

Halo Roleplaying Game

Basic Rules Reference Sheet

Procedure for weapon attack

- 1) Roll a d20 for an attack. Add your attack accuracy, +4 for every attack beyond the first
- 2) Compare the attack roll to the target's defense. If the attack equals or surpasses defense, it hits.
- 3) Determine how much the attack roll surpasses target's defense. This is the attack overage. The maximum attack overage you can benefit from is equal to your Strength (for melee attacks) or Instinct (for ranged attacks)
- 4) Add the attack overage to the damage of the weapon attack.
- 5) Reduce the target's damage resistance by the attack's penetration.
- 6) Compare the final attack damage to the target's damage resistance. The target takes damage equal to the amount the final damage surpasses damage resistance (after penetration).
- 7) Afterwards, compare the final damage dealt to the target's damage threshold. If the attack has any rending, reduce the target's damage threshold by the rending value.
- 8) If the damage threshold surpasses the target's damage threshold, they suffer a random crippling wound. They suffer an additional wound each time the damage surpasses the target's damage threshold
- 9) If the attack has Hailfire, multiple the final damage dealt by a factor of 1+ the hailfire value (so x3 for Hailfire (2)). If the base damage (before hailfire) deals a crippling wound, target receives extra crippling wounds equal to hailfire multiplier.

Special Actions

- Action Move**: Full-round action, moves as limited movement method, can make their attack at any point on their movement that turn, ranged attacks suffer -2 accuracy
- Charge**: Uses move and standard action, moves normal movement speed +3 in straight line towards a target, making a single melee strike or multiple ranged strikes against that single target. All attacks gain +5 accuracy; melee attacks also gain +10 damage. Charger is flat-footed and cannot evade for 1 turn.
- Burst Fire**: Instead of attacking normally with automatic weapon, can make a single attack with Burst (1) and Hailfire (1). Expend 10 rounds. Fully automatic weapons can instead do Burst (2), but expend 20 rounds
- Focused Burst**: Instead of attacking normally with automatic weapon, can make a single attack against a target with Hailfire (2). Expend 10 round. Fully automatic weapons can also gain Advantage on attacks, but expends 20 rounds.
- Suppressing Fire**: Instead of attacking normally with automatic weapon, can make a single in a Cone (12), spending 40 bullets.. This is a full-round action. Make standard weapon attack, no hailfire or extra strikes. No damage on missed attack. Dealing hit point damage, targets are Slowed for 1 round and lose 1 morale. Cone area lasts until the start of shooter's next turn. Targets must spend a morale to move into the area, and those who end their turn within the area suffer two opportunity attacks from the weapon. Each attack that damages a target causes 1 morale. Full auto weapons can instead spend 80 rounds for a Cone (18) area, if they choose.
- Evading**: In a turn where the character used Bob and Weave, can try to dodge an attack with the Delay, Grenade, or Projectile trait. Make acrobatics check against the attack roll. On success, characters makes a shift. If outside the area of the attack, take no damage. Otherwise, take half damage. Can only successfully evade once per turn
- Emergency Evading**: Identical to evading, but can be done when not Bobbing and Weaving. Character takes -2 to acrobatics test, but is prone after action, regardless of success or failure

Turn Sequence, Initiative, and Actions

- Turn Sequence**: All characters roll initiative at start of their turns (d20+initiative bonus). Mark down initiative values, in order. Every round, characters action in initiative order, going down from highest to lowest initiative. At the end of turn, after everyone has gone, restart initiative back to the top.
- Actions**: When a character gets their turn, they gain a standard action, move action, and minor action every turn. Once all their actions are used, or they decide not to use them, their turn is over.
- Standard Action**: Used to make weapon attacks, push or grab an enemy, perform first aid, etc. Can be sacrificed to perform an additional move or minor action.
- Move Action**: Used to move your movement speed, shift your shift speed, or reload most weapons. Can be sacrificed to perform an additional minor action.
- Minor Action**: Used to pull something off a belt, perform a combat augmentation, combat behavior, combat influence, fall prone, crouch behind cover, or any lesser action such as pressing a button or opening a door.

Combat Behaviors

- One Combat Behavior can be used per turn. They are applied through using a minor action. They last until start of next turn
- Aiming and Called Shots**: While aiming, gains +2 accuracy with ranged attacks against the target being aimed at. Some factors increase this bonus. Alternately, can sacrifice aim bonus to make called shots. Can instead suffer -4 to accuracy, to ensure crippling wounds are dealt to the action, mobility, or core; can suffer -6 accuracy to ensure wounds are dealt to vital or critical.
 - Heavy Strikes**: When using melee attacks, can only make a single strike. But the attack gains +2 accuracy and +5 damage.
 - Bob and Weave**: Gains +2 defense and can perform evade actions.
 - Focusing**: Gains +4 resolve, morale bonus, and advantage on combat augmentations

Critical Strike

If you roll a natural 20 on an attack roll, you ignore the damage resistance and shield armor of the primary target of the attack.

Movement Basics

- Basic Movement**: Move a number of squares equal to 4+ ½ agility as a move action. Provokes opportunity attacks if moving out of enemy's threatened squares.
- Shift Movement**: Move a number of squares equal to 1+ 1/5 agility as a move action. Does not provoke opportunity attacks.
- Difficult Terrain**: Hazardous terrain costs 2 squares for every 1 square of movement
- Limited Movement**: Climbing, swimming, balancing, etc. Moves at half speed, and is considered flat-footed.
- Sprinting**: Full-round action, moves 4x move speed in straight line. Can only sprint 1 round every minute for every 2 points of fortitude, or gains fatigue.

Crippling Wounds

- You receive a crippling wound when damage surpasses damage threshold. Crippling wounds accumulate with multiple wounds and increases the ongoing penalty with additional wound points. Roll d20 to see which limb is wounded.
- Mobility (1-4)**: Target is knocked prone; suffers -1 speed, athletics, acrobatics, stealth and pilot per wound. On 5 wound points a limb, usually a leg, is severed.
 - Action (5-8)**: Drops one-handed item of attacker's choice; suffers -1 to attack accuracy, and all skill checks relating to using hands per wound. On 5 wound points, a limb, usually an arm, is severed.
 - Core (9-12)**: Target takes +5 damage; loses 1 healing threshold until healed per wound. On 5 wound points, character is permanently killed.
 - Vital (13-16)**: Target takes +5 damage and suffers 2 bleed; loses 1 damage resistance and regeneration per wound. On 5 wound points, character is permanently killed.
 - Critical (17-20)**: Target suffers +10 damage; -1 defense attacks, and skill checks per wound. On 5 wound points, character is permanently killed.

Morale

- Morale Basics**: Characters gain morale through combat situations. They start morale at 0 morale level. Whenever they are at positive morale (1 or more) they spend a morale level taking -1 morale, to gain a bonus to a single check that they have already rolled equal to their morale bonus. Low morale makes targets more susceptible to combat influence actions.
- Gaining and Losing Morale**: Morale levels can be gained and lost through using the influence or leadership skill or through situational modifiers.
- 1 Morale: suffer a crippling wound point or roll a natural 1 on a check
- 2 Morale: Start turn with Burning or Melting conditions
- 3 Morale: Reduced to 0 hit points or below and suffer a disfigurement
- +1 Morale: kill an enemy (once per turn), gain morale from a leader's rally action, or roll a natural 20 on a check

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Advanced Rules

Tactics Combat Augmentations

-You can activate a tactics augmentation as a minor action. Tactics last a number of rounds equal to intelligence.

-Make a tactics skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

Tactics Options

Precision Aim: +1 attack accuracy, +1 per additional success (max +3)

Defensive Stance: +1 defense and toughness, +1 per additional success (max +3)

Fast March: +1 speed, +1 per additional success (max +3)

Long Shot: +2 attack range, +2 attack range per additional success (max +6)

Hardiness: +1 damage resistance, +1 damage resistance per additional success (max +3)

Lore Combat Augmentations

-You can activate a lore augmentation as a minor action. You choose a target for the action. If you succeed, you gain the augmentation bonus against that target for the remainder of the encounter

-Make a lore skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

Lore Options

Armor Vulnerability: you gain +1 penetration on all attacks against the target, +1 additional penetration per additional success (max +3)

Weak Point: you gain +1 rending against the target, -1 additional rending per additional success (max +3)

Patterns of Movement: you gain +1 accuracy against the target, +1 additional accuracy per additional success (max +3)

Leadership Combat Augmentations

-You can activate a leadership augmentation as a minor action. Leadership lasts a number of rounds equal to willpower. Effects all allies within 15 squares that can hear or see the leader.

-Make a leadership skill check. The DC is 15. You gain a larger bonus if you score a 20 or 25.

-While leadership is active, can make a rally action once per round as a minor action to give allies morale points. DC 15 gives 1 morale, +1 morale per 5 above 15 (max 3, 1 per ally)

Leadership Options

Coordinate: Allies can spend morale to make a shift action once per turn, +1 shift speed on this action per bonus success

Responsive Strategy: Allies can spend 3 morale to spend a reaction to attack a target who just attacked them, +2 attack accuracy per bonus success,

Defensive Formation: Allies can spend morale to add 2 morale bonus to defense while ally is adjacent, +1 defense per bonus success

Efficiency: Allies can spend a morale point to reroll a skill check and add morale bonus to reroll, +2 to the reroll per bonus success.

Sneaking and Cloaking

-Can gain the sneaking condition by making a DC 15 stealth test as a standard action while not being within line of sight of any enemies.

-While sneaking, enemies do not know what square you occupy. They suffer -5 accuracy against attacks versus your square

-Enemies you attack while sneaking are flat-footed, but you lose Hidden condition, unless you attack with a suppressed weapon from more than 15 squares away

-While sneaking, you must move at half your speed and not attack, or you are detected

-Spotter actions reveal sneaking enemies within 30 squares as a standard action. Finding a sneaking enemy can be shared with allies as a move action. Cloaked enemies require detector actions instead.

-Cloaking is identical to sneaking, except you are only partially revealed when attacking or moving at full speed. All targets are flat-footed against your attacks, and attacks against you are always at -5. Partially revealed goes away at the start of your next turn.

Unit Rules

A unit is 2 or more characters fighting cohesively in a single, unified force. Units are generally led by an PC with NPC followers selected via requisition. Every unit is controlled by their PC, who provides the base statistics of the unit based on unit type. The unit uses the leader's defense, -1 for every minion in the unit, and the leader's toughness and resolve, +1 for every minion in the unit. On the encounter map, a unit is drawn with every member of the unit adjacent to one another.

Units Attacking

The unit can make a standard action attack as normal. They fire each individual weapon class separately. The attacks gain +2 accuracy per assisting shooter and +1 hailfire per 2 assisting shooters firing the weapon. If the leader is using the weapon class, they use their statistics when firing. If it is a weapon that is that the leader is not firing, then it uses the attack profile of a chosen member of the unit. For example, a character is in a unit with four marines. Three marines are equipped with assault rifles. The leader and one marine are equipped with a battle rifle. The leader attacks with +2 accuracy, because he has an assisting marine, and uses his own profile. The assault rifle attack uses the profile of one of the marines, gaining +4 accuracy and +1 hailfire because there is 2 assisting attacks.

Attacking Units

Additional members in a unit have life instead of hit point. The squad leader still uses hit points. A squad member has life based on the squad member's profile. When a unit takes damage, the leader allocates hits to members of the unit. If it was an area attack, they allocate hits to a number of squad members based on the size of the area area:

-Burst: Number of hits equal to burst area **Cones:** Number of hits equal to 1/3 cone value

-Lines: Number of hits equal to 1/4 line area

If the damage to a squad member surpasses their damage resistance, they lose 1 life, +1 life per hailfire of the attack, +1 life per crippling wound they would have suffered. Minions reduced to 0 hit points are dropped; they can be stabilized if they have healing applied to them in 1 minute, bringing them back up to 1 life. Minions reduced to negative life are killed.

Leadership Options

While in a squad, the leader can only command their squad, no one else. They gain special leadership combat augmentations when in a squad. They can rally themselves, as normal.

Precision Strike: Spend a morale point before attack to add +2 penetration; +1 penetration per bonus success

Deadly Sweep: Spend a morale point before attack to transfer hailfire into either burst or cleave (max 2); bonuses successes gives +1 max burst or cleave area

Evasive Maneuvers: Once per round, spend 3 morale while whole squad is standing to make an attack automatically miss, not deal half damage, cause the squad to go prone, and shift 1 square; each bonus success allows shifting 1 extra square after the attack

Shake it Off: Once per round, spend morale to negate a number of life damage against your squad equal to 1, cannot cancel instant kills; each bonus success let you ignore additional life damage

Combat Influence

-Combat influence can be used against sapient enemies to taunt, dismay, or manipulate your enemies. Combat influence requires an influence skill check versus the target's resolve. Combat influence requires the enemy to hear you and understand your language. Most combat influence requires spending the target's negative morale markers to take effect.

Combat Influence Types

-Demoralize: Used as a minor action that requires spending 0 morale, target loses 1 morale level +1 per 5 points over resolve

-Taunt: Used as a minor action, target suffers a -5 penalty on attacks against all targets other than you. Lasts until start of your next turn. Target gains +5 to their resolve for every positive morale.

-Terrorize: Used as a standard action that spends 4 negative morale, causes the target to flee the combat.

-Demand Surrender: Used as a standard action that spends 5 negative morale, causes the target to lay down their weapons and surrender. Target gains +5 to their resolve against this check

Combat Modifiers

Concealment: Caused by partial lack of vision, causes -5 accuracy

Total Concealment: caused by total lack of vision, causes -10 accuracy

Cover: Caused by obstruction of line of fire (roughly 50%), gives +5 defense against ranged attacks

Improved Cover: Caused by greater obstruction of line of fire (roughly 80-95%), gives +10 defense against ranged attacks

Flat-Footed: Target is unable to dodge attacks, loses agility bonus to defense

Flanking: Target has an attacker on either side directly across from them, they are flat-footed and attackers gain +2 accuracy

Prone: Target is lying on the ground, +5 defense against ranged attacks, -5 defense against melee attacks