

Savage Halo: GM Resources

Covenant Races

We've included starting stats for Covenant races below, for posterity. Note that if Covenant players are working with humans, they should have the Outsider Hindrance.

These races are not explicitly balanced for play. Some species are simply more powerful than others, so be aware of what each species is really capable of before you allow your UNSC band to play as Sangheili.

Rules for playing as a Spartan, as well as the augmentations and gear from the Spartan programs, can be found at the end of this document.

Jiralhanae

Brutes are the only members of the Covenant that can truly stand against the sangheili. *GMs are highly discouraged to allow brutes into a party containing humans.*

- **Alpha Predators:** Jiralhanae begin play with a base Strength of d8 and Vigor of d6.
- **Berserkers:** Brutes have notoriously short tempers, beginning play with both the Berserk Edge and Bloodthirsty Hindrance.
- **High-G Worlder:** Brutes come from a planet with brutal gravity. All brutes increase their base Strength and running dice by one step, add +2 to their Pace, and double their jumping distance.
- **Strong Nose:** Brutes have a very reliable sense of smell, adding +2 to Notice and Tracking rolls where they can use their noses.
- **Size +3:** Jiralhanae stand about 9' tall and weigh half a ton.
- **Thick Skin:** Thick fur and skin grant brutes +1 Armor. This does not stack with worn armor.

Kig-Yar

Jackals are very good marksmen and scouts. While they may not be as powerful as jiralhanae or sangheili, they are normally more than a match for humans.

- **Fleet:** Jackals are fast, beginning play with a Pace of 8 and a d8 running die.
- **Greedy:** Kig-yar are notoriously greedy, and can often be seen bitterly arguing. They begin with the Greedy (minor) Hindrance.
- **Leaper:** Kig-yar have powerful legs, allowing them to jump great distances. They double the normal jumping distance and add +1d6" from a successful Strength roll.
- **Natural Weaponry:** Jackals have large claws on their hands and rows of sharp teeth. These collectively cause Str+d6 damage.
- **Powerful Senses:** Kig-yar have incredible eyesight and a brilliant sense of smell. They halve all penalties for range and add +2 to Notice rolls to smell things. This also grants a +2 bonus to Tracking rolls.
- **Size +1:** Jackals are large—around 6' 5" on average—but their hollow bones subtract -1 from their Toughness.

Sangheili

Elites are the most fearsome troops of the Covenant. Do not underestimate the power of a sangheili hit squad. *GMs that allow elites into a party of marines may want to consider dropping the Strict Education starting ability.*

- **Code of Honor:** Elites are raised to follow a code similar to the Japanese Bushido. They begin play with both the Arrogant and Code of Honor Hindrances; while not truly arrogant, their code

demands that they avoid engagements where they hold significant advantage. This means leaving cover against marines, for example, or switching to close combat if enemy ranged units are obviously not a challenge.

- **Evolutionary Paragon:** Sangheili are nearing the height of their evolution; they are the alpha predator on their planet partially due to their immense physical abilities. Elites begin with their base Agility, Strength and Vigor one step higher.
- **High-G Worlder:** The elite homeworld of Sanghelios has a gravity notably higher than that of Earth. All elites increase their base Strength and running dice by one step, add +2 to their Pace, and double their jumping distance.
- **Size +2:** Elites average 7' 6".
- **Strict Education:** Elites that are allowed to serve the Covenant have been extensively trained in the intellectual arts and had their will hardened to a steel tip. Their Smarts and Spirit begin at a d6 (though this does not raise their natural maximum).

San 'Shyuum

Prophets make up the hierarchy of the Covenant, though are physically quite weak. *It is highly unusual and discouraged for prophets to join a group of humans.*

- **Conviction:** As their nickname might imply, prophets are very strong-willed. They begin with a Spirit of d6.
- **Leadership:** San 'shyuum are leaders of the Covenant and typically begin play with the Noble Edge. This nobility may be flaunted over any Covenant species.
- **Low-G Worlder:** San 'shyuum are born in very low-G environments. They subtract -1 from all Strength rolls (including damage), subtract 2 from their Pace, and halve their jumping distances.
- **Size +1:** Prophets are tall at around 7', but their low-G origins make them incredible frail, and they do not benefit from the increased Toughness.

Unggoy

Grunts are the foot soldiers of the Covenant, though some split off during the Great Schism. They are not as formidable as humans, though they tend to make up for this by outnumbering them.

- **Carapace:** Armor +2
- **Environmental Resistance (Vacuum):** Grunts can survive the vacuum of space. They receive a +4 bonus to Vigor rolls against depressurization.
- **Good Climbers:** Grunts gain a +2 to Climbing rolls
- **Methane Breathers:** Grunts cannot breathe primarily nitrogen-oxygen gasses that make up most atmospheres. Without a rebreather, Grunts must make a Vigor roll every round or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives methane at standard pressure and one Fatigue level is recovered every 10 minutes.
- **Yellow:** Grunts are incredibly easy to frighten. They suffer a -2 to all Spirit rolls against Fear or Intimidation.

Setting Rules

Cybernetics

The cost of all cybernetics in the Science Fiction Companion are multiplied by 100, and the Strain of robotic prosthetics is 2 rather than 1. The following cybernetics are also allowed.

Toughness (U): Carbide-reinforced bones or a hyper-dense musculature grants this hero an additional +1 Toughness. 1 Strain, Cost \$300,000.

Neural Interface (1): This allows a soldier to appear as a yellow blip instead of red on motion trackers, as well as allowing Targeting Computers to function. 1 Strain, Cost \$3,000.

Spartan Neural Interface (1): This allows a soldier to appear as a yellow blip instead of red on motion trackers, as well as allowing Targeting Computers to function. In addition, it allows the user (and their armor) to interface with A.I. units. 1 Strain, Cost \$30,000.

Slipspace Travel

This is assumed to work as in the Science Fiction Companion except intergalactic jumps are not possible. Instead, Same Galaxy jumps are considered -4 and Same Cluster jumps are considered -2. The jump difficulty is also determined by the starting and ending points of the jump: an in-atmosphere jump incurs a -6 penalty on the roll, while a jump into a planet's orbit incurs a -4 penalty. If a ship reaches an interstellar jump point, then there are no further penalties. Covenant Drives are sufficiently advanced enough to negate 4 points of Slipspace penalties.

In addition, slipspace jumps also take a significant amount of time: typically roll 3d6 to determine travel time in days if it isn't predetermined. Covenant cruisers typically take the same number in hours to make the same trip.

Ships

The Hanger Superstructure no longer provides a set number of ships; instead, it allows for a point capacity of $\lceil \text{Size}^2/6 \rceil$, rounding up to the next even number. Huge Starships have a capacity of 44, for example. Their crew is twice the new capacity.

All covenant ships above Size 6 are boarded using Gravity Lifts rather than a physical boarding grounds. Simply idling on the lift will transport the item or personnel onto or off of the ship. This does not take any additional mod slots.

Vehicles

The following mods are also available for Halo vehicles.

Aircraft, Turbofan (1): A craft that is primarily propelled by large fans and thrusters. It can hover or fly and has an Acc/TS of 300, Climb 0. The Speed mod increases the Top Speed by 50 instead of 10. Mod Cost: Half Size; Cost: $\$5K \times \text{Size}$.

Legs (1): The vehicle is mounted atop large, mechanized legs. It is highly stable, ignoring all penalties for difficult ground and can pass over most objects half its size (two points of Size) or smaller. Mod Cost: Half Size; Cost: $\$10K \times \text{Size}$.

Covenant Gear

Energy Shields

Personal energy shields provide a flat armor bonus to the wearer (superseding any other worn armor, not stacking). The user cannot be Shaken or Wounded by physical damage while the shield is active, called shots have no additional effect, and up to 4 AP from any non-Heavy Weapon is negated.

If the shield is active and the user would have been Shaken, the shield is considered Low, and a wound drops the shield completely. A shield that takes a second Low result also drops completely. After a shield falls, damage is then compared against the user's Toughness as normal.

If an energy shield is wounded and disabled in one roll, subtract -8 from the damage and apply it against the user's Toughness as usual (Called Shot damage does apply). This way it is *very* difficult to one-shot anything with shields up without an extremely powerful weapon.

Characters with shields have the shield value listed in brackets. The total Toughness displayed is with any normal armor, not with shields.

> **Recharge:** Most shields recharge. When a shield is low or down, and the user isn't hit within a full combat round (regardless of damage) roll a d6. On a 4-6, it restores to full or low, respectively.

> **Overshields:** With the proper tools and at the GM's discretion, a successful Knowledge (Electronics) roll at -2 overcharges a shield so that it may take an additional wound before falling. This second wound level does not recharge.

Armor Abilities

These are specialized pieces of equipment compatible with MJOLNIR Mk V and VI armor sets. Some may be available to standard troops on either side as well. They take 1d4 minutes to equip.

Antigravity Pack: This equipment is used exclusively by Sangheili rangers, allowing the user to hover or fly. They use Piloting skill with a Pace of 24 and Climb of 0.

Armor Lock: This can only be used by troops with energy shields. This overloads the shield, paralyzing the user in place but granting an additional 20 shield points. This lasts for two rounds, requires one hour to recharge, and the user's shields are down when the lock disengages.

Drop Shield: This module is developed by reverse-engineering technology from the Covenant "bubble shield." It deploys a large, spherical shield that covers a Medium Burst Template (6 meter radius) and provides total cover to all users inside with a Toughness of 20, though it still allows anyone to walk into or out of the shield. If an attack breaches the shield (21+ damage in a single attack), the shield collapses and loses half of its remaining power. This can be activated or deactivated as an action, and has a total battery life of half an hour.

Jump Pack: This is the same jetpack used by ODSTs, and uses the same stats as that found in the UNSC gear document. A similar device is employed by Brutes and uses the same stats.

Overshields: This armor attachment allows a user's shields to take an additional wound (see *Energy Shields* above). This ability is very rare and must be recharged over a 24-hour period. They tend to fail altogether after 3 uses.

Sprint: This short-lived, Spartan-only attachment allows the user to Run for an indefinite amount of time.

Type-3 RDM/C: The Refraction Dissonance Modifier/Camouflage—more commonly known as *active camouflage*—combines a chameleon-like digital coating with heat baffles, radar scramblers, and other tech to make the user difficult to see or scan. Those trying to detect or attack the suit subtract 4 from their rolls against it (though individuals with radars will see "enemies" everywhere). The effect can be triggered as a free action, but is negated any round in which the user uses a weapon or emits some other non-cloakable signal such as radio broadcasts.

Earlier versions of the RDM/C only lasts for 3 rounds before going on a one minute cooldown.

Furthermore, they have difficulty with rapid adaptation: moving more than 6" in a round or engaging in melee combat will lower the cloaking effect to a -2 rather than a -4.

Type-27 HRFE: A Responsive Holographic Form Emulator will send out an image that lasts for 3 rounds. This image is typically the soldier using it, though it can be calibrated to project other objects with a Repair roll at -2. These holograms aren't perfect, and viewers can make a Notice roll at -2 to determine if the image is fake or not.

Armor

Type	Armor	Weight	Cost	Shields	Notes
Unggoy Combat Harness	Armor +4	6		—	Torso, 12-hour oxygen tank
Mgalekolo Combat Harness	Armor +12	67		—	Torso, Arms, Legs, Head
Brute/Elite Combat Harness	Armor +8	18		2	Torso, Arms, Legs, Head
SpecOps/Stalker Harness	Armor +6	19		2	Torso, Arms, Legs, Head, Active Camouflage
Ultra/Chieftain Harness	Armor +8	25		6	Torso, Arms, Legs, Head

Unggoy Combat Harness: The standard grunt harness, this also includes a large methane tank on the back and a standard rebreather, allowing them to operate outside of their native atmosphere. The SpecOps variant provides full-body coverage and is sealed for harsh environments (weight 10).

Mgalekolo Combat Harness: This blue armor is legendary for its protective ability, and indistinguishably associated with the hunters that wear it. It's normally not usable by other species as armor, but it may be useful as cover against enemies.

Brute/Elite Combat Harness: This basic blue armor applies to both Sangheili and Jiralhanae. Though the armors are not identical, they share stats and are simply listed as a single suit for simplicity. The only difference is that the shields of elites always recharge, while brute shields do not. There are also a couple variations of this armor, listed below:

- **Officer Harness:** Weight 20, Shields 4
- **Flight/Ranger Variant:** Weight 28, Sealed (4-hour oxygen). Antigravity pack is standard.

SpecOps/Stalker Harness: A variation on the standard brute/elite armor that puts less emphasis on armor, but more on stealth. This provides a built-in advanced Active Camouflage unit that suffers no penalties from movement. The commando variant weighs more (24), but provides +8 Armor.

Ultra/Chieftain Harness: The armor of the Covenant elite forces. If this enters the battlefield, you may have already lost. Remember that the Chieftain variation does not have recharging shields.

Shields

Type	Weight	Cost	Notes
Brute Buckler	12	—	Parry +1, Armor +4 vs Ranged, Light Cover
Energy Aegis	4	—	Armor +10 vs Ranged, Heavy Cover
Mgalekolo Shield	200	—	Heavy Armor +20 vs Ranged, Medium Cover
Point-Defense Gauntlets	4	—	Parry +1

Brute Buckler: These “bucklers” are more or less attached to the brute Chieftain’s gauntlets, and allows them to use 2-handed weapons as usual.

Energy Aegis: The jackal energy shield is projected from a small gauntlet attached to the user’s arm. It is mostly transparent but provides nearly full coverage, only exposing the user’s hand and feet.

Mgalekolo Shield: Nearly indestructible, the hunter’s shield is effectively taken straight off of a small covenant cruiser. In addition to providing cover, it also negates the bonus for attacking the Large creature in melee. It can also be used as a weapon sacrificing its bonuses to deal Str+d12 damage.

Point-Defense Gauntlets: These small energy gauntlets are used by specialized Kig-Yar to make them more deadly in melee combat. They provide no benefit against ranged attacks.

Weapons

Melee Weapons

Type	Damage	Weight	Cost	Notes
Blades				
Type-1 Energy Weapon/Dagger	Str+2d6	2		AP 6, Enemies considered Unarmed
Type-1 Energy Weapon/Sword	Str+d10	5		AP 10, Enemies considered Unarmed
Mauls				
Type-2 Energy Weapon/Hammer	Str+d10	20		Gravitic Impact (see notes), 2 hands, Parry -1

Type-1 Energy Weapon/Dagger: This is not its own weapon, but instead a standard attachment to Sangheili armor. It projects the small blade out of the user’s gauntlet. It cuts through almost any normal material with ease, so enemies are considered Unarmed Defenders unless also possessing an Energy Sword or Dagger.

Type-1 Energy Weapon/Sword: The legendary power of this device can take down a Spartan with a solid hit. It cuts through almost any normal material with ease, so enemies are considered Unarmed Defenders unless also possessing an Energy Sword or Dagger.

Type-2 Energy Weapon/Hammer: Colloquially known as the “gravity hammer,” this brute weapon has gravitic charges located in the head that may be activated or deactivated as a free action. This adds +d6 damage to attacks (and +d10 with a Raise instead of the normal +d6). With a 1 on the Fighting die, the gravitic charges burn out and the weapon loses the extra damage; replacing the charges requires a Repair roll and d6 rounds. Charge packs weigh 4 pounds.

Ranged Weapons

Plasma—This weapon uses an infinite energy pack. However, after firing the indicated number of times, the weapon must cool down for one round before it can continue to operate. These are considered Heavy Weapons.

Ergonomic—If the user has a Strength of d10 or higher, this weapon may be used in one hand with no penalties.

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Hand Guns								
Type-25 DEP	12/24/48	2d10+2	1		8	12	—	Semi-Auto, Plasma
Type-33 GML	12/24/48	2d6	3		8	20	—	AP 2, Auto, see notes
Shotguns								
Type-52 Pistol	6/12/24	1–3d6+2	1		10	5	d6	Semi-Auto, Shotgun, Ergonomic
Rifles								
Type-25 DER	12/24/48	3d10	3		10	30	—	Auto, Plasma, Ergonomic
Type-25 Carbine	10/20/40	2d8	3		18	40	d6	AP 2, Auto, Ergonomic
Type-31 Rifle	24/48/96	2d8+1	1		12	20	—	AP 2, Semi-Auto, see notes
Type-50 Sniper Beam	75/150/300	3d10+1	1		25	10	—	AP 4, Semi-Auto, Plasma, Snapfire
Type-51 Carbine	30/60/120	2d8+1	1		12	18	—	AP 2, Semi-Auto, see notes
Type-52 SAR	50/100/200	3d10	1		28	5	—	Plasma, Snapfire, see notes
Machine Guns								
Type-42 DESW	30/60/120	3d10	3		30	200	d6	Plasma, Snapfire, see notes
Type-52 DESW	30/60/120	3d10	3		400	200	—	AP 4, Plasma, see notes
Class-2 Energy Gun	30/60/120	3d10	4		60	60	—	AP 4, Auto, Plasma

Type-25 DEP: The “plasma pistol” can be overcharged, granting the blast a small EMP: after resolving damage against the construct/shields/vehicle, you may roll 3d6 nonlethal damage against the target’s base Toughness (ignore Armor). On a success, the device is disabled for 1d6 rounds.

Type-33 GML: Dubbed the “needler” by UNSC troops, this little pink pistol packs a massive punch. Their AP is a product of the needles as opposed to a spinning round, meaning that modern AP

negation from UNSC armor doesn't apply. Furthermore, if the target is hit with 3 or more Shots in a single round (from a single needler or several), the target creates a supercombine explosion, dealing 3d8 damage in a Small Burst Template. This only works on living creatures, not vehicles, but the explosion ignores all armor of the original target. This also deals Str+d6 damage in melee due to the exposed needle rounds.

Type-52 Pistol: Due to its sharp, jagged design, the "mauler" brute shotgun also does Str+d6 if used in melee combat.

Type-25 DER: The "plasma rifle" fires tiny superheated particles at their targets. Due to their nature, they have hours of stored ammunition and recharge when not in use. There is a special variation more suited to the grip of a Jiralhanae.

Type-25 Carbine: The "spiker" is the standard armament of the Jiralhanae shock troopers. Like the needler, the AP is a product of the sharpness of the rounds as opposed to spin, and UNSC AP negation does not apply to it. Its design allows it to leave vicious wounds in its victims even in melee, inflicting Str+d6 damage.

Type-31 Rifle: The needle rifle functions as a larger version of the Type-33 GML and has the same effects. See above.

Type-50 Sniper Beam: The beam rifle is a recent development that gives the covenant troops to counter UNSC snipers. Using tech from old Focus Rifles, it reaches farther and does more damage than their predecessor. They also normally come with scopes to assist the user.

Type-51 Carbine: Covenant carbines use caseless radioactive projectiles as ammunition. They gain their AP from speed as opposed to spin, and UNSC AP negation does not apply. They are also fitted with a scope.

Type-52 SAR: The "focus rifle" is the precursor to the more recent beam rifle, and fires a continuous beam of energy. This beam inflicts +2d6 damage on a raise instead of +1d6, so focusing this beam for enough time can kill most targets. Focus rifles are equipped with a scope.

Type-42 DESW: The plasma cannon is an emplaced turret, providing the user with Light cover.

Type-52 DESW: Otherwise known as a Shade turret, this provides users with Medium Cover (or Heavy from the front) with Armor +10. These turrets can only be moved by Spirit or Phantom dropships once they have been planted.

Class-2 Energy Gun: Typically only mounted on Banshees or Ghosts.

Special Weapons

Type	Range	Damag e	RoF	Weight	Burst	Notes
Launchers						
Type-25 GL	20/40/80	3d6	1	45	MBT	6 shots, HW, Semi-Auto, see notes
Type-33 LAAW	24/48/96	4d10	1	50	MBT	AP 15, 5 shots, HW, Semi-Auto, Snapfire
Grenade						
Type-1 AP Grenade	5/10/20	3d10	—	1	MBT	Heavy Weapon, see notes
Type-2 Spike Grenade	5/10/20	3d6	—	2	MBT	AP 4, See notes
Type-3 Incendiary Grenade	5/10/20	2d12	—	2	SBT	Fire, see notes

Type-25 GL: Brute shots are enormous grenade launchers favored by brutes. They have a large blade along its belly that inflicts Str+d8 damage in melee. They require a Minimum Strength of d8.

Type-33 LAAW: Fuel rod cannons are notably terrifying, inflicting massive damage to anyone caught in their blast radius, firing massive explosive rounds. They have a Minimum Strength of d6.

Type-1 AP Grenade: The antipersonnel “plasma” grenade has a special adhesive property. When this hits its target with a Raise, it cannot be avoided and ignores all of the target’s Armor. This has no additional effect on other targets caught in the burst.

Type-2 Spike Grenade: Favored by brutes, the spike grenade expels massive spikes within its burst radius. Like the “spiker” rifle, the AP is a product of the sharpness of the rounds as opposed to spin, and UNSC AP negation does not apply. The spikes on this grenade also inflict Str+d6 damage, both thrown (before the blast) or in melee.

Type-3 Incendiary Grenade: This grenade releases a special flammable agent similar to napalm when thrown, though its fire burns hotter. The flames last for 1d4 rounds, and any targets that step into the blast may catch fire (4–6 on a d6).

Miscellaneous Gear

Portable Gravity Lift: This handy little device can be deployed as an action; once deployed, anything that is moved over it is shot up 4” (or 8” horizontally). Anything with substantial weight, such as the Mongoose or Ghost, are only launched 2” vertically (twice that horizontally). Weight 40.

Deployable Cover: This is effectively a large version of the Kig-yar shield. The deployment apparatus is aesthetically similar to the Gravity Lift, but when activated (as an action), it generates a large energy shield that grants total cover in a 2 yard × 2 yard area (or 1” on a battle mat). This cover only applies to one direction, and the cover may not be moved after deployment. Armor +10, Weight 25.

Bestiary

New Monstrous Abilities

Flood

The flood is a ruthless hive-minded entity that infects living tissue and converts it for its own purposes, whether as troops or general biomass. All Flood are Fearless and Undead, and cause Fear checks in those that see them. In addition, the jumping distance of a flood convert is double that what it is otherwise, and most Flood grow large bone spikes they can use as weapons (Str+d8). All Flood are under a Hive Mind influence.

Hive Mind

With an established hierarchy nearby (typically the Gravemind's presence; this is the GM's call), flood no longer have Animal Intelligence and gain +2 to become Unshaken.

Covenant Forces

These are the most common enemies in the Halo universe aside from Insurrectionists. Weapons are listed with their contemporary names for ease of identification.

Huragok

Also known as Engineers, this client species is almost entirely pacifistic, only assisting in the construction and repairs of Covenant equipment. It's thought that they are forced to do this against their will. They are also thought to be partially mechanical, but almost everything about this species is shrouded in mystery.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d10, Vigor d10

Skills: Knowledge (Computers) d10, Notice d8, Repair d12, Stealth d6

Pace: —; **Parry:** 2; **Toughness:** 10

Hindrances: Curious, Pacifist (M), Vow (defend the Covenant)

Special Abilities

- **Additional Action:** Huragok have multiple limbs, letting them manipulate several things at once.
- **Combustion:** Upon death, chemicals inside the Huragok mix and convulse violently, leading to an explosion in a Small Burst Template that does 3d10 damage.
- **Construct:** Engineers receive +2 to recover from being Shaken, don't breathe, and are immune to disease and poison. They cannot heal naturally but must be repaired.
- **Flight:** Engineers float through air with a Pace of 6 due to light gases located in their "bladders."
- **Size +3:** Engineers are massive; typically around 8' or 9' tall.

Jiralhanae

The brutes make up the Covenant's heavy-duty shock-troopers and terror squadrons. Enormous, hulking, and animalistic, a squad of brutes can clear out a few dozen marines before falling. Like elites, they are split into castes depending on their skills. Note that jiralhanae energy shields don't recharge.

Minor

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d8

Skills: Climbing d4, Driving d4, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4, Tracking d4, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 17 (8)[2]

Hindrances: Overconfident, Vow (defend the Covenant)

Edges: Berserk

Gear: Brute Combat Harness (blue, Armor +8, Shields +2), Spiker (2d8, AP 2, RoF 3, 10/20/40, Str+d6), 2× Spike Grenade (3d6, AP 4, MBT)

Special Abilities

- **High-G Worlder:** Brute jumping distances are doubled and they use a Running die of d8.
- **Size +3:** Brutes stand at around 9' tall and weigh half a ton.
- **Strong Nose:** Brutes get a +2 to Notice and Tracking rolls where they can use their nose.
- **Thick Skin:** Their fur and thick hide grant brutes +1 Armor.

Major

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d8, Intimidation d8, Notice d4, Piloting d4, Shooting d8, Stealth d4, Tracking d4, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 17 (8)[4]

Hindrances: Overconfident, Vow (defend the Covenant)

Edges: Berserk, Command

Gear: Brute Officer Harness (maroon, Armor +8, Shields +4), Brute Shot (3d6, 20/40/80, HW, Semi-Auto, Str+d8), 2× Spike Grenade (3d6, AP 4, MBT)

Special Abilities

- **High-G Worlder:** Brute jumping distances are doubled and they use a Running die of d8.
- **Size +3:** Brutes stand at around 9' tall and weigh half a ton.
- **Strong Nose:** Brutes get a +2 to Notice and Tracking rolls where they can use their nose.
- **Thick Skin:** Their fur and thick hide grant brutes +1 Armor.

Stalker

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d8

Skills: Climbing d6, Driving d4, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d6, Tracking d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 15 (6)[2]

Hindrances: Overconfident, Vow (defend the Covenant)

Edges: Berserk

Gear: Brute Stalker Harness (grey, Armor +6, Shields +2), Mauler (1–3d6, 6/12/24, Semi-Auto, Shotgun, Str+d6), 2× Spike Grenade (3d6, AP 4, MBT), Active Camouflage

Special Abilities

- **High-G Worlder:** Brute jumping distances are doubled and they use a Running die of d8.
- **Size +3:** Brutes stand at around 9' tall and weigh half a ton.
- **Strong Nose:** Brutes get a +2 to Notice and Tracking rolls where they can use their nose.
- **Thick Skin:** Their fur and thick hide grant brutes +1 Armor.

Chieftain

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+4, Vigor d10

Skills: Climbing d6, Driving d6, Fighting d10, Intimidation d10, Notice d6, Piloting d6, Shooting d8, Stealth d4, Tracking d6, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 18 (8)[6]

Hindrances: Overconfident, Vow (defend the Covenant)

Edges: Berserk, Combat Reflexes, Command, Sweep

Gear: Brute Chieftain Harness (Armor +8, Shields +4), Gravity Hammer (Str+d10+d6, +d10 raise, SBT, 2

Hands, Parry -1), 2x Spike Grenade (3d6, AP 4, MBT), Brute Buckler (Parry +1, Light Cover, Armor +4)

Special Abilities

- **High-G Worlder:** Brute jumping distances are doubled and they use a Running die of d8.
- **Size +3:** Brutes stand at around 9' tall and weigh half a ton.
- **Strong Nose:** Brutes get a +2 to Notice and Tracking rolls where they can use their nose.
- **Thick Skin:** Their fur and thick hide grant brutes +1 Armor.

Kig-Yar

Often called Jackals due to their appearance, these somewhat avian creatures are generally used as marksmen and scouts by the Covenant. The stronger, more physically able specimens are sometimes deployed as shock troops, while the less accurate are simply used to supplement unggoy squads.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d4, Notice d6, Shooting d8, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 9 (4)

Hindrances: Greedy, Vow (defend the Covenant)

Gear: Combat Harness (Armor +4), Needler (2d6, RoF 3, AP 2, 12/24/48), Energy Aegis (Parry +2, Heavy Cover, Armor +10)

Special Abilities

- **Fleet:** Jackals use a d8 running die.
- **Leaper:** Kig-yar double the normal jumping distance and add +1d6" from a successful Strength roll.
- **Natural Weaponry:** Jackals have large claws on their hands and rows of sharp teeth. These collectively cause Str+d6 damage.
- **Powerful Senses:** Kig-yar halve all penalties for range and add +2 to Notice rolls to smell things. This also grants a +2 bonus to Tracking rolls.
- **Size +1:** Jackals are large—around 6' 5" on average—but their hollow bones subtract -1 from their Toughness.

Marksmen

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d6, Shooting d10, Stealth d4

Pace: 8; **Parry:** 6; **Toughness:** 9 (4)

Hindrances: Greedy, Vow (defend the Covenant)

Edges: Marksman

Gear: Combat Harness (Armor +4), Beam Rifle (3d10+1, AP 4, 75/150/300, Semi-Auto, Plasma, Snapfire)

Special Abilities

- **Fleet:** Jackals use a d8 running die.
- **Leaper:** Kig-yar double the normal jumping distance and add +1d6" from a successful Strength roll.
- **Natural Weaponry:** Jackals have large claws on their hands and rows of sharp teeth. These collectively cause Str+d6 damage.
- **Powerful Senses:** Kig-yar halve all penalties for range and add +2 to Notice rolls to smell things. This also grants a +2 bonus to Tracking rolls.
- **Size +1:** Jackals are large—around 6' 5" on average—but their hollow bones subtract -1 from their Toughness.

Skirmisher

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Notice d6, Shooting d8, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Greedy, Vow (defend the Covenant)

Edges: Combat Reflexes, Dodge, Fleet-Footed

Gear: Combat Harness (Armor +4), Needler (2d6, RoF 3, AP 2, 12/24/48), Type-27 Hologram, Point-Defense Gauntlets (Parry +1)

Special Abilities

- **Fleet:** Jackals use a d8 running die.
- **Leaper:** Kig-yar double the normal jumping distance and add +1d6" from a successful Strength roll.
- **Natural Weaponry:** Jackals have large claws on their hands and rows of sharp teeth. These collectively cause Str+d6 damage.
- **Powerful Senses:** Kig-yar halve all penalties for range and add +2 to Notice rolls to smell things. This also grants a +2 bonus to Tracking rolls.
- **Size +1:** Jackals are large—around 6' 5" on average—but their hollow bones subtract -1 from their Toughness.

Mgalekgolo

These monstrous creatures are closer to walking tanks than actual infantry. Dubbed "hunters" by most of the UNSC, these enormous beasts are almost unstoppable with most conventional arms and require incredible precision to confidently dispatch. While hunters do not have vocal chords, they can communicate to one another through subsonic vibrations. They almost always deploy in pairs.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d8, Notice d6, Shooting d6, Stealth d4

Pace: 8; **Parry:** 8; **Toughness:** 24 (12)

Hindrances: Vow (defend the Covenant)

Edges: Combat Reflexes, Improved Sweep

Gear: Mgalekgolo Combat Harness (Armor +12), Mgalekgolo Shield (Parry +2, Armor +20 vs Ranged), Fuel Rod Cannon (4d10, AP 15, 24/48/96, HW, Snapfire)

Special Abilities

- **Large:** Attackers add +2 to their attack rolls against hunters due to their size.
- **No Vital Organs:** Hunters are made up of small Lekgolo colonies and have no vital organs to hit. They also cannot be Infected by the flood, though their biomass can be used to create carriers.
- **Neural Net:** Hunters "see" by detecting disturbances in the electrical fields around them. They ignore all vision-based penalties and add a +2 bonus to Notice rolls for anything within 6".
- **Size +4:** Hunters stand at over 12' tall and weigh more than 2 tons.

Sangheili

The Covenant elites are a race of powerful warriors that would desire nothing more than to wipe humans off the face of the galaxy with nothing than their bare hands. That said, humanity puts up enough of a fight to require the sangheili to try harder than that.

These warriors are further divided into castes based on their ability in combat. These castes are outlined below.

Minor

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d6, Piloting d6, Shooting d8, Stealth d4, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (8)[2]

Hindrances: Arrogant, Code of Honor, Vow (defend the Covenant)

Edges: Combat Reflexes, Command, Dodge

Gear: Elite Combat Harness (blue, Armor +8, Shields +2), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger (Str+2d6, AP 6).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.
- **Size +2:** Elites are generally around 7'6".

Major

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Battle) d4, Notice d8, Piloting d6, Shooting d8, Stealth d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (8)[4]

Hindrances: Arrogant, Code of Honor, Vow (defend the Covenant)

Edges: Combat Reflexes, Command, Command Presence, Dodge

Gear: Elite Officer Harness (orange, Armor +8, Shields +4), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger (Str+2d6, AP 6).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.
- **Size +2:** Elites are generally around 7'6".

Ranger

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d6, Notice d8, Piloting d8, Shooting d8, Stealth d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (8)[4]

Hindrances: Arrogant, Code of Honor, Vow (defend the Covenant)

Edges: Combat Reflexes, Command, Dodge, Steady Hands, Two-Fisted

Gear: Elite Ranger Harness (white, Armor +8, Shields +2), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger (Str+2d6, AP 6), Antigravity Pack (Pace 24).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.
- **Size +2:** Elites are generally around 7'6".

SpecOps

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Climbing d6, Driving d4, Fighting d8, Intimidation d6, Notice d8, Piloting d4, Shooting d8, Stealth d8, Throwing d6, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (6)[2]

Hindrances: Arrogant, Vow (defend the Covenant)

Edges: Assassin, Combat Reflexes, Command, Dodge

Gear: Elite SpecOps Harness (black, Armor +6, Shields +2), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger (Str+2d6, AP 6), Active Camouflage, Energy Sword (Str+2d10, AP 10).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.

- **Size +2:** Elites are generally around 7'6".

Ultra

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d10

Skills: Driving d8, Fighting d10, Intimidation d8, Notice d8, Knowledge (Battle) d6, Piloting d8, Shooting d10, Stealth d6, Throwing d8

Pace: 8; **Parry:** 7; **Toughness:** 17 (8)[6]

Hindrances: Arrogant, Code of Honor, Vow (defend the Covenant)

Edges: Combat Reflexes, Command, Dodge, Frenzy, Two-Fisted

Gear: Elite Ultra Harness (white, Armor +8, Shields +6), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger ×2 (Str+2d6, AP 6), Energy Sword (Str+2d10, AP 10).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.
- **Size +2:** Elites are generally around 7'6".

Zealot (WILD CARD)

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d12+2, Vigor d10

Skills: Driving d8, Fighting d12, Intimidation d8, Notice d8, Knowledge (Battle) d6, Piloting d8, Shooting d10, Stealth d8, Throwing d8

Pace: 8; **Parry:** 8; **Toughness:** 17 (8)[6]

Hindrances: Arrogant, Code of Honor, Vow (defend the Covenant)

Edges: Combat Reflexes, Command, Dodge, Improved Frenzy, Two-Fisted

Gear: Elite Ultra Harness (white, Armor +8, Shields +6), Plasma Rifle (3d10, RoF 3, 12/24/48, Plasma), 3× Plasma Grenades (3d10, MBT), Energy Dagger ×2 (Str+2d6, AP 6), Energy Sword (Str+2d10, AP 10).

Special Abilities

- **High-G Worlder:** Elites are born on a very high-gravity world. Their jumping distances are doubled and they use a Running die of d8.
- **Size +2:** Elites are generally around 7'6".

Unggoy

The foot soldiers employed by the Covenant. These grunts are typically given any tasks that the elites or brutes deem below themselves, such as guarding out-of-the-way locales or doing manual labor.

Minor

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Driving d4, Fighting d4, Notice d4, Shooting d6, Stealth d4, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Vow (defend the Covenant), Yellow

Gear: Combat Harness (orange, Armor +4, chest), Plasma Pistol (2d10+2, 12/24/48, Semi-Auto, Plasma), 2× Plasma Grenades (3d10, MBT)

Special Abilities

- **Carapace:** Armor +2.
- **Environmental Resistance:** Grunts can survive the vacuum of space. They receive a +4 bonus to Vigor rolls against depressurization.
- **Methane Breathers:** Grunts cannot breathe primarily nitrogen-oxygen gasses that make up most atmospheres. Without a rebreather, Grunts must make a Vigor roll every round or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives methane at

standard pressure and one Fatigue level is recovered every 10 minutes.

- **Spiked Elbows:** Grunts add +2 to Climbing rolls.

Major

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d4, Driving d6, Fighting d4, Notice d6, Shooting d6, Stealth d6, Throwing d4

Pace: 6; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Vow (defend the Covenant), Yellow

Gear: Combat Harness (red, Armor +4, chest), Plasma Pistol (2d10+2, 12/24/48, Semi-Auto, Plasma), 2× Plasma Grenades (3d10, MBT)

Special Abilities

- **Carapace:** Armor +2.
- **Environmental Resistance:** Grunts can survive the vacuum of space. They receive a +4 bonus to Vigor rolls against depressurization.
- **Methane Breathers:** Grunts cannot breathe primarily nitrogen-oxygen gasses that make up most atmospheres. Without a rebreather, Grunts must make a Vigor roll every round or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives methane at standard pressure and one Fatigue level is recovered every 10 minutes.
- **Spiked Elbows:** Grunts add +2 to Climbing rolls.

SpecOps

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Notice d6, Piloting d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Vow (defend the Covenant)

Edges: Combat Reflexes

Gear: Combat Harness (green, Armor +4, sealed), Fuel Rod Cannon (4d10, AP 15, 24/48/96, HW, Snapfire), 2× Plasma Grenades (3d10, MBT)

Special Abilities

- **Carapace:** Armor +2.
- **Environmental Resistance:** Grunts can survive the vacuum of space. They receive a +4 bonus to Vigor rolls against depressurization.
- **Methane Breathers:** Grunts cannot breathe primarily nitrogen-oxygen gasses that make up most atmospheres. Without a rebreather, Grunts must make a Vigor roll every round or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives methane at standard pressure and one Fatigue level is recovered every 10 minutes.
- **Spiked Elbows:** Grunts add +2 to Climbing rolls.

Yanme'e

Drones are a recent species to the Covenant. Zealous and intelligent, this insectoid race performs aerial raids against the Covenant's enemies.

Minor

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d4, Notice d6, Shooting d6, Stealth d6, Repair d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Vow (defend the Covenant)

Edges: Acrobat, Dodge

Gear: Plasma Pistol (2d10+2, 12/24/48, Semi-Auto, Plasma), Antigravity Thrusters (Climb +1)

Special Abilities

- **Flight:** Drones have a flying Pace of 12 and a Climb of 0.
- **Tough Carapace:** Armor +4.
- **Wall Walker:** While normally flying, drones have the capability to walk and land on almost any surface.

Major

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d8, Stealth d6, Repair d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (4)

Hindrances: Vow (defend the Covenant)

Edges: Acrobat, Dodge

Gear: Needler (2d6, RoF 3, AP 2, 12/24/48), Antigravity Thrusters (Climb +1)

Special Abilities

- **Flight:** Drones have a flying Pace of 12 and a Climb of 0.
- **Tough Carapace:** Armor +4.
- **Wall Walker:** While normally flying, drones have the capability to walk and land on almost any surface.

Flood Parasite

Very rare, and very deadly. If you encounter these scourge, then it's high time you get off the planet before you get turned.

Carrier Form

These monstrosities are simply vessels to transport smaller infection forms. They are notably sturdier and have no qualms with sacrificing themselves to gain more troops.

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d6

Skills: Fighting d4, Notice d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 9

Special Abilities

- **Flood:** Undead, Fear, Fearless. Doubled jump distances, bone spikes (Str+d8), Hive Mind.
- **Size +2:** Carrier forms are between 7'–8' tall and have massive, bulbous heads.
- **Violent Release:** Carrier forms can explode, dealing 3d8 damage and releasing 3d6+4 infection forms. They automatically explode on death, but any area effect damage they sustain in the process also applies to the infection forms inside.

Infection Form

Seemingly harmless, these mindless liver-shaped crawlers are relentless and lethal. One can be trouble... a dozen, which they are more commonly encountered as, downright spells death.

Individual

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d4, Notice d4, Stealth d6

Pace: 8; **Parry:** 4; **Toughness:** 3

Special Abilities

- **Barbs:** These abominations have barbs that cause Str+d4 damage.
- **Fearless:** Immune to Fear and Intimidation.

- **Hive Mind:** With an established hierarchy nearby, flood no longer have Animal Intelligence and gain +2 to become Unshaken.
- **Infection:** Any foe with a Size of 0 or greater that is Shaken by an infection form's barbs must make a Vigor roll at +2 or immediately begin transforming into a combat form (if they have a natural Toughness of 6+; add the Flood Monstrous Ability) or carrier form (Toughness of 5 or less). The transformation takes 1 minute if the victim is dead and 1 hour if they are still alive. This ability can also be used to revive fallen Flood allies that are Incapacitated rather than killed.
- **Killer Instinct:** Infection forms that hit their targets with a Raise automatically attack the victim's least-armored location.
- **Leaper:** Infection forms can jump 2" normally, 3" with a successful Strength roll.
- **Size -2:** Infection forms are only 2' tall.
- **Small:** All attacks against these creatures suffer a -2 penalty.
- **Wall-Walker:** Infection forms are notorious for being able to walk along almost any surface.

Swarm (These are represented by a Medium Burst Template)

Attributes: Agility d8, Smarts d4 (A), Spirit d10, Strength d8, Vigor d10

Skills: Notice d6, Stealth d6

Pace: 8; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Barbs:** Swarms inflict dozens of bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template. Damage is applied to the least-armored location.
- **Fearless:** Immune to Fear and Intimidation.
- **Hive Mind:** With an established hierarchy nearby, flood no longer have Animal Intelligence and gain +2 to become Unshaken.
- **Infection:** Any foe with a Size of 0 or greater that is Shaken by an infection form's barbs must make a Vigor roll at +2 or immediately begin transforming into a combat form (if they have a natural Toughness of 6+; add the Flood Monstrous Ability) or carrier form (Toughness of 5 or less). The transformation takes 1 minute if the victim is dead and 1 hour if they are still alive. This ability can also be used to revive fallen Flood allies that are Incapacitated rather than killed.
- **Leaper:** Infection forms can jump 2" normally, 3" with a successful Strength roll.
- **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Template) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each)
- **Swarm:** Parry +2; because the swarm is composed of around a dozen creatures, cutting and piercing weapons do no real damage. Area effect weapons work normally, autofire weapons subtract 4 from their damage, and a character can stomp to inflict damage in Strength each round.
- **Wall-Walker:** Infection forms are notorious for being able to walk along almost any surface.

Pure Form

Pure forms are a rare and recent species of flood that *only* consist of Flood biomass. It can transform between any of the below forms as an action.

Ranged Form

Attributes: Agility d4, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Notice d6, Shooting d8, Stealth d6

Pace: —; **Parry:** 2; **Toughness:** 12 (4)

Special Abilities

- **Flood:** Undead, Fear, Fearless. Hive Mind.

- **Immobile:** While in this form, pure forms cannot move.
- **Needle Spines:** These natural spines are fired at high velocities. They deal 3d6 damage, AP 4, 24/48/96, RoF 2.
- **Size +2:** Ranged forms are just below 8' tall.
- **Thick Carapace:** Armor +4.

Stalker Form

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 10 (2)

Special Abilities

- **Carapace:** Armor +2.
- **Crawlers:** Stalker forms are considered Prone at all times.
- **Fleet:** Stalker forms are very fast and use a Running die of d8.
- **Flood:** Undead, Fear, Fearless. Doubled jump distances, bone spikes (Str+d8), Hive Mind.
- **Wall-Walker:** Stalker forms can walk along the walls and ceiling with no effort.

Tank Form

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 15 (4)

Special Abilities

- **Crawlers:** Stalker forms are considered Prone at all times.
- **Flood:** Undead, Fear, Fearless. Doubled jump distances, bone spikes (Str+d8), Hive Mind.
- **Hardy:** Tank forms do not suffer wounds from being Shaken twice.
- **Infection Spew:** Tank forms can fire infection forms with a range of 3/6/12. The infection form does 2d4 damage to its target upon impact.
- **Large:** Attacks against tank forms are at +2 to hit.
- **Size +4:** Tank forms are massive, standing at 12' tall.
- **Thick Carapace:** Armor +4.
- **Weakness (Head):** While called shots do not normally deal extra damage the tank form is notoriously weak where it spits infection forms from. A Called Shot here does +2 damage.

Forerunners

The forerunners are an ancient race of super-advanced progenitors. Some of their weapons and machines survive into the modern age.

Sentinel

The repair and maintenance machines of almost all forerunner installations. Most are specifically armed to deal with flood organisms.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Knowledge (Electronics) d6, Notice d6, Repair d6, Shooting d8, Stealth d4, Tracking d4

Pace: —; **Parry:** 2; **Toughness:** 9 (2)[4]

Special Abilities

- **Armored:** Armor +2, Shields +4.
- **Construct:** +2 to recover from being Shaken; doesn't breathe, immune to poison and disease, ignores one level of wound penalties.

- **Environmental Weakness (Electricity):** Sentinels suffer +4 damage from electrical attacks when their shields are down.
- **Flight:** Pace 12, Climb 1.
- **Scanners:** Sentinels add +2 to Notice rolls and ignore all penalties for darkness.
- **Sentinel Beam:** 3d10 Damage, Range 50/100/200, RoF 1, Weight 46, 100 Shots, Snapfire, Plasma, SBT. Because this is a beam weapon, it does +2d6 damage on a raise instead of +1d6.
- **Targeting System:** Ignores 2 points of Shooting penalties.

Spartans

Spartans are not balanced for play, but for badassery. As a general rule of thumb, any deployed Spartan has no less than 120 experience (with the Spartan Combat Skill Edge) and only rarely less than a d8 Fighting and Shooting. If the GM wishes to run a Spartan campaign, he may choose to start Spartans at a lower Rank.

The below stats also list the implants and augmentations that Spartans receive, but these are not inherent abilities to the character. Spartan IIs and IIIs all tend to receive their augmentations at around 60 experience, while Is and IVs obtain them when they enter the program (minimum of Heroic, typically Legendary). Many Spartans also have the Outsider Hindrance.

Spartan I

Members of Project ORION, retroactively dubbed the Spartan I program, were outfitted with many augmentations and adjustments to give ONI an edge over Insurrectionists. Notable Spartan I members include Sergeant Major Avery Johnson. (*Augmentations cost a total of \$3,304,500*).

- **Human:** One free Novice Edge.
- **Neural Interface:** This allows a soldier to appear as a yellow blip instead of red on motion trackers, as well as allowing Targeting Computers to function.
- **Cochlea Enhancement:** Increase Agility 1 step.
- **Frontal Lobe Enhancement:** Increase Smarts 1 step.
- **Muscular Enhancement:** Increase Strength 1 step.
- **Pulmonary Respiratory Enhancement:** Increase Vigor 1 step.
- **Occipital Capillary Reversal:** Low-Light Vision (no penalties for Dim or Dark lighting) and Notice +2 in appropriate circumstances.
- **Boren Syndrome:** While the syndrome itself is fake, one byproduct of Spartan augmentation is immunity to flood infection.

Spartan II

Genetically perfect, cybernetically augmented, highly-trained super-soldiers, Spartans are the very best humanity can produce, though there are questions about just how much humanity they have left. They are taken from their homes at the age of six to begin their training. (*Note: Spartans must have a d10 in Spirit and Vigor to be able to hold all the augmentations. Augmentations cost a total of \$10,995,000*).

- **Human Paragons:** One free Novice Edge. Spartans start with d6s in three attributes, instead of d4s. They also begin play with the Cyborg Edge and Young Hindrance.
- **Spartan Neural Interface:** This allows a soldier to appear as a yellow blip instead of red on motion trackers, as well as allowing Targeting Computers to function. In addition, it allows the user (and their armor) to interface with A.I. units. Spartans only receive this with MJOLNIR Mk. V or greater.
- **Carbide Reinforced Bones:** Spartans add +2 to their Toughness.
- **Catalytic Thyroid Implant:** All Spartans are at least 6'6" and 250lbs of badass. They are Size +1, and have a ×8 carrying capacity (Brawny ups to ×10).
- **Muscular Enhancement:** Pace +2, Running die up 1 step. Jump increased by 1" (2 yards). Increase Strength 2 steps. This means the absolute minimum Spartan Strength is d8 (d10 in Mjolnir), though most Spartan IIs have at least a d10 or d12.
- **Occipital Capillary Reversal:** Low-Light Vision (no penalties for Dim or Dark lighting) and Notice +2 in appropriate visual circumstances.
- **Superconducting Nervous System:** Spartans begin with the Dodge and Light Speed Reflexes Edges by default. Increase Agility 1 step.
- **Boren Syndrome:** While the syndrome itself is fake, one byproduct of Spartan augmentation is immunity to flood infection.

Spartan III

Spartan IIIs are the smaller cousins of the Spartan super soldier, produced to be deployed more often and in larger numbers. While they may not be quite as beefy as their counterparts, they are not forces to be reckoned with. (*Note: Spartans must have a d8 in Spirit and Vigor to be able to hold all the augmentations. Augmentations cost a total of \$9,795,000.*)

- **Human Paragons:** One free Novice Edge. Spartans start with d6 in one attribute, instead of d4. They also begin play with the Cyborg Edge and the Young Hindrance.
- **Spartan Neural Interface:** This allows a soldier to appear as a yellow blip instead of red on motion trackers, as well as allowing Targeting Computers to function. In addition, it allows the user (and their armor) to interface with A.I. units.
- **Carbide Reinforced Bones:** Spartans add +2 to their Toughness.
- **Muscular Enhancement:** Pace +2, Running die up 1 step. Jump increased by 1" (2 yards). Increase Strength 2 steps. This means the minimum Spartan Strength is d8 (d10 in Mjolnir).
- **Occipital Capillary Reversal:** Low-Light Vision (no penalties for Dim or Dark lighting) and Notice +2 in appropriate circumstances.
- **Superconducting Nervous System:** Spartans begin with the Dodge and Light Speed Reflexes Edges by default. Increase Agility 1 step.
- **Boren Syndrome:** While the syndrome itself is fake, one byproduct of Spartan augmentation is immunity to flood infection.

Spartan IV

Spartan IVs consist of seasoned UNSC military veterans. These late volunteers give the program greater numbers, but are not nearly as skilled as Spartan II's or III's, who trained from very young ages. Note that since the UNSC believes combat experience to be training enough, Spartan IVs do not necessarily receive the Spartan Combat Skill Edge. (*Note: Spartan recruits must have the Cyborg Edge, a d8 in Spirit, and a d6 in Vigor to be able to hold all the augmentations. Augmentations cost a total of \$7,020,000.*)

- **Human:** One free Novice Edge.
- **Spartan Neural Interface:** This allows a soldier to appear as a yellow blip instead of red on

motion trackers, as well as allowing Targeting Computers to function. In addition, it allows the user (and their armor) to interface with A.I. units. Spartans only receive this with MJOLNIR Mk. V or greater.

- **Cardiac Implants:** Increase Vigor +1 step. Spartan IVs receive +2 to recover from being Shaken. This stacks with the Combat Reflexes Edge.
- **Carbide Reinforced Bones:** Spartans add +2 to their Toughness.
- **Muscular Enhancement:** Pace +2, Running die up 1 step. Jump increased by 1" (2 yards). Increase Strength 2 steps. This means the minimum Spartan Strength is d8 (d10 in Mjolnir).
- **Occipital Capillary Reversal:** Low-Light Vision (no penalties for Dim or Dark lighting) and Notice +2 in appropriate circumstances.
- **Artificial Platelet Injections:** Spartan IVs gain +2 to Natural Healing rolls and to resist Bleeding Out. (Strain: 1; Cost: \$750,000)
- **Pulmonary Polymer Lining:** Filters in the ears, nose, throat, and lungs remove most airborne toxins and increase oxygen intake. Spartan IVs add +4 to rolls made to resist the effects of airborne disease, poison, or deadly gases, and Thin or Dense Atmosphere.
- **Boren Syndrome:** While the syndrome itself is fake, one byproduct of Spartan augmentation is immunity to flood infection.

Power Armor

Crucial to the identity of a Spartan is the armor he wears. All Spartan armors, both SPI and MJOLNIR, are listed below, as well as all of their benefits. These are not Heavy Armor.

The helmet includes an integrated HUD (Heads Up Display) that monitors the suit's power, audio-visual input, and user vital statistics. Built-in optics grant 10× magnification and an attached flashlight. Collectively, this adds +2 to Notice rolls. Furthermore, integrated radar scanners show all moving objects of Size -1 or larger within a 12" radius, and a built-in radio sends up 20 miles.

The suits themselves are hermetically sealed to protect against pathogens, bacteria, gas, or other chemical and biological warfare agents. They provide their own heating, cooling, and enough oxygen to last for 72 hours—the included air tanks constantly scrub and recharge in clean atmospheres.

Energy is provided from miniature fusion reactors on the back of the suit, and has enough fuel to run for 168 hours. Recharging from a specific high-energy unit takes six hours. MJOLNIR armor is incredibly advanced, having 8 mod slots rather than 5 and being unaffected by EMPs, but it costs a base of \$5M. All power armor negates 4 points of AP from firearms.

> **Equipping:** Donning a suit of power armor generally takes around 1d6 hours and a Knowledge (Engineering) roll at -2.

> **Failsafe:** If a Spartan is killed or fatally wounded, they (or their allies) are required to trigger the suit's failsafe: a 20 second (3 round) timer that counts down to an explosion that does 4d10 damage in a Large Burst Template. This is to avoid capture of both the suit *and* the wearer. This is triggered by entering a 7-digit code into the suit as an action.

> **Pace:** The wearer keeps their normal Pace and Running die while in this suit unless otherwise modified.

> **Weight:** A suit's weight is negated by its own systems and does not encumber the user. The weight of each suit is listed for other purposes, however, such as transportation or moving across weak surfaces like ice or wooden floors.

New Armor Modifications

Artificial Intelligence Slot (1): This allows the docking of an A.I. within the confines of the suit. They typically have a d10 in Smarts-related skills and can aid the user by making Cooperative Rolls. Mod

Cost: —; Cost: \$2M.

Pace (2): The first rank of this mod grants the wearer an additional +2 Pace, as well as increasing your Running die by 2 steps, but they cannot Run for more than 10 rounds an hour. The second allows the wearer to Run for an unlimited amount of time. Mod Cost: 1; Cost: \$5M.

Quick Don (1): This lets users equip the armor in 2 rounds and no assistance with a successful Smarts roll. Mod Cost: 1; Cost: \$5M×Size.

Shields (3): The first rank of this mod grants your armor a layer of energy shields, but it does not further grant an Armor bonus. Subsequent ranks add an additional +2 Armor. Mod Cost 1; \$10M×Size.

Neural Binding (2): With a Spartan Neural Interface, this increases Strength and Agility by one die type each time it's taken. After d12, add +1 per servo (d12+1, d12+2, etc). Mod Cost 1; Cost: \$3M.

Targeting Computer (1): The integrated systems negate up to 2 points of Shooting penalties. Mod Cost 1; Cost \$50K.

Trauma System (1): This specialized autdoc rolls to heal a Wounded user every round (but only once per Wound). It uses a Healing skill of d8. In addition, it adds +2 to recover from being Shaken and resisting Bleeding Out. Mod Cost 1; Cost: \$20M.

SPARTAN Armors

SPI Mk I

Semi-Powered Infiltration Armor is a power suit that is weaker than MJOLNIR armor, but is developed to focus on stealth rather than power. It also lacks complete integration with the neural interface, and as such is primarily used for advanced reconnaissance. It has a form of experimental Chameleon circuitry, but it is not totally reliable. The stealth system only grants a –2 penalty rather than a –4. They also don't grant the user a radar, but it still provides zoom.

Light Power Armor: Armor +6, Cost \$1.5M

Remaining Mods: 3

Notes: Stealth System (early)

SPI Mk II

The Mk II SPI features several streamlined features over the Mk I, most notably complete neural interface compatibility and improved Chameleon Circuitry. They don't grant the user a radar, but does provide zoom.

Light Power Armor: Armor +6, Cost \$2.05M

Remaining Mods: 1

Notes: Stealth System, Targeting System

MJOLNIR Mk IV

This is the first MJOLNIR armor variant that was ready for field usage. It is strong, durable, and agile, and includes standard Neural Interface compatibility.

Light Power Armor: Armor +8, Pace +2 (Running +1 step), Cost \$13.05M

Remaining Mods: 5

Notes: Pace, Neural Binding, Targeting System

MJOLNIR Mk V

This version of the MJOLNIR armor is the first that included a personal energy shield, though it was rather weak. This is also the first notable MJOLNIR that was designed to be used with the Spartan

Neural Interface.

Light Power Armor: Armor +8, Pace +2 (Running +1 step), Cost \$25.05M

Remaining Mods: 4

Notes: Pace, Magnetic Grapples, Shields (0), Neural Binding, Targeting System, A.I. Slot Available

MJOLNIR Mk VI

The most up-to-date variation of the MJOLNIR armor, the Mk. VI has the most powerful shield (on par with that of many Elites), and includes the first variation of the Autodoc: a subroutine of the armor that repairs light wounds and administers pain killers.

Light Power Armor: Armor +8, Pace +2 (Running +1 step), Cost \$55.05M

Remaining Mods: 2

Notes: Pace, Magnetic Grapples, Shields (2 Armor), Neural Binding, Targeting System, Trauma System, A.I. Slot Available

MJOLNIR GEN2 (Mk VII)

This is the newest armor available. It's still very expensive, but designed for use with the much more common SPARTAN VIs.

Light Power Armor: Armor +8, Pace +2 (Running +1 step), Cost \$65.05M

Remaining Mods: 0

Notes: Pace ×2, Magnetic Grapples, Shields (2 Armor), Neural Binding, Targeting System, Trauma System, Quick-Don