Kig-Yar special fit			
Mass	18 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	14	16	18	16

Kig-Yar Zealot Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 1250				
Size	Kig-Yar special fit			
Mass	18 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	17	19	20	18

Kig-Yar Sniper Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 1050				
Size	Kig-Yar special fit			
Mass	18 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	12	14	17	13
Visual Systems	Has the same bonuses as VISR.			

Unggoy Minor Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 250				
Size	Unggoy special fit			
Mass	17 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	10	11	13	12

Unggoy Major Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 550				
Size	Unggoy special fit			
Mass	17 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	12	13	15	14

Unggoy Heavy Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 850				
Size	Unggoy special fit			
Mass	19.5 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	12	14	17	16
Heavy	This armor gives the user a -5 Agility.			

Unggoy Ultra Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 1150				
Size	Unggoy special fit			
Mass	17 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	12	14	18	16

Huragok Explosive Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 210				
Size	Huragok special fit			
Mass	12 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	19	9	21	6
	Explodes: 3D10+4 Explosive(6) Kill(2)			
Special	Shield Projection: A Huragok with this harness projects an extra 30 Shield Integrity bonus to a maximum number of allies within 5 meters to its Intellect Modifier with a Recharge Time of 6 and a Recharge Rate of 30.			

Jiralhanae Power Armor				
TECHNICAL SPECIFICATIONS				
cR Cost: 850				
Size	Jiralhanae special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	20			
Recharge Time	3			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	9	10	11	10

Improved Jiralhanae Power Armor				
TECHNICAL SPECIFICATIONS				
cR Cost: 1670				
Size	Jiralhanae special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	30			
Recharge Time	3			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	9	10	11	10

Advanced Jiralhanae Power Armor				
TECHNICAL SPECIFICATIONS				
cR Cost: 4790				
Size	Jiralhanae special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Shield Integrity	40			
Recharge Time	2			
Recharge Rate	10			
Hull Toughness	Head	Arms	Chest	Legs
	9	10	11	10

Jiralhanae Combat Harness				
TECHNICAL SPECIFICATIONS				
cR Cost: 83				
Size	Jiralhanae special fit			
Mass	79 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	10	11	11	9

Hunter Armor				
TECHNICAL SPECIFICATIONS				
cR Cost: 1090				
Size	Hunter Special Fit			
Mass	779 KG			
Crew	One Operator			
Hull Material	Hunter Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	34	33	45	33
<p>Hunter Armor has sublocations in which have no armor. To hit a Hunter in these unprotected areas, the user must use a sub-location Called Shot. This works with any section of the armor. If the Hunter's back is to the character, the character only needs to make a simple standard Called Shot to ignore the armor.</p>				

Hunter Heavy Metal Shield				
TECHNICAL SPECIFICATIONS				
cR Cost: 1083				
Size	Hunter Arm Fitting			
Mass	79 KG			
Crew	One Operator			
Hull Material	Hunter Metallics			
Hull Toughness	Arm			
	45			

Sangheili Sealed Suit				
TECHNICAL SPECIFICATIONS				
cR Cost: 41				
Size	Sangheili special fit			
Mass	4 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	3	1	1	1
	Stacks with Sangheili Combat Harness			

Jiralhanae Sealed Suit				
TECHNICAL SPECIFICATIONS				
cR Cost: 41				
Size	Jiralhanae special fit			
Mass	4 KG			
Crew	One Operator			
Hull Material	Sangheili Metallics			
Hull Toughness	Head	Arms	Chest	Legs
	3	1	1	1
	Stacks with Jiralhanae Combat Harness			

INSURRECTIONIST ARMOR AND BATTLE DRESS UNIFORMS

Insurrectionist Battle Dress Uniform (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	11.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	14	15	13
Price	23 cR			

Insurrectionist Lightweight Fatigues (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	7.7kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	10	12	13	10
Price	23 cR			
SPECIAL	+5 to Agility, +10 Evasion			

Insurrectionist Explosive Ordnance Disposal Armor (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	29kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	16	18	16
Price	23 cR			
SPECIAL	-10 Agility, -5 Evasion			

Insurrectionist Era Medic UNSC Battle Dress Uniform

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.1KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	14	15	14
Price	23 cR			
SPECIAL	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.			

Insurrectionist Fire Rescue Armor (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	31.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	13	15	13
Price	23 cR			
SPECIAL	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes of Oxygen			

Post-War Insurrectionist Battle Dress Uniform (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	11.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	16	15
Price	23 cR			

Post-War Insurrectionist LV-45 Lightweight Fatigues (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	7.7kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	12	12	13	13
Price	23 cR			
SPECIAL	+5 to Agility, +10 Evasion			

Post-War Insurrectionist ED4 Explosive Ordnance Disposal Armor (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	29kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	16	17	19	17
Price	23 cR			
SPECIAL	-10 Agility, -5 Evasion			

Post-War Insurrectionist UEG-FFB Fire Rescue Armor (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	31.8kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	17	15
Price	23 cR			
SPECIAL	-20 Agility. Cannot catch fire. Vacuum Sealed: 15 minutes of Oxygen			

Post-War Insurrectionist CBE Cross-Branch Uniform (BDU)

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	13.2kg			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	16	17	16
Price	23 cR			

Post-War Insurrectionist M52I Medic UNSC Battle Dress Uniform

TECHNICAL SPECIFICATIONS				
Size	Human Fit			
Mass	12.6KG			
Hull Material	Titanium Alloy			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	17	16
Price	23 cR			
SPECIAL	Comes with 1 Softcase, one Health Pack, and one Sterile Field Generator.			

Post-War Insurrectionist Exo/Atmopheric Uniform (BDU)

TECHNICAL SPECIFICATIONS									
Size	Human Fit								
Mass	14.4KG								
Hull Material	Titanium Alloy								
Hull Toughness	<table><thead><tr><th>Head</th><th>Arms</th><th>Chest</th><th>Legs</th></tr></thead><tbody><tr><td>14</td><td>15</td><td>16</td><td>15</td></tr></tbody></table>	Head	Arms	Chest	Legs	14	15	16	15
Head	Arms	Chest	Legs						
14	15	16	15						
Price	67 cR								
SPECIAL	Vacuum Regulator: 20 Minutes of Oxygen Temperature Regulator: Keeps the internal of the suit at a constant 72 degrees if possible. Oxygen Recycler: Offers 10 extra minutes of Oxygen.								

FEAR TEST

Roll	Result
01-20	The character is only badly startled. If in combat or structured time, the character may only take a single Half Action until the beginning of his next turn, where the character may act normally again.
21-40	The character begins to shake, as all tests that the character makes are at a -10 until the character can snap out of it and recover his wits by passing a Courage Test. +10 to each Test if the previous failed.
41-60	The character begins to back away from whatever is causing such fear in him. The character cannot willingly approach whatever is causing this fear unless the character makes a Courage Test. +10 to each Test if the previous failed.
61-100	The character nearly freezes in fear as shock grasps his entire body. The character must make a Courage Test or stay frozen. +10 to each Test if the previous failed.
120-140	The character passes out from fear for 1D5-Toughness Modifier in Rounds with a minimum of one.

THE FORERUNNER BESTIARY

PROMETHEANS

“Oh, but what I would not give to have even a single company of Prometheans here right now... oh, they would most certainly restore order with their trademark lethality...”

KNIGHT

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	100	60	25	30	30	5	15	55	5	5

EXP 100

BATTLE WAGGON

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	100	90	10	30	30	5	15	55	5	5

EXP 200

COMMANDER

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	100	90	20	30	30	5	15	55	5	55

EXP 300

Huge



Knight Armor

Shield Integrity	60			
Recharge Rate	10			
Recharge Time	4			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16

Battlewagon Armor

Shield Integrity	80			
Recharge Rate	10			
Recharge Time	5			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16

Commander Armor

Shield Integrity	120			
Recharge Rate	10			
Recharge Time	4			
Hull Toughness	Head	Arms	Chest	Legs
	15	16	17	16

Knight Shorthand Equipment

Scattershot	Light Rifle
Knight Armor	

Knight Commando Equipment

Light Rifle	Hardlight Sword
Knight Armor	

Battlewagon Devistator Equipment

Scattershot	Scattershot
Knight Armor	

Battlewagon Demolisher Equipment

Scattershot	Hardlight Sword
Battlewagon Armor	

Commander Breaker Equipment

Incineration Cannon	Hardlight Sword
Commander Armor	

Commander Ranger Equipment

Binary rifle	Hardlight Sword
Commander Armor	

Commander Breaker Equipment

Hardlight Sword	Hardlight Sword
Commander Armor	

PROMETHEAN WATCHER

“They bring the big ones back, so take them down quick.”

WATCHER

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	5	40	175	30	0	5	25	40	5	5

EXP 30

Watcher Armor

Shield Integrity	10
Recharge Rate	5
Recharge Time	4
Hull Toughness	Head
	Arms
	Chest
	Legs
	9
	10
	11
	10

Watcher Equipment

Supressor	Watcher Armor
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PROMETHEAN CRAWLER

“More of an annoyance, really. They’re fast and damned if they don’t have a gun on their face.”

CRAWLER

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	15	10	65	35	20	5	25	45	5	5

EXP 10

Crawler Armor

Shield Integrity	10
Recharge Rate	5
Recharge Time	4
Hull Toughness	Head
	Arms
	Chest
	Legs
	9
	10
	11
	10

Crawler Bolt Equipment

Boltshot	Crawler Armor
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Crawler Spray Equipment

Supressor	Crawler Armor
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FORERUNNER HEAVY ENFORCER SENTINEL

“I’ve never seen such a massive robot and I never want to see another again.”

ENFORCER

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	5	40	25	30	0	5	25	40	5	5

EXP 700

Roll 4D10 extra wounds for the Forerunner Enforcer Sentinels.

Giant

Enforcer Armor				
Shield Integrity	60			
Recharge Rate	5			
Recharge Time	4			
Hull Toughness	Head	Arms	Chest	Legs
	14	15	16	15

Watcher Equipment

Four connected Sentinel Beams Enforcer Armor

FORERUNNER COMBAT SENTINEL

“There are a lot of these ones. Thousands, if not millions in a single place. Just try not to piss them off too bad.”

CRAWLER

RACE	STR	T	AG	WFR	WFM	INT	PER	CR	CH	LD
KNIGHT	5	40	135	30	0	5	25	40	5	5

EXP 100

Sentinel Armor

Shield Integrity	30			
Recharge Rate	5			
Recharge Time	2			
Hull Toughness	Head	Arms	Chest	Legs
	9	10	11	10

Sentinel Equipment

Sentinel Beam Sentinel Armor



Translocation

Knights have the ability to teleport towards a chosen location once every Half Action, giving up the ability to fire. This teleport moves the knight one to five meters in the chosen location.

Knights may use this teleportation to dodge an entire Half Action of fire, but this forfeits their next Half Action's teleport. This cannot be used twice, and the second Half Action still hits as if nothing happened.

Promethean Vision

The Promethean can see through 20 meters of wall, floor, and any other obstacle. This also works against finding cloaked users by giving the Promethean a +30 to find them.

Spawning Watchers

A Battlewagon can spawn one single Watcher by using a Half Action that eventually gives the Watcher the ability to respawn the Battlewagon once by using a Full Action without being destroyed.



SPECIAL THANKS

BETA TEST RUNNERS

UnitOmega
Misha

SUGGESTIONS AND RULE ADDITIONS

Misha
UnitOmega
Arak
Manyfists

FEEDBACK AND SUPPORT

UnitOmega
Misha
/tg/ as a whole.