

2023 Halo RPG Revision

This is the log of current updates notes, as of 8/9/2023.

Red Text marks changes in the previous version.

Blue Text marks changes in the latest version.

Core Character Design Changes

Countless typos and editing errors fixed!

Species Changes

Unggoy lost the 'Mob Formation' rule

Pack Tactics no longer gives +2 for every assisting grunt

Grunts gain +2 base strength

Developer Note: Grunt squads were proving nigh invincible, even compared to how well other squads were performing. They lost some of their traits, others are now baseline. They also gain +2 base strength to makeup for the traits they lost and capture their lore-accurate strength.

Specialization and Talent Changes

Reworked the Armored Infantry Master specialization. No longer does it increase the resistance rating of armor. Now it increase the armor's DR by 1 resistance rating, gives +5 toughness and damage threshold in heavy armor, and gives all armor Layered Armor (+2).

Sergeant specialization of Marine Field Commander specifies Inspired Comeback is used as a minor action.

Specialized Combat Style: Military Discipline: Now gives +1 power rating instead of +1 penetration per rank

Specialized Combat Style: Military Discipline and Better Together and Better Alone no longer give extra MAO for squad size and ranks.

Heuristic Upgrade can no longer be used to gain multiple skill focuses in a single skill.

Squad and Command Call-Down Changes

Squads now gain +2 accuracy for every assisting character, but only +1 hailfire for every 2 assisting attackers.

Squad Leadership Combat Augmentation: Precision Strike: now gives +2 penetration base, instead of based on morale bonus.

The rate that squad members increase their levels is half what it used to be, making them increase life much slower (for examples, humans and grunts gain +1 life every 10 levels, instead of 5).

UNSC ammunition drops can no longer include Squad Automatic Weapons. They are now part of Heavy Weapon Drops.

Developer Note: Squadron characters proved extremely powerful and durable. Thus, we reduced their life scaling, wound back their hailfire, and reduced species and talents that made squadron characters unstoppable.

Equipment and Vehicle Changes

Sticky Grenade trait has been added back into the Core Rulebook and Covenant Handbooks.

Specified entering an activating a vehicle usually requires a full-round action for huge or smaller vehicles, two full-round actions for vehicles that are gargantuan sized, and three full-round actions for colossal vehicles. This is the start of the vehicle chapter of the Core Rulebook.

Added headers in vehicle profiles to separate their abilities from their fluff

The Protective Body Suit Covenant Armor no longer has a defense penalty or the Cumbersome trait

Put in a new note over standard gear layouts that requisitioned guns come with a free magazine.

Specified that the Energy Shields of armor are a base 60.

Cyber Conflict Changes

For Cyber Conflicts, added a new section on Timed Conflicts. This is a new mechanic where you now have X rounds to defeat a computer before the system resets.

Changed many mentions of 'Computer Skill Checks' in offensive hacking abilities to 'computer offense check' to avoid confusion.

Specified that multiple attackers against a computer gives the computer a bonus action for each extra attacker.

Developer Note: Timed conflicts gives an extra sense of failure to hacking. Previously, the player was bound to win every cyber conflict eventually, it was just a matter of how long it took. Not very exciting.. Now, they must play against the clock.

Other Changes

Added proper mention of how Lesser threat NPCs function

Added variant experience tables at the end of Chapter 2 of the Core Rulebook.

The burning condition now has penetration 20, instead of 10.

Close bursts no longer use a burst area, instead attack all targets with X squares of the attacker