

The Covenant Handbook

Leovaunt's Halo RPG

~By Leovaunt

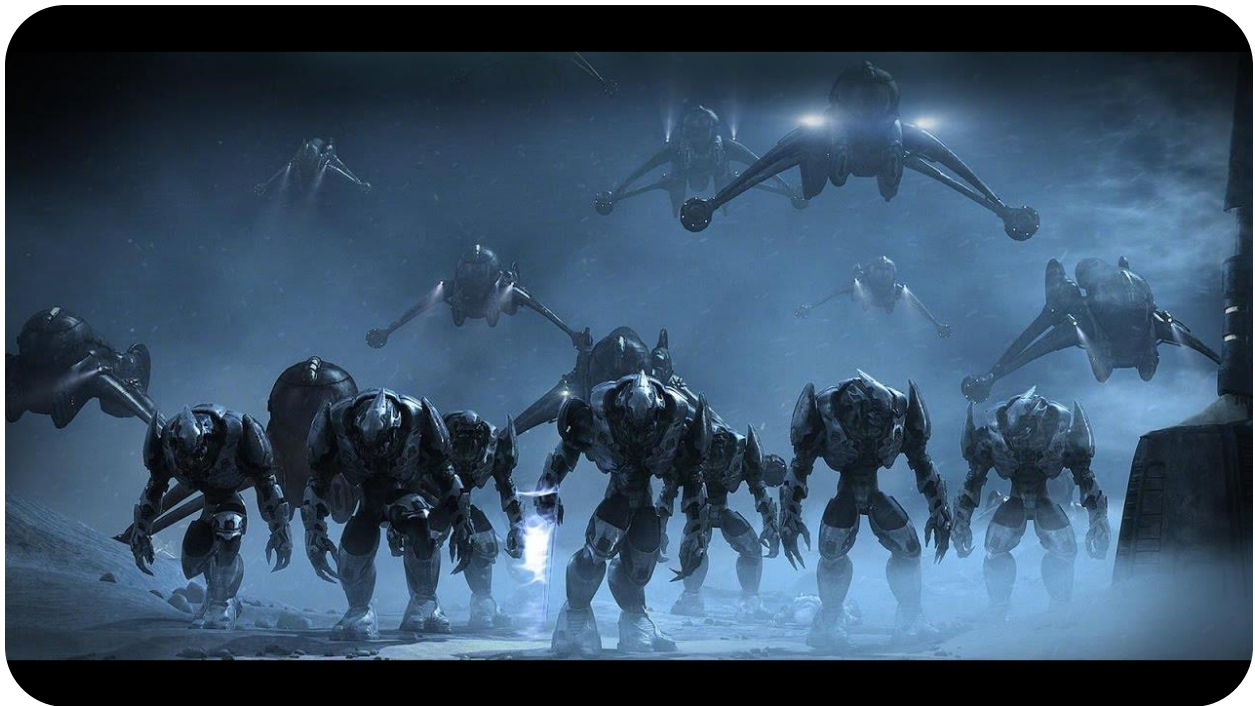


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Chapter 1: Creating a Covenant Character

Character Creation Basics

These are the rules for creating a Covenant heroic character at 1st level. If you need additional information about the character creation process or what the various numbers mean, refer to the Halo Core Rulebook.

Characteristic Points

The basis of designing characters in the Halo RPG is characteristic points. Characteristic points are spent both at character creation and when the character levels up by gaining experience. The number of characteristic points that a character has to spend at creation and level up depends on their character power level.

The character power level is a gauge of how high powered of a campaign the Game Master is running. Most games of Halo are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at the higher player tier, the Epic level, for campaigns to be either easier or involve greater challenges. Alternatively, if they want a high powered game with a small number of players, they can choose to do a Legendary campaign for the strongest player characters. Note that all players in a Halo campaign should be playing at the same power level to enforce fair play.

| Character Power Level | Starting Characteristic Points | Characteristic Points per Level |
|-----------------------|--------------------------------|---------------------------------|
| Heroic | 30 | 5 |
| Epic | 40 | 6 |
| Legendary | 40 | 8 |

Character Creation Package

Step 1: Choose a game power level (Heroic, Advanced Heroic, or Epic Heroic) to determine your number of characteristic points, both at character creation and on level up.

Step 2: Purchase a species. Four possible species are listed here: brute, elite, jackal, and grunt.

Step 3: Determine your subspecies, if you are a jackal

Step 4: Choose a specialization for your character.

Step 5: Spend remaining characteristic points.

Step 6: Take notes on what your common requisition point expenditures might be but be flexible to change based on the mission!

Step 7: Finalize character name and backstory, as well as defining all your character's statistics.

While all members of a species or background have a few base traits in common, most of the character's starting ability scores, skills, and talent are determined by the spending of characteristic points. Every character must purchase a species with characteristic points. Beyond those, characteristic points can be spent on whatever a character chooses.

To create a character at higher levels, simply follow the same rules and advance the character to the desired level using normal development progression. Creating and playing a higher-level character requires the permission of the Game Master. A higher-level starting character begins with the minimum number of total experience to reach that level. For creating a higher-level character, apply the steps above. Choose a race, then background, then all the specializations you qualify for, then spend characteristic points and so on.

Sangheili 'Elites'

Characteristic Points: 15

Ability Score: 4 Strength, 3 Instinct, 3 Agility, 3 Fortitude, 2 Intelligence, 2 Willpower

Challenge Accepted: Elites are a proud people and aggression is countered with greater aggression. When they are attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. However, the attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: Elites have a long history of military training and performing advanced tactical maneuvers. An elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move. Finally, elites gain +2 movement speed.

Energy Shield Training: Elites practice extensively with utilizing energy shielding. Elites gain +5 shield pool and +1 shield armor for every 3 levels they possess.

Warrior Legacy: Elites have a calling on the battlefield and have a long history of training for war. They gain +1 attack accuracy, +1 defense, +2 attack penetration, and a +1 to tactics and acrobatics skill checks. These bonuses scale increase at the same intervals every 5 levels.

Giant Alien: Elites have a hulking frame that surpasses humans. Elites are giant-sized characters. As such they gain +2 toughness and damage threshold, and +2 maximum strength and fortitude. They have 50 + 3x fortitude base hit points and gain 8+ fortitude hit points per rank of durability. They can use rifles with the Compact weapon trait as pistols, and thus use them in a single hand with no penalty in melee.

Military Authority: Elites are mighty soldiers who have an esteemed place amongst the Covenant military. They possess average requisition value to determine their gear and squads. They gain a bonus +5 requisition for choosing their gear. They can also call-in tactical support. They have an average command value, giving them command points equal to 3+ their intelligence + ½ their ranks in tactics. Finally, they can form squadrons if they choose. They can gain grunt, jackal, or elite squad members.

Description: The Sangheili are a saurian species that serves as the backbone of the military might of the Covenant. Known as a 'Elites' by the humans, sangheili are a proud species driven by tradition, honor, and martial prowess. Alongside the San'Shyuum, the sangheili were one of the two original species that formed the Covenant empire. Where the San'Shyuum acted as their leaders, the Sangheili were the warriors.

The Sangheili served the prophets loyally throughout the early days of the Covenant and throughout the Human-Covenant War. Near the end of the conflict, the San'Shyuum betrayed the sangheili. They allowed the brutes to take their military position and then tried to exterminate their species and leadership. This led to a schism where the sangheili allied with the humans against the Covenant and led to its downfall.

After the war's end, the Covenant and its species broke into countless smaller factions. Some, such as the Swords of Sangheilos, became close allies with the humans they used to fight. Others fell into different military factions as they scrambled to hold onto power. Some, such as the Covenant Remnants led by Jul'Mdama, remained intense enemies of humanity.

Sangheili are bipedal, reptilian humanoids that stand between seven and eight-and-a-half feet tall. Their mouths have four hinged mandibles instead of a lower jaw, causing UNSC marines to give them names such as split jaw or hinge head. Their hands have four digits; two middle fingers and two thumbs. They have digitigrade legs, two hearts, and purple blood.

Famous sangheili, and example sangheili names, include Thel'Vadam, Jul'Mdama, Ripa'Moramee, and Rtas'Vadum.



Jiralhanae 'Brutes'

Characteristic Points: 16

Ability Score: 5 Strength, 2 Instinct, 3 Agility, 4 Fortitude, 2 Intelligence, 2 Willpower

Brutish Resilience: If a brute has no energy shields, they gain temporary hit points equal to their fortitude +1/3 their level at the start of each turn. If a brute regains shield points at the start of their turn, they do not gain any temporary hit points.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain an extra bonus to accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait are tripled. If they activated rage on the start of a turn that they triggered brutish resilience, they increase the temporary hit points they got at the start of the round by the appropriate amount. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for a number of rounds equal to $1 + \frac{1}{2}$ their fortitude and cannot be ended voluntarily. It is usable once per encounter.

Powerful Figures: Brutes have naturally thick skin and resilient frames. They gain +2 damage resistance, +2 damage threshold, and +20 maximum hit points, along with a +1 bonus to athletics and endurance skill checks. These bonuses scale increase at the same intervals every 5 levels.

Aggressive Combatants: Brutes are an aggressive species and have natural aptitude for violence. They gain +1 power rating of damage with all weapons, with an additional +1 power rating per 10 levels.

Giant Alien: Brutes are massive creatures, surpassing even armored Spartans in size. Brutes are giant-sized characters. As such they gain +2 toughness and damage threshold, and +2 maximum strength and fortitude. They have $50 + 3x$ fortitude base hit points and gain 8+ fortitude hit points per rank of durability. They can use rifles with the Compact weapon trait as pistols, and thus use them in a single hand with no penalty in melee.

Military Authority: Brutes are great warriors that rely more heavily on personal prowess than an organized command structure. They possess average requisition value to determine their gear and squads. They gain a bonus +5 requisition for choosing their gear. They can also call-in tactical support. They have a poor command value, giving them command points equal to $3 + \frac{1}{2}$ their ranks in tactics. Finally, they can form squadrons if they choose. They can gain grunt, jackal, or brute squad members.

Description: The Jiralhanae, or brutes, were the last additions to the Covenant before its fall. They are mighty and savage creatures that possess strength surpassing even the elites and Spartans. The covenant used them as elite combatants and expendable muscle. However, near the end of the Human-Covenant war, the hierarchs of the Covenant gave the jiralhanae the rank previously possessed by the elites. Shortly after, the prophets unleashed the brutes against the sangheili high council, causing the great schism that tore the Covenant apart.

After the fall of the Covenant, the brutes fell into multiple different tribes and factions. Some continued to serve commanders of other species, while most reverted to tribal organizations with constant infighting. Many banished fell in with mercenary or pirate groups. The most notable of these is the Banished, a massive army formed by jiralhanae that abounded the Covenant years ago. Led by the mighty warrior, Atriox, the banished is the largest jiralhanae military organization known in the galaxy.

Jiralhanae are humanoid, pseudo ursine mammals that combine the features of gorillas, rhinoceros, and bears. They are carnivorous with sharp teeth. Their bodies are covered with thick fur of various colors. They sometimes shave or dress their hair in beards or mohawks. They have a heavy set, stocky frame resulting from the high gravity of their home world. Personality wise, brutes are highly aggressive. They are known for their tempers, great rage, and easily wounded pride. They tend to lack subtlety and finesse in all aspects of their life. They prefer to use their own technology in battle, which similarly replaces finesse for pure destructive potential.

Famous jiralhanae, and example jiralhanae names, include Tartarus, Atriox, Decimus, and Maccabeus.



Unggoy 'Grunts'

Characteristic Points: 8

Ability Score: 4 Strength, 3 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 1 Willpower

Adaptive Minds: While unggoy have a reputation for being dimwitted, they actual have adaptive minds that lets them process information and new skills very quickly. They only pay 1 characteristic point to learn a new talent, instead of the normal 2.

Grunt Mob: Unggoy may be weak and cowardly, but they make up for that with strength in numbers. Unggoy can have 2 additional squad members in their unit, bringing them to a maximum of 5 without any other modifiers.

Pack Tactics: The grunt leader of a squad gains advantage on leadership checks to rally or apply a combat augmentation. Finally, Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat. Therefore, a mob of four grunts would start an encounter with 3 morale markers.

Constant Reinforcements: If the grunt is not operating behind enemy lines or cut off from the chain of command, they are constantly receiving reinforcements from elsewhere. Every 5 minutes or at the end of each encounter, the grunt leader replaces 1 lost squad member of their choice. It is up to the GM's discretion if the reinforcements are available.

Methane: Grunts breathe methane instead of oxygen. Therefore, they suffocate without methane. Therefore, all grunts start with and carry a back mounted methane canisters that supplies them breathable air through a face mask. They can also mount a methane tank in their combat harness. By performing an aimed called shot, with the same difficulty as targeting the vitals, the mask can be shot off the grunt. When this is done, the grunt must spend their next turn reattaching the mask as a standard action or begin suffocating. Some armor may provide protection in preventing the mask from being shot off.

Military Authority: Grunts are low ranked amongst the Covenant with very little command authority or clearance. They possess low requisition value to determine their gear but gain +8 requisition points that can only be spent on purchasing squad members. They can also call in tactical support, although they are not given much permission. They have a poor command value, giving them command points equal to 3+ ½ their ranks in tactics. They can form squadrons but can enlist grunt squadron members.

Description: The Unggoy are the most plentiful species in the Covenant. They also have the lowest ranked status in the empire, used as laborers and cannon fodder. Unggoy are fearful and weak-willed creatures that nonetheless have a tight connection with their kin. They band together in huge packs to swarm their enemies.

Native to the planet Balaho, Unggoy are intelligent and advanced, but their society suffered on extreme oppression by the Covenant. A fast breeding species, their young were taken from their parents and placed in various social programs based on the Covenant's need for them. They are fielded in vast swarms in the military, where they received the name 'grunts' due to their nature as expendable cannon fodder. Regardless, the unggoy were firm believers of the Great Journey and many stayed loyal to the Covenant after the Great Schism. Whether this was out of fear or faith is up for dispute.

After the fall of the Covenant, the Unggoy have colonized worlds throughout the sector. Many are still used as cannon fodder for various factions, such as the Banished or the Covenant Remnants. In other institutions, such as the Swords of Sangheilos, grunts receive much more social respect and independence. They always prefer to spend time with as much of their own kin as possible.

Unggoy are short, about a head shorter than a human, with a stocky, hunch-backed frame. They are vertebrate humanoids that nonetheless possess an exoskeleton around their limbs. They have wrinkly skin, high-pitched voices, stubby limbs, and luminescent blue blood. Because they naturally breathe methane, they wear tanks on their backs that give them breathable methane when away from their home world.

Example unggoy names include Yapyap, Dadab, Stolt and Dimkee.



Kig-Yar 'Jackals'

Characteristic Points: 6

Ability Score: 2 Strength, 3 Instinct, 3 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

Nimble: Jackals are quick and light on their feet. They gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving. Finally, they gain +1 shift speed.

Predatory: Jackals gains a bonus to damage against flat-footed enemies equal to their level.

Shield Specialization: Jackals have a long history of specializing with the use of deflection shields. A shield unit used by a Jackal provides twice as much defense. Directional shields still only provide defense from the correct angles. In addition, shields do not provide a penalty for attack rolls for jackals.

Piracy: Jackals have a long history of crime, smuggling, and piracy. Therefore, despite being part of a military unit, a jackal can sell any goods that they pick up from the battlefield for a personal profit. Because of their backchanneling, this does not count as war profiteering for them, if their superiors gain a cut of the profits. Therefore, they can sell scavenged equipment for ¼ the base value without legal penalty.

Subspecies: At character creation, all jackals must pick a subspecies from those listed later in the chapter. These subspecies give special abilities or enhanced attributes. Every jackal subspecies cost a varying number of characteristic points to purchase.

Military Authority: Jackals have limited military authority amongst the Covenant ranks. They possess average requisition value to determine their gear. They can also call-in tactical support, although they are not given much permission. They have a poor command value, giving them command points equal to 3+ ½ their ranks in tactics. Finally, they commonly fight in tight combat units. Their squads can have both Grunt and Jackal members.

Description: The Kig-Yar are a species of carnivorous humanoid reptilians with avian features. They are frequently known as a greedy, capitalistic species of pirates and bandits. They serve as some of the primary infantry in the covenant, usually as shield-bearers, snipers, and scouts. Their species is the amongst the lowest castes in the Covenant, second only to the Unggoy.

Kig-Yar are a natural space faring civilization that prize themselves as interstellar raiders who steal from anyone that they can. Their society is very matriarchal, with their vessels usually governed by Shipmistresses. They are a brutal and cruel species that enjoys flaunting their power over other less powerful individuals.

Since joining the Covenant, the Kig-Yar have become an important part of the Covenant arsenal. However, they did not believe in the official religion of the Covenant. Their presence in the organization was self-preservation; their loyalty is out of monetary gain rather than principle. When the Covenant shattered, many Kig-Yar returned to piracy or stayed in the pocket of remnant faction leaders.

Kig-Yar have a variety of subraces that they belong to. These subraces are very similar but have several morphological differences that makes them distinct. Most of them have resulted from their evolution in different environments. They are all known as jackals to the humans, except the T'Vaooan subspecies which is more commonly known as skirmishers.

Kig-Yar names tend to be a single, three-letter syllable, such as Yar, Jak, Bok, Set, or Roc.

Kig-Yar Subspecies

Ruuhtian Jackal

Characteristic Points: 4

Ability Score: +1 instinct

Special Ability (Precision Operatives): The jackal increases the range increment of all ranged weapons, except for weapons of the explosives category (grenades, mines, demolition charges, etc), by 1. Therefore, a medium ranged weapon would have long range instead. In addition, they gain +2 accuracy at targets within short range.

Special Ability (Extra Senses): The jackal can spend a move action to make a detector action against nearby enemies. This has a range equal to twice their instinct. In addition, the jackal gains +1 initiative and +1 to perception checks every 3 levels.

Description: Ruuhtian jackals are the most common of their species, originating on the largest contingent on their home world. Ruuhtian jackals have long, narrow snouts that resemble beaks. They have narrow bodies and flexible quills on their heads and forearms. Ruuhtian jackals have keen eye sight and precision senses, that makes them excellent snipers, hunters, and thieves.



Ibie'shan Jackal

Characteristic Points: 4

Ability Score: +1 strength

Special Ability (Precision Operatives): The jackal increases the range increment of all ranged weapons, except for weapons of the explosives category (grenades, mines, demolition charges, etc), by 1. Therefore, a medium ranged weapon would have long range instead. In addition, they gain +2 accuracy at targets within short range.

Special Ability (Toughened Frame): The jackal has a heavier body structure that gives them extra toughness. These jackals have an additional 2 x level +10 maximum hit points.

Description: Ibie'shan jackals are the most primordial and bestial of all jackals. They have shorter, thicker snouts, heavy bodies, and an underbite. They are less common than Ruuhtian jackals, but serve a similar purpose in the Covenant, as snipers and shield-bearers.



T'vaoan Jackal Skirmisher

Characteristic Points: 6

Ability Score: +1 agility

Special Ability (Unnatural Speed): The jackal gains +2 movement speed and a +5 bonus to athletics checks. They gain the Leap talent for free, except they can leap squares equal to their full strength +2. This allows them to make exceptional vertical and horizontal leaps. If they perform a leap action and land somewhere out of sight, they gain the Hidden condition.

Special Ability (Skirmisher Strike): The skirmisher can perform an action move while benefitting from the hidden condition, without breaking the hidden condition. In addition, they are not partially revealed after firing during an action move as long as they didn't end within any enemy's line of sight.

Special Ability (Extra Senses): The jackal can spend a move action to make a detector action against nearby enemies. This has a range equal to twice their instinct. In addition, the jackal gains +1 initiative and +1 to perception checks every 3 levels.

Special Ability (Toughened Frame): The jackal has a heavier body structure that gives them extra toughness. These jackals have an additional 2 x level +10 maximum hit points.

Special Ability (Lone Operative): Unlike other jackals, skirmishers are intended to act and fight on their own. Most of them prefer it that way, prizing their personal attributes over the help of others. T'vaoan jackals cannot spend requisition points on squad members and do not form squadrons.

Description: To'vaoan jackals, known amongst humans as skirmishers, are an exceptionally powerful breed of Kig-Yar that originated from an asteroid colony. They are the most bird-like of all Kig-Yar, with feathers, sharp claws, and snouts that closely resemble beaks. Skirmishers have exceptional physical attributes, capable of leaping, sprinting, and hiding remarkably well. They are the rarest strain of their species as well. Because of their exceptional attributes and rarity, skirmishers typically act as solo operatives, functioning as spies, ambushers, guerilla combatants, and assassins.



~Ruuhtian Jackal (bottom left)

T'vaoan Jackal (top and bottom center)

~Ibie'shan Jackal (bottom right)

Specializations

Aerial Vehicle Expert Theme

Theme Skill Focuses: Defensive Training, Pilot, Ranged

Aerial vehicles are an important part of warfare. Tactical fighters obstruct air space, bombers strike at ground targets, and transports bring in troops and reinforcements. Training in aircraft allows a pilot to effect a battlefield in new ways. Skilled aircraft pilots can obtain aerial superiority and cut off enemy support for ground troops, or target distant targets out of sight of terrestrial forces.

Basic Specialization: Pilot

Ability Score: +1 Agility

Talent: Defensive Fighting

Special Ability (Evasive Maneuvers): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, any vehicle their pilot, and the passengers of said vehicle, gains +3 defense while the vehicle is moving.

Advanced Specialization: Superiority Fighter

Special Ability (Dog Fighter): When an enemy makes a target lock against a vehicle this character is piloting, they pilot can try to break the target lock. They make an opposed pilot check against the attacker making a target lock. If they succeed, the target lock is broken. If they fail, the target lock is applied as normal. Furthermore, when an enemy attacks the vehicle with a rocket, missile, or projectile attack, the pilot can make a DC 25 pilot check. If they do, their vehicle will never suffer half damage from the attack. In addition, while the character is in aerial vehicle, they gain +2 accuracy and defense against other vehicles.

Master Specialization: Wing Commander

Ability Score: +1 Instinct

Special Ability (Ship Commander): If the character is piloting or commanding a vehicle, that vehicle deals +3 power rating of damage with all weapons and +2 defense. In addition, at the start of each turn, vehicles the character is piloting gains temporary hit points equal to their Instinct + Intelligence ability score. These temporary hit points are not cumulative and instead refresh every round.

Armored Infantry Theme

Theme Skill Focuses: Defensive Training, Durability, Endurance

Armored infantry focus in their armor instead of their weapon. They shrug off blows designed to cripple them and walk fearlessly into battle. Armored infantry frequently serve in special ops units where they attract fire from their allies, letting their comrades land surgical strikes on their foes.

Basic Specialization: Hardened Soldier

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Hard to Hurt): When wearing armor, the character gains bonus damage resistance equal to the armor's resistance rating.

Advanced Specialization: Armor Specialist

Special Ability (Advanced Armor Training): The character reduces the defense penalty of armor they wear by half. After the bearer suffers hit point damage, they gain temporary hit points equal to twice the armor's resistance rating.

Master Specialization: Heavy Armored Combatant

Ability Score: +1 Fortitude

Special Ability (Living Tank): The character increases the damage resistance of their armor by 1 resistance rating. Furthermore, when wearing armor, the character gains a +5 bonus to toughness and damage threshold while wearing heavy or super heavy armor. Finally, all armor they wear gain the Layered Armor (+2) trait.

Battlefield Engineer Theme

Theme Skill Focuses: Computers, Science, Tactics

Battlefield engineers turn their knowledge of science to use in combat situations. They create versatile combat modules that they can modify and deploy in combat for various effects. Battlefield engineers are useful to have around as they can manipulate an environment and strike enemies in unexpected fashions.

Basic Specialization: Tinker

Ability Score: +1 Intelligence

Talent: Sabotage

Special Ability (Basic Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Basic Science Tricks and can spend 100 credits to build a battlefield gadget or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Advanced Specialization: Engineer

Special Ability (Expert Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Expert Science Tricks and can spend 1,000 credits to build an advanced module or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Master Specialization: Mechanist

Ability Score: +1 Intelligence

Special Ability (Master Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Master Science Tricks and can spend 10,000 credits to build a war engine or can requisition them in supply kits. Rules on science tricks can be found in Chapter 8.

Brawler Theme

Theme Skill Focuses: Athletics, Durability, Melee

Brawlers eschew the tactics and precision of ranged combat to engage close with their foes and beat them senseless with fists, bayonets, or bashes. Brawlers rely heavily on adrenaline and fervor in battle, as getting close exposes them to direct fire. However, must combatants are unprepared for a burly warrior to come close and beat them to death in contemporary warfare.

Basic Specialization: Bruiser

Ability Score: +1 Strength

Talent: Power Strike

Special Ability (Smashing Blow): When the character makes use the heavy strike action with a melee attack, the attack gains bonus accuracy and penetration equal to $\frac{1}{2}$ their strength.

Advanced Specialization: Basher

Special Ability (Improvised Weapon): The character is specialized in using Pistol Whip, Rifle Butt, and Rifle Bayonet attacks. They add their full strength to damage with those attacks, instead of half strength, and gain +2 accuracy and penetration with such attacks.

Master Specialization: Warmonger

Ability Score: +1 Strength

Special Ability (Savage Combat): The character can spend a move action to make a standard action attack, if it is with a melee weapon. This is in addition to making a standard action attack in the same round. This second attack benefits from performing a Heavy Strike combat behavior, if the character made one, and does not suffer dual-wielding penalties for making a second attack.

Computer Expert Theme

Theme Skill Focuses: Computer, Science, Stealth

Cyber security experts and hackers find purpose in wartime by sabotaging digital defense, intercepting orders, and scrambling communications. Computer experts are also used to interpret and manipulate enemy technology, including advanced Forerunner systems. While computer experts are usually found far from the front lines, they occasionally have purpose nearer to the battlefields so they can directly access enemy computer systems.

Basic Specialization: Cyber Infiltrator

Ability Score: +1 Intelligence

Talent: Professional Hacker

Special Ability (Spike): When you enter a cyber combat, for the first two rounds you are involved, you gain +2 to computer skill checks and can make an offensive computer action as a free action each turn.

Advanced Specialization: Hacker

Special Ability (Specialist Software): The character counts their Computer skill as 3 higher for determining computer offense, defense, and security wall.

Master Specialization: Digital Saboteur

Ability Score: +1 Intelligence

Special Ability (Crippling Code): Any damage the character deals to the enemy's core integrity is increased by 50%.

Dual-Wielding Theme

Theme Skill Focuses: Acrobatics, Melee, Ranged

Dual-wielding is a common combat style for larger warriors, such as elites and spartans. They focus on maximum offense by using two weapons, such as a plasma rifles, submachine guns, or pistols. While this fighting style takes great practice, it can be incredibly effective in the hands of a master.

Basic Specialization: Dual-Wielding Enforcer

Ability Score: +1 Agility

Talent: Dual-Weapon Skill

Special Ability (Dominant Hand): When the character attacks while dual-wielding, pick on of their weapons they are attacking with. That weapon gains +5 accuracy.

Advanced Specialization: Dual-Wielding Expert

Special Ability (Rapid Strike): When the character is dual-wielding, using both weapons at the same target, and both attacks hit, they can make a second attack with one of the two weapons, giving a total of three attacks.

Master Specialization: Battle Master

Ability Score: +1 Instinct

Special Ability (Cascade): When the character is dual-wielding, they can sacrifice the attack with one weapon to empower their primary weapon. If they do so, their primary weapon gains Hailfire (+1) and a different benefit if it was melee or ranged. If was a melee attack, the character attacks all targets within their reach instead of a single target. If it was a ranged attacked, the attack gains Burst (+1).

Field Commander Theme

Theme Skill Focuses: Leadership, Medicine, Tactics

Leaders know that strength comes from a cohesive group, not one lone wolf. Leaders focus on leader squads of combined units to ultimate effectiveness. Trained leaders keep their squads alive and performing. Their raw leadership means many others will volunteer to serve in their divisions.

Note: This leadership-focused specialization focuses on leader squadrons of NPCs, not other players. Its effects only relate to your own squadron.

Basic Specialization: Sergeant

Ability Score: +1 Willpower

Talent: Inspirational Presence

Special Ability (Inspired Comeback): When commanding a unit, the character can spend a morale point as a minor action to make a DC 15 leadership check. If they succeed, they restore 1 life to one troop. For every 10 points that they exceed the DC, they can restore 1 additional life. They also gain +3 requisition for purchasing squad members.

Advanced Specialization: Lieutenant

Special Ability (Calculated Movement): When commanding a unit of at least 3 squad members, your squad gains +2 defense, and gains +5 damage resistance against burst attacks. In addition, once per round when a squad member makes an attack or skill check, you can spend a morale to act as if you made the roll in their place (with all of your normal bonuses). Finally, you gain +3 requisition for purchasing squad members

Master Specialization: Colonel

Ability Score: +1 Willpower

Special Ability (Strategic Mastery): When commanding a unit of at least 5 squad members, your squad gains +3 defense and accuracy. In addition, once per round when a trooper in your unit would drop or be killed, you may make a tactical gambit as a free action, spending two morale to make a DC 25 tactics check. If you succeed the gambit then instead of the squad member dropping, they are instead restored to full life and have their gear refreshed. Finally, you gain +2 maximum squad members in your unit.

Fireteam Leader Theme

Theme Skill Focuses: Influence, Leadership, Tactics

Squad leaders organize fireteams of trained individuals in battle so that everyone performs their job to the best of their ability. Squad leaders inspire and organize their comrades; beacons of charisma that their allies perform their jobs to the best of their abilities. Squad leaders organize groups of elite soldiers, like ODSTs and sangheili warriors, rather than focusing on organizing troops.

Note: This leadership-focused specialization focuses on leading other individual characters, such as other player character. It does not function with squadron mechanics.

Basic Specialization: Leader

Ability Score: +1 Willpower

Talent: Inspirational Presence

Special Ability (Rallying Boost): Whenever the character uses the Rally function of the Leadership skill, each ally that gains a morale point also gains temporary hit points equal to the leader's ranks in leadership. These temporary hit points do not stack.

Advanced Specialization: Military Commander

Special Ability (Push Forward): When the military commander generates morale points using the rally ability, the rally action generates 1 more morale and you can give two morale to a single ally. In addition, the character's allies under the effects of his leadership gain a bonus to their movement speed equal to their current morale level (minimum 0).

Master Specialization: Inspirational Icon

Ability Score: +1 Willpower

Special Ability (Inspirational Rally): When the character uses Rally on an ally, their ally can spend a morale point that turn without losing a morale level. In addition, allies under your leadership gain +2 morale bonus.

Guardian Theme

Theme Skill Focuses: Defense Training, Durability, Endurance

Guardians believe in the greater good and art of sacrifice. They fight to protect their brothers in arms from harm. Most guardians will gladly step in the way of a bullet if it spared their kin pain. Some die it as loyalty to their comrades, while others believe in self-sacrifice as a higher calling to their species.

Basic Specialization: Guardian

Ability Score: +1 Fortitude

Talent: Resistant

Special Ability (Living Shield): The character always tries to attract enemy fire from their allies as a free action. They must choose at the start of their turn whether they are using this ability. Enemies gain a -5 penalty to attack the character's allies when they can attack this character (or their unit) instead. Allies must be within 6 squares of this character or their unit to receive this benefit. While Living Shield is active, the character suffers -3 defense and is slowed. If the character has improved cover, total cover, or improved concealment against an enemy, the enemy can ignore living shield. This does not stack with a taunt action.

Advanced Specialization: Protector

Special Ability (Stalwart): The character gains +2 damage threshold. You can spend a reaction once you take damage from an attack. If you do so, reduce the damage you suffer on the attack by half, after hailfire and damage resistance is applied, and determining whether you suffer a crippling wound. If you have multiple reactions per turn, you can perform this action multiple times. They also gain advantage on influence tests to taunt.

Master Specialization: Hero

Ability Score: +1 Fortitude

Special Ability (Heroic Fortitude): When an ally within 6 squares of you suffers damage from an attack, you can spend a morale and a reaction point to reduce the damage your ally suffers by half. This damage is reduced after hailfire and damage resistance is applied and determining whether the target suffers a crippling wound.

Gunner Theme

Theme Skill Focuses: Perception, Ranged, Tactics

Automatic gunners specialize in use maximum firepower from their automatic weapons. They are the experts at using weapons to clear out large numbers of enemies. They make every bullet count, and ensure they are always firing a lot of bullets!

Basic Specialization: Supporting Gunner

Ability Score: +1 Instinct

Talent: Weapon Mastery (ranged)

Special Ability (Field of Fire): When the character is making an area burst attack with an automatic weapon, they gain +1 burst area. When they perform a suppressing fire attack, they gain +2 burst area. They can choose not to utilize this ability.

Advanced Specialization: Heavy Gunner

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain +1 hailfire against the primary target.

Master Specialization: Walking Artillery

Ability Score: +1 Instinct

Special Ability (Precision Application of Firepower): The character's automatic focused burst attacks effect a Burst (1) area. When they perform an area burst attack with an automatic weapon, the area of the burst counts as suppression, following all the normal rules for suppressing fire. Finally, true suppressing fire attacks gain +20 accuracy.

Intellectual Theme

Theme Skill Focuses: Computers, Medicine, Science

Battlefields are usually no place for those with an academic disposition. However, war time demands compromise. Intellectuals are pulled to battle to contribute scientific prowess to the battlefield operations. Intellectuals mend the wounds of the fallen, interact with ancient Forerunner technology, and bypass enemy security systems. Their intelligence gives their martial allies new avenues to approach their battles.

Basic Specialization: Academic

Ability Score: +1 Intelligence

Talent: Smart Shot

Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Advanced Specialization: Scientist

Special Ability (Power of the Mind): The character understands the mathematics and formulas behind all actions. They use their intelligence as their core attribute for every skill, unless the related skill's attribute is higher. All the Scientist's combat augmentations have their duration determined by their intelligence, rather than normal ability scores.

Master Specialization: Prodigy

Ability Score: +1 Intelligence

Special Ability (Universally Gifted): The character is good at all actions. They gain +1 maximum skill ranks with all skills. This bonus is cumulative with skill focuses and level-based skill maximum. Furthermore, when this character makes a repair action to restore hit points to a vehicle of gargantuan-sized or smaller, it only requires a single standard action to perform. In addition, computer and medicine skill checks with a duration of 1 minute or more take half as long to perform.

Medic Theme

Theme Skill Focuses: Defensive Training, Medicine, Ranged

Medics are an important part of war. They save lives and keep soldiers in battle. Without medics, most soldiers wounded soldiers would not survive the battle. Medics follow their squads into battle, pulling wounded soldiers from the front line and making sure they live to fight again.

Basic Specialization: Medic

Ability Score: +1 Intelligence

Talent: Field Medic

Special Ability (Surgical Aid): When the medic rolls a natural 12 or higher on a first aid check, the target character also heals 1 crippling wound.

Advanced Specialization: Doctor

Special Ability (Supreme Healthcare): When the doctor rolls an unmodified result of 16 or higher on a first aid check, the target character does not use up a healing threshold.

Master Specialization: Savior

Ability Score: +1 Intelligence

Special Ability (Back from Death's Door): When this character uses first aid on a target, that target gains regeneration equal to the savior's intelligence score for 3 rounds. In addition, healed targets also gain temporary hit points equal to the savior's medicine skill ranks.

Negotiator Theme

Theme Skill Focuses: Influence, Medicine, Mental Training

Negotiators find a place in the Halo battlefield by talking down, demoralizing, and offering their enemy terms of surrender. Negotiators are useful to have around when the enemy has necessary information that they might not be willing to give without a fight. These battlefield diplomats can organize a surrender and still have to skills to coax information from uncooperative opponents.

Basic Specialization: Personality

Ability Score: +1 Willpower

Talent: Dissuade

Special Ability (Memorable Speaker): Whenever the character uses a combat influence, they can affect one additional target with their combat influence attempts. This extra target is affected by the same influence action using the same check result.

Advanced Specialization: Diplomat

Special Ability (Skilled Negotiator): The character is familiar with every covenant and human language. In addition, the character gains advantage on all influence attempts to persuade, befriend, or interrogate. Finally, when they use a demoralize combat influence, the target drops two morale levels for a base success instead of one..

Master Specialization: Icon

Ability Score: +1 Willpower

Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. Succeed or fail, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned (or staggered, if they have already been stunned). A target cannot be staggered by this ability once per encounter and can only be stunned by this ability once per encounter.

Scout Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Stealth

Scouts and spies use stealth and infiltration to sneak behind enemy ranks and gather intelligence. They are trained to go long periods of time without being detected and work very well on their own. Scouts gather intelligence, prepare ambushes, assassinate enemy commanders, and coordinate tactical strikes with distant artillery units.

Basic Specialization: Infiltrator

Ability Score: +1 Agility

Talent: Sneak Attack

Special Ability (Hide in Plain Sight): The character can make stealth checks to hide in combat, even while inside an enemy's line of sight, as long as they do not have an enemy within 3 squares of them.

Advanced Specialization: Recon Infantry

Special Ability (Outmaneuver): The character does not need to move at half speed while hidden. In addition, they increase any cover bonus to defense they have by +2. Finally, they deal +5 damage against foes that cannot see them.

Master Specialization: Assassin

Ability Score: +1 Agility

Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Skirmisher Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Ranged

Skirmishers avoid fighting in large units and blocks of troops, and instead prefer to outmaneuver and ambush their foes. Skirmishers are constantly moving to confuse the fire of their opponents. These individuals serve well as scouts, assassins, spies, and convoy ambushers.

Basic Specialization: Skirmisher

Ability Score: +1 Agility

Talent: Dodge

Special Ability (Moving Cover): If a skirmisher has cover against a foe at any point during their turn and ends their turn without cover, they retain a +2 cover bonus to defense against ranged attacks. In addition, the skirmisher gains +1 movement speed.

Advanced Specialization: Guerilla Fighter

Special Ability (Run and Gun): The character gains +3 movement speed while performing an action move. Alternately, they can action move at normal speed and not break the hidden condition if they are using stealth. They also gain +5 to acrobatics tests to evade.

Master Specialization: Insurgent

Ability Score: +1 Agility

Special Ability (Rapid Reaction): The insurgent gain +3 accuracy and defense if they move at least 1 square on their turn. In addition, they can make a bob and weave actions as a free action in any turn that they action move. Finally, they can shift as a minor action once per turn.

Sniper Theme

Theme Skill Focuses: Perception, Ranged, Stealth

Snipers are precision killers that wait in distant locations and pick off exposed pray with long rifle shots. Snipers prefer to attack from long range with high powered weapons and try to sow chaos and panic amongst enemy ranks while they take down one foe after another.

Basic Specialization: Sniper

Ability Score: +1 Instinct

Talent: Precision Shot

Special Ability (Terror on the Range): When the character hits an enemy target with an aimed shot while you either hidden or 30 or more squares away, the target of the attack loses 2 morale levels. In addition, all allies of the target within 6 squares lose 1 morale level.

Advanced Specialization: Sharpshooter

Special Ability (Clearing the Field): While using a single aimed strike with a ranged weapon, the character can make a second standard action attack with that weapon if your first attack killed its target. This second attack does not gain the aiming bonus.

Master Specialization: Precision Killer

Ability Score: +1 Instinct

Special Ability (Weak Point): The character gains +4 rending with all ranged weapons. In addition, they gain 2x instinct penetration when attacking a vehicle. Finally, when using a single aimed strike with a ranged weapon, they deal +1 crippling wound point upon surpassing the target's damage threshold.

Survivalist Theme

Theme Skill Focuses: Durability, Endurance, Survival

Survivalist have a knack for staying alive no matter what the universe throws at them. They are tough and resilient, and frequently have a large collection of scars to prove their toughness. They are ideal soldiers, as they keep fighting even when their allies fall and their squad is routed.

Basic Specialization: War Survivor

Ability Score: +1 Fortitude

Talent: Hardened Survivalist

Special Ability (Relentless): Whenever the character would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Advanced Specialization: Battle Born

Special Ability (Unyielding Combatant): The character gains bonus maximum hit points equal to twice their level, or thrice their level if they are giant-sized characters, and gains +2 damage threshold. The character also gains a -5 penalty to disfigurement rolls, lessening the effects of disfigurements they suffer.

Master Specialization: Immortal

Ability Score: +1 Strength

Special Ability (Back in the Fight): The character adds their strength to damage threshold. In addition, they can perform a Second Wind action as a standard action. Doing so spends one of the character's healing thresholds, but they instantly recovers hit points equal to 5x their fortitude.

Tactical Coordinator Theme

Theme Skill Focuses: Defensive Training, Science, Tactics

Tactical coordinators are experts at calling in tactical support in difficult operations. They are familiar with the command structure of the military and the capacities of artillery and air support. Their skill in tactics allows them to order elaborate, coordinated tactical strikes with long ranged artillery and always have support ready in heavy engagements.

Basic Specialization: Tactician

Ability Score: +1 Intelligence

Talent: Close Combat Shot

Special Ability (Effective Orders): At the end of any encounter that the character spent command points, they regain 1 command point, +1 command point for every 4 points of tactics. They also gain access to advanced orders as per the Tactical Clearance 1 talent if they did not already have it. If they already had advanced orders, or would gain so later, they recover 1 additional command point after every encounter.

Advanced Specialization: Field Officer

Special Ability (Master Plan): When the character orders a command call down effect, they can instantly make a second command call down of equal cost or less. The cost of the first effects is increased by half the cost of the second command. They also gain access to precision orders as per the Tactical Clearance II talent if they did not already have it. If they did not have access advanced orders when gaining this, they will have access to precision and basic orders but not advanced. If they already had precision orders, or would gain so later, then the cost of their first order every encounter is reduced by 2.

Master Specialization: Master of Ordinance

Ability Score: +1 Instinct

Special Ability (Precision Bombardment): When the character makes a command order that involves an artillery, the artillery strike rolls gain advantage. In addition, the character gains +5 command points. They also gain access to commander orders as per the Tactical Clearance III talent if they did not already have it. If they did not have access advanced or precision orders when gaining this, they will have access to commander and basic orders but not advanced or precision. If they already had commander orders, or would gain so later, then all ordered artillery strikes arrive in half the normal time.

Terrestrial Vehicle Expert Theme

Theme Skill Focuses: Melee, Pilot, Ranged

Terrestrial vehicles, or ground vehicles, include the wheeled, tracked, or hover vessels that dominate surface conflict. Characters who specialize in those vehicles learn to maneuver them through difficult combat. They weave through battlefield debris while laying down a persistent barrage on their foe. The best vehicle pilots learn to make their vehicles last as long as possible, as replacement craft might not be available in many circumstances.

Basic Specialization: Steersman

Ability Score: +1 Agility

Talent: Weapon Mastery (ranged)

Special Ability (Clever Steering): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, they gain twice the normal bonus defense for moving faster than their opponent and suffer half the normal accuracy penalty when firing at an opponent moving slower than them.

Advanced Specialization: Tank Commander

Special Ability (Hull Deflection): Any vehicle the character pilots gain +5 damage resistance and damage threshold and reduces crippling wound points suffered by 1.

Master Specialization: Destroyer

Ability Score: +1 Instinct

Special Ability (Barrage): The character gains +3 power ratings of damage with all vehicle weapons. In addition, any vehicle weapons or stationary gun turrets with the burst trait gains +2 burst area.

Unarmed Combat Theme

Theme Skill Focuses: Defensive Training, Melee, Mental Training

Unarmed combat is rare in a universe filled with tanks, aircraft, and combat rifles, but some soldiers prefer a pure means of killing their enemies. Practicing many forms of ancient martial arts, these warriors turn their bodies into lethal weapons. They prize their ability to kill any armed foe with their bare touch.

Basic Specialization: Expert Martial Artist

Ability Score: +1 Strength

Talent: Martial Arts Unarmed Combat Training

Special Ability (Fist of Fury): When the character is making an unarmed attack, they gain deal 2 points of damage for every attack overage they score.

Advanced Specialization: Master Martial Artist

Special Ability (Flurry of Blows): The character's unarmed attacks gain Hailfire (1) and Cleaving (1) if they are used. This only effects attacks that are not used with dual-wielding or as a reaction.

Master Specialization: Grandmaster Martial Artist

Ability Score: +1 Agility

Special Ability (Perfect Form): You double the bonus unarmed damage from the Military Unarmed Combat Training, Martial Arts Unarmed Combat Training, and Disciplined Unarmed Combat Training. If you perform an unarmed attack in the same turn you perform a Bob and Weave action, the bonus defense from Bobbing and Weaving doubles. In addition, when an enemy miss you with a melee attack while you are bobbing and weaving, you can spend a reaction to attack that target with an unarmed attack.

Veteran Theme

Theme Skill Focuses: Defense Training, Mental Training, Tactics

Veterans are pure bred warriors who feel most alive on the battlefield. Most veterans come from a military upbringing embraces their first fights with the practice of a venerable warrior. True veterans enter battle like it is an artform and their weapons are an extension of their being.

Basic Specialization: Warrior

Ability Score: +1 Fortitude

Talent: Resolute

Special Ability (Martial Prowess): The character gains +1 maximum skill ranks with every prowess skill: Defensive Training, Durability, Melee, Mental Training, and Ranged.

Advanced Specialization: Master of Arms

Special Ability (Advanced Weapon Training): The character either choses one precise weapon or one of the following weapon categories: pistol, rifle, heavy, explosive or melee. If they chose a specific weapon, then they gain +2 power ratings whenever using that weapon. If they chose a weapon category, they gain +1 power rating whenever using a weapon from that category.

Master Specialization: Special Forces

Ability Score: +1 Instinct

Special Ability (Tactical Precision): The character adds $\frac{1}{2}$ their instinct to penetration with all attacks. Furthermore, when they activate a tactics combat augmentation, they gain the benefit of 3 different tactics at once. All three tactics are activated by the same dice roll result and last for the same number of rounds (equal to instinct).

Spending Leftover Characteristic Point

After selecting the character's specialization and background, the player should have a good idea of what their character will be looking like. However, they are likely to have a few characteristic points left over that can be spent to round off a character and make them more unique. These functions can be used any number of times, except where mentioned.

Ability Scores

The character can spend 3 characteristic points to increase any ability score by 1.

Talents

The character can spend 2 characteristic points to gain a talent. Unlike the bonus talents gained from specializations and backgrounds, the character must meet the requirements of the talent.

Skill Points

A character can spend 1 characteristic point to gain a number of skill ranks equal to 2 + one-half their Intelligence. These skill points can be distributed amongst any or all the player's skills. Therefore, they can all be placed in one skill or split amongst different skills, as long as the character spends all of their acquired skill points. The skill ranks may not bypass their maximum rank values, which are limited by the character's level and skill focuses. Unlike characteristic points, purchased skills cannot be 'banked' and saved for later. Once you spend a characteristic point to gain skills, you spend those skill points or lose them.

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. Therefore, you should always have $2 + \frac{1}{2}$ your intelligence skill points for every skill purchase ever made.

Finishing Details

After spending the last of the character's characteristic points, all that remains is to calculate the numbers and values. Players should have in mind what gear they are likely to requisition once they go on a mission and have those statistics precalculated. Once everything is finished, the player will have a completed character. Now the player should start to think about what type of backstory and personality the character will have. The choices made in character creation should give a good framework for what type of person the character is.

Starting Credits

1st level characters start with 2,000 credits. This is not requisition, this is the character's personal money. They can use this to buy their own permanent equipment. Personal equipment can be used no matter the circumstance, even outside of a mission or when acting independently. Look to the Equipment rules chapter for the difference between requisition and salary.

If a player is allowed to begin play with a higher level, the character begins play with a higher amount of credits. Multiply the starting credits (2,000) by the level they are starting at. Therefore, a level 10 character begins with 20,000 credits.

All characters automatically start with clothing, basic miscellaneous accessories of a personal nature, an equipment belt, and a backpack.

Leveling Up Characters

When characters meet the prerequisite experience to level up, they gain a level. Upon gaining a new level, follow these simple guidelines to determine what increases on a character.

- The character gains 5 characteristic points, assuming they are a standard heroic character. These characteristic points can be spent on increasing skills, ability scores, or talents.

-A character's maximum ability score and skill values might increase based on level. Use the following table for guidelines on what the maximum values are at each level.

| Level | Maximum Ability Score Value | Maximum Ranks in Skills | Specializations |
|-------|-----------------------------|-------------------------|---|
| 1 | 5 | 3 | 1 st Specialization |
| 2 | 5 | 3 | |
| 3 | 5 | 3 | |
| 4 | 5 | 4 | 2 nd Specialization |
| 5 | 6 | 4 | |
| 6 | 6 | 4 | |
| 7 | 6 | 5 | |
| 8 | 6 | 5 | 3 rd Specialization |
| 9 | 6 | 5 | |
| 10 | 7 | 6 | 1 st Advanced Specialization |
| 11 | 7 | 6 | |
| 12 | 7 | 6 | 4 th Specialization |
| 13 | 7 | 7 | |
| 14 | 7 | 7 | 2 nd Advanced Specialization |
| 15 | 8 | 7 | |
| 16 | 8 | 8 | 5 th Specialization |
| 17 | 8 | 8 | |
| 18 | 8 | 8 | 3 rd Advanced Specialization |
| 19 | 8 | 9 | |
| 20 | 9 | 9 | 1 st Master Specialization |
| 21 | 9 | 9 | |
| 22 | 9 | 10 | 4 th Advanced Specialization |
| 23 | 9 | 10 | |
| 24 | 9 | 10 | 2 nd Master Specialization |
| 25 | 10 | 11 | |
| 26 | 10 | 11 | 5 th Advanced Specialization |
| 27 | 10 | 11 | |
| 28 | 10 | 12 | 3 rd Master Specialization |
| 29 | 10 | 12 | |
| 30 | 10 | 12 | 6 th Advanced Specialization |

'Banking' Characteristic Points

Sometimes, upon leveling up, a character may choose not to spend all their characteristic points and save them for future levels. This is allowed, to an extent. This is called 'banking' points. As characters with high Intelligence are much more adept at storing and processing information, a character can only bank a number of characteristic points equal to their Intelligence. Therefore, a character with 3 Intelligence cannot have more than 3 characteristic points banked at anyone one time. Any in excess of their limit must be spent upon level up.

Recap: Building your Character's Statistics

This section is a quick summary on how to determine all of your character's statistics on their record sheet.

Hit Points (for Medium-sized Characters)

40 + 3 x Fortitude. In addition, character gains 5 + Fortitude for every rank of the Durability skill they have

Hit Points (for Giant-sized Characters)

50 + 3 x Fortitude. In addition, character gains 8 + Fortitude for every rank of the Durability skill they have

Healing Threshold

5 + ½ Fortitude

Damage Threshold

16 + their Durability skill + Fortitude + size bonus + armor bonus

Melee Accuracy

Melee skill + their weapon's accuracy bonus

Ranged Accuracy

Ranged skill + their weapon's accuracy bonus

Weapon Damage

Base Weapon Damage + Additional Weapon Power Ratings based on talents and weapon tier (also adds attack overages to damage, limited by Strength for melee and Instinct for ranged, see Encounter Rules)

Defense

10 + Defensive Training skill + Agility + their armor's defense penalty + size bonus or penalty

Toughness

10 + Defensive Training skill + Strength + size bonus or penalty

Resolve

10 + Mental Training skill + Willpower

Morale Bonus

½ their Mental Training + ½ Willpower

Damage Resistance

One-half Fortitude + Armor Bonus

Move Speed

4 + one half Agility

Shift Speed

1 + one per 5 agility

Initiative

Instinct OR ranks in Tactics skill

Recap: Advancing Your Character

This section is a quick summary on how to spend characteristic points and what increasing statistics does to your character.

Spending Characteristic Points

| Purchase | Characteristic Point Cost |
|--|---------------------------|
| +1 Ability Score (up to normal maximum) | 3 |
| 1 New Talent | 2 |
| 2 +1/2 intelligence skill points to distribute amongst skills (3 +1/2 intelligence for humans because of racial bonus) | 1 |

Statistical Changes based on Ability Scores

| Ability Score | Changes |
|---------------------|---|
| Strength | +1 toughness per point, +1 maximum melee attack overage per point, +1 melee damage per even (2, 4, 6, etc) point of strength |
| Instinct | +1 maximum ranged attack overage, +1 initiative (if instinct is higher than Tactics skill ranks) |
| Agility | +1 defense, +1 move speed per even (2, 4, 6, etc) point of agility, +1 shift speed per 5 points of agility (5, 10, 15, etc), extra strikes with weapons based on attack speed (see Equipment chapter) |
| Fortitude | +1 damage threshold, +1 damage resistance per even (2, 4, 6, etc) point of fortitude, increase maximum hit points by 3 + ranks of Durability |
| Intelligence | Every even point of intelligence (2, 4, 6, etc) retroactively gives 1 skill point per skill package that has been purchased |
| Willpower | +1 resolve, +1 morale bonus for per even (2, 4, 6, etc) point of willpower |

Statistical Changes based on Prowess Skills

| Ability Score | Changes |
|---------------------------|--|
| Defensive Training | +1 defense and toughness per point |
| Durability | +1 damage threshold per point, each point increases maximum hit points by 5+ fortitude |
| Melee | +1 accuracy with melee weapons per point |
| Mental Training | +1 resolve per point, +1 morale bonus per even point (2, 4, 6, etc) |
| Ranged | +1 accuracy with ranged weapons per point |

Chapter 2: Covenant

Equipment

Covenant Equipment Basics

Equipment is all a character's gear that they need to tote around with them. It includes their weapons, armor, and the miscellaneous gear that they sport to survive dangerous encounters. Soldiers rely greatly on their equipment and technology and taking advantage of all the gear available to them is crucial for their survival.

The economy in Halo is based around credits and requisition points. Credits are uniform markers of currency. Different cultures use different minted forms of currency, but the principle and general value remains the same. Players may gain personal currency through their adventures and their salary. Meanwhile, requisition points are an abstract resource related to how many military resources you are allotted to take with you by your employer. Requisition points are where soldiers get most of their equipment, and are equipment loaned on a person mission basis. Requisition points are also used to requisition squad members.

The following are the main types of gear that players will work with:

Weapons are offensive equipment used to deal damage to the enemy. Weapons include rifles, pistols, grenades, land mines, knives, fists, and swords.

Armor is the protection a hero wears to prevent them from falling in battle. In addition to defense, armor provides a number of additional features, such as communications, special systems, and a visual display.

Gear are miscellaneous items that supplement a soldier in or outside battle. Gear includes medipacks, grappling hooks, flashlights, communicators, and drugs.

Mods are variants of weapons and armor to improve or change their functionality. This includes overheated weapons, space assault armor, extra protection armor, special-issue weapons, and more.

This chapter details all the standard issue equipment that can be requisitioned by a Covenant soldier. For the full rules on how equipment and requisition functions, see the Halo Core Rulebook.



Covenant Requisition Rules

When you deploy on a mission, you spend requisition points to purchase gear. However, you cannot whimsically choose whatever you want, you must purchase options to fill equipment slots. Different items may even cost different amount of requisition points based on what slot you are filling. This will be covered below.

Primary Weapon: Your main battle rifle or heavy weapon

Secondary Weapon: Your backup weapon

Close Quarters Weapon: This is a compact weapon mean for close quarters combat.

Armor: Your chosen set of armor

Supply Kits: A supply kit is an equipment belt loaded with usable supplies. You start with one equipment belt filled with supplies, and can purchase up to 2 more, each one loaded with the supplies you require.

Backpack: You can have one back slot item. Normally, a back slot item is your backpack that is filled with two supply kits worth of items, minus the equipment belt itself. There are some alternate items you can fill your backpack with.

Squad Member: For Covenant characters, you have four different options for squad members, based on different Covenant races. The races you have as an option for Covenant squad members depends on what species your character is:

- Grunts:** Grunts can only have grunt squad members
- Jackals:** Jackals can have grunt or jackal squad members
- Elites:** Elites can have grunt, jackal, or elite squad members
- Brutes:** Brutes can have grunt, jackal, or brute squad members

Standard Gear Layouts

You do not have to requisition everything. A number of gear items are free for everyone, filling some of the above categories. These are known as standard gear layouts. You do need to spend requisition to purchase different items for these slots or to buy additional items. Keep in mind, requisitioned guns come with a single free magazine.

Primary Weapon: For your primary weapon, you can always select ONE of the following weapons: plasma pistol, needler, carbine, plasma rifle, or storm rifle. In addition, Jiralhanae characters can chose a mauler or spiker

Secondary Weapon: There is no free secondary weapon.

Close Quarters Weapon: There is no free close quarters weapon.

Armor: Every character gains the combat harness associated with their own race.

Supply Kits: Every character starts with 1 equipment belt with 3 slots of ammunition for any of their weapons, 2 plasma grenades, and a holster for a knife or pistol.

Backpack: Every character starts with 1 backpack with nothing in it.

Primary Weapon Upgrades

You can replace your standard layout primary weapon for one of the following weapons, by paying the requisition cost listed.

Beam Rifle: +5

Concussion Rifle: +5

Needle Rifle: +2

Plasma Repeater: +3

Brute Shot: +10 (Jiralhanae only)

Fuel Rod Gun: +10

Plasma Cannon: +15

Gravity Hammer: +15 (Jiralhanae only)

Secondary Weapon

You can purchase one of the following as a secondary weapon to go with your primary weapon. As the standard layout does not have a secondary weapon, these weapons do not replace anything.

Plasma Pistol: +2

Directed Energy Heavy Shield: +2 (Jackal only)

1-2 Directed Energy Light Shields: +1 per shield (Jackal only)

Needler: +2

Mauler: +2 (Jiralhanae only)

Carbine: +5

Plasma Rifle: +5

Spiker: +5 (Jiralhanae only)

Storm Rifle: +5

Beam Rifle: +10

Concussion Rifle: +10

Needle Rifle: +7

Plasma Repeater: +8

Close Quarters Weapon

Close quarters weapons include pistols and melee weapons. Covenant do not have a close combat weapon by default but have a number of attractive close combat options.

Combat Knife: +1

Combat Blade: +3

Energy Sword: +10 (Sangheili only)

Plasma Pistol: +2

Needler: +2

Mauler: +2

Supply Kits

You have 2 additional equipment belt slots, allowing you to requisition two more equipment belts and the requisite supplies. These are known as supply kits; belts full of themed supplies you can carry into an operation. Most supply kits have options. You chose what you want to fill the slots with out of the options presented. You can buy more than 2 supply kits to load your backpack with additional supplies (see Backpacks below)

Empty Belt

Requisition Cost 0

Equipment Belt with 6 empty inventory slots

Arms Kit

Requisition Cost 1

Equipment Belt with 6 inventory slots of ammunition or plasma grenades

Explosives Kit

Requisition Cost 2

Equipment Belt with 6 inventory slots of plasma grenades, firebombs, flash grenades, plasma charges, plasma mines, and spike grenades.

Medical Kit

Requisition Cost 1

Equipment Belt with 6 inventory slots of medipacks.

Rations Kit

Requisition Cost 1

Equipment Belt with 6 inventory slots filled with rations

Exploration Kit

Requisition Cost 2

Equipment Belt with 6 inventory slots of air tanks, methane tanks, energy bindings, binoculars, scanning devices, navigation units, or rations.

Engineer's Kit

Requisition Cost 2

Equipment Belt with 6 inventory slots of laser cutters, repair kits, hacking tools, data disks, and hand consoles. If you are a battlefield engineer character, you can also include basic science devices in this kit.

Science Device Kit

Requisition Cost 2

Equipment Belt with 6 inventory slots of basic or advanced science devices. You must have the requisite battlefield engineer specializations in order to take basic or advanced science devices.

Backpack

Backpacks work the same for Covenant characters as they do for UNSC characters. They can be filled with supply kits or mix supply kits with generic supplies. The generic supplies filled in the backpack for 2 requisition points are beacons, trauma kits, grappling hook launchers, medipacks, repair kits, survival kits, or science devices (any type allowed by specialization, including master).

Armor

All Covenant characters come with a Combat Harness armor matching their species. Thus, Unggoy gain Unggoy Combat Harness, Sangheili gain Sangheili Combat Harness, and so on. While they have no other armor options with requisition, Covenant have access to a huge selection of armor mods as they progress, based on their rank and achievements. This makes these Covenant combat harnesses extremely customizable.

Squad Requisition: Covenant Soldiers of Different Species

Almost all Covenant characters can gain access to squad members to improve their combat effectiveness. Whether you will or not, depends on your character. While Unggoy grunts rely heavily on squad members for effectiveness, a Sangheili or Jiralhanae will need to make the tactical decision whether or not investing in being a squad member is worthwhile for them. They might decide they can function better on their own. Your exact squad allowance is determined by your species and subspecies. Covenant squad members can be a member of any of the four listed Covenant species, but, due to their caste system, you can only choose one based on your own race. For example, Unggoy can only choose grunt squad members, as they are a lower caste. While a Sangheili can choose grunt, jackal, or elites, but still not have the authority to choose brutes, their rivals. Follow the below guidelines, or look in your species entry.

- Grunts:** Grunts can only have grunt squad members. A basic grunt squad member costs 4 requisition points.
- Jackals:** Jackals can have grunt or jackal squad members. A basic jackal squad member costs 6 requisition points
- Elites:** Elites can have grunt, jackal, or elite squad members. A basic elite squad member costs 12 requisition points.
- Brutes:** Brutes can have grunt, jackal, or brute squad members. A basic brute squad member costs 12 requisition points.

You can also customize your squad members with additional upgrades and recruit specialists. This will be covered in the Covenant Military Support chapter. Rules on how squad members work is covered in the Military Campaign rules in the Core Rulebook.

Ammunition

Ammunition is an important part of modern warfare. Rifles need bullets, launchers need rockets, and even plasma weapons need batteries to generate their shots. When using a ranged weapon, you will need to keep track of your exact ammunition usage. Every strike you make uses 1 shot, sometimes more based on item traits. In addition, automatic fire methods use large numbers of rounds with each shot. You will likely go through several magazines on each mission you undertake. Thus, you will need plenty of ammunition, which are stored in a package that is universally referred to as a magazine.

Every ranged weapon entry will have a cost for a magazine of ammunition for that weapon, and how many item slots it takes to hold that magazine. Unlike most items, ammunition magazines will be able to be held on an equipment belt regardless of the number of slots it requires, overriding an equipment belt's normal limit on 1 slot items. Thus, if you have a 2-slot magazine, you could hold 3 of those on a 6-slot belt.

Ranged weapon entries will also have a credit cost for a magazine of that weapon if you are purchasing or selling for personal use. You can only sell full magazines, and ammunition is only sold for $\frac{1}{4}$ the purchasable value, instead of $\frac{1}{2}$ (selling ammunitions is still considered war profiteering, by the way).

When requisitioning ammunition, you do not need to worry about the credit cost, as normal for requisition. Instead, you gain slots worth of ammunition on your backpack and equipment belt. For example, the starting equipment belt of a Covenant character has 3 inventory slots that can be filled with magazines for any requisitioned weapon. Meanwhile, you can requisition supply kits in the form of more equipment belts or objects for your backpack that frequently give you the option for more ammunition.

Item Traits

Most weapons, armor, upgrades, and ammunition have special traits that determine their advantages and disadvantages to use. This section lists many of the most common weapon and armor traits.

Acid Damage

Description: This weapon deals damage in the form of some manner of chemical such as acid or radiation. Certain traits are more resistant against acid damage attacks.

Ammunition Display

Description: This weapon has a digital ammunition reader, which helps its user track ammo expenditure. When used for an automatic fire method, the attack uses 40% fewer bullets. This means a standard automatic burst uses 6, a full auto burst uses 12, suppressing fire uses 24, and full auto suppressing fire uses 48. In other abilities that effect number of bullets with automatic fire methods similarly reduces shots by 40%. Note this only effects automatic attacks, not semi-auto or other attacks.

Blinding Gas

Description: This weapon can emit a cloud of smoke complete with a poison that irritates the eyes. When the weapon lands in an area, it creates a vaporous cloud within its burst effect. This cloud persists for 5 rounds, providing concealment to all targets within. However, all biological targets within the area are Blinded if they are within the cloud and must make a DC 20 Endurance check or take 20 poison damage. Having eye protection, such as a protective mask, or being in armor with environmental protection and oxygen supply, protects against the blindness and poison. Larger targets are only affected if their entire space is concealed in the cloud.

Bladed

Description: This weapon has a spike or blade that makes it more dangerous when used for melee attacks. When used to make a pistol whip or rifle butt attack, the attack gains +2 accuracy, +2 penetration, and +5 damage. Heavy weapons with this trait can be used to make rifle butt attacks even though they are heavy weapon. Heavy weapons with this trait gain +10 damage instead of +5 for melee attacks, in addition to the bonus accuracy and penetration.

Burst (X)

Description: When this weapon is used, it makes an attack against all targets within a burst area of effect in size based on the value under the weapon description. The attack deals half damage if it does not bypass defense. Characters can evade the attack if it has the Delay or Projectile traits.

Burst Fire

Description: Every strike made with this weapon expends 3 shots of ammunition. However, the weapon has Hailfire (1).

Charged Shot

Description: This weapon can be charged before being fired for greater effect. Charging the weapon is a standard action, and the weapon can be fired as a standard action on the next round. When fired the next round, it gains +5 penetration, +20 damage, and ignores all shield armor. If it is not fired next turn, it overheats, loses its charge, and cannot fire on the next round. You cannot charge an attack while this weapon while it is jammed or overheated.

Charge Time (X)

Description: This weapon must be charged up to be used. The user must spend a number of consecutive minor actions, possibly over multiple turns, to charge the weapon before firing. It must be charged a number of times equal to X value of the weapon. The charging actions must be consecutive, with no actions interrupting them, even between turns, and be followed by a standard action to attack; otherwise, the charges are lost.

Cleaving (X)

Description: This melee weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst but otherwise treats this as a standard melee attack. Unlike a standard burst, this attack does not hit allied squares and does not do half damage on a miss.

Close Quarters

Description: If this weapon is a rifle or heavy weapon, this weapon takes no accuracy penalty when used while the character is in melee with a foe. Area of effect weapons do not damage the user when used against a foe adjacent to the user.

Compact

Description: When used by a giant-sized character, such as a Spartan, the weapon counts as a pistol instead of a rifle for the purpose of being used with dual-wielding and being used in melee. It does not count as a pistol for the purpose of mods or talents that effects pistols. If this is a two-handed melee weapon, it is only one-handed for giant-sized characters.

Concealable

Description: This weapon, even when equipped, is especially difficult to notice. It takes a DC 30+ user's stealth ranks perception check while searching the target to notice the character is carrying the weapon.

Concussive Blast

Description: If this weapon bypasses the target's defense and toughness, they are pushed 2 squares away the center square of this attack.

Cone (X)

Description: When this weapon is fired, it affects all targets in a cone. The value by the trait shows how long the cone is, and at its end it is 1/2 the cone's length. Everything between the attacker's square and the squares at the end of the cone, as long as there is at least half coverage on the squares, has the attack applied against them.

Cumbersome

Description: Cumbersome armor gives the wearing character a -2 penalty to athletics, acrobatics, and stealth checks. If a character has the cumbersome trait from multiple sources such as armor and a shield, the effects stack.

Defensive

Description: When the character has a weapon with this trait out and drawn and they perform a Bob and Weave action, they add the weapon's accuracy bonus to their defense against melee attacks.

Delay

Description: Attacks with this trait can be evaded using the evasion rule.

Destructible

Description: A destructible explosive, in addition to its normal triggers, explodes when it takes any damage. A destructible explosive has a defense of 14.

Digital Scope

Description: When aiming, this weapon gains a +4 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack coverage is equal to twice their Instinct if they are only firing a single shot. The character ignores all penalties related to concealment or darkness. These bonuses do not function on an action move. In addition, you can perform a special called shot at -0 accuracy penalty that lets you ignore the Shielding and Shielded traits, instead of targeting a certain limb. Finally, the digital scope can be used as a standard action to perform a detector action within a Burst (10) area at distant range.

Distinction

Description: This armor functions as a symbol of ceremony and status amongst their faction. Wearing this armor gives the character +2 to leadership checks and gives +1 attack and defense to the user and their followers when forming a squad.

Dueling Weapon

Description: This weapon gains +2 accuracy when the wielder is not carrying anything in their offhand. They can also not dual-wield this weapon without special training. Finally, this weapon relies on skill rather than strength for effectiveness. Therefore, the wielder of the weapon does not add ½ their strength to the damage of the melee weapon. Instead, the weapon gains +5 base damage for every point of melee skill the user has. Therefore, a user with 7 melee skill would increase the weapon's damage by 35.

Elemental Protection

Description: This armor protects against extreme heat and cold. It allows prolonged survival in high and low temperatures, and the character does not need to make endurance checks to survive in such environments. Also, the character is immune to energy damage resulting from exposure to extreme ambient temperatures.

Energy Damage

Description: This weapon deals damage in the form of some manner of energy such as a laser, flame, or electricity. Certain traits are more resistant against energy damage attacks.

Energy Shield

Description: While worn, this armor provides an energy shield. This barrier has a shield pool of 60 with shield armor of 5. Like most energy shields, after the user is not hit by an attack for 2 rounds, it recovers 20 shield points per round until full or the user is hit.

Extremely Cumbersome

Description: **Extremely Cumbersome** armor gives the wearing character a -4 penalty to athletics, acrobatics, and stealth checks.

Extremely Long Reload

Description: This weapon takes a dedicated full-round action to reload.

Fall Protection

Description: The wearer of this armor takes half as much fall damage whenever they fall and can only take a maximum of 250 damage from a fall.

Fast Reload

Description: This weapon takes a minor action to reload.

Flames

Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 40 damage (penetration 5) at the start of each of their turns, and lose 2 morale. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Flash

Description: This weapon can blind a character within the burst. This trait applies on a successful weapon attack versus toughness. If the weapon hits, struck targets are blinded for 3 rounds. Blinded characters automatically fail visual perception checks and suffer a -10 penalty to attack accuracy. They cannot perform spotter or detector actions. They never gain attack overages with their attacks.

Focusing Beam

Description This weapon consists of a single concentrated beam that focuses on a target and deals more damage based on how accurate the hit was. This weapon does not gain attack overages to damage. Instead, the weapon attack gains Hailfire (1) for every 2 points of attack overage, limited by the attack overage's the character has available to a maximum of 5.

Gradual Reload

Description: This weapon takes a variable amount of time to reload, depending on how many shots the wielder wants to reload before firing again. Every minor action used to reload replenishes 2 more individual shots. When the weapon is either fully loaded or the character has loaded all they have time for, the character uses another minor action prepping the weapon; then it is ready to be fired again.

Grenade

Description: This is a grenade-type explosive. Grenade weapons can be thrown blindly around corners and over obstacles. They can be thrown over walls and barricades to ignore cover, however, in doing so, they suffer a concealment penalty to accuracy equal to the bonus defense the target would have gained from cover. Ignoring cover still allows grenades to deal half damage on missed attacks, however. Because grenades are fired in a downward arc, if they miss a flying target, they deal no damage if the target is more squares above the ground than the burst area. Characters can make evade attempts from grenade weapons.

Guided Explosive

Description: As long as the character aimed or spent a target lock when firing this weapon, he can direct the rocket after it misses its target. He can choose one of two

options once failing the attack roll. The first is to reroll the attack against the first target with a -2 penalty. If the reroll misses, the rocket explodes in the target's square but is still considered to have missed. The second is to change targets to attack another target within 30 squares. If this attack misses, treat this like a normal rocket miss; the direction the rocket is heading is from the first target to the second target.

Hardlight

Description: This weapon deals hardlight damage. Hardlight weapons ignore shield armor and gain Hailfire (1) against shields. Hardlight weapons also gain Hailfire (1) against the Flood, any character that has either no armor equipped, or any creature with only natural armor. This does not apply to robotic creatures. Finally, if a character gains a disfigurement from a hardlight weapon, the result of the disfigurement table is equal to 2x the amount they went below 0, instead of ½, greatly increasing the chance of a disfigurement. In addition, if the result of the disfigurement is higher than 30, the target is entirely vaporized, being forever destroyed along with all their gear and possessions. They cannot be saved.

Hailfire (X)

Description: This weapon has the damage multiplier from the hailfire rule, after damage resistance and penetration applied, as detailed in the Chapter 6: Encounter Rules. The value of the hailfire trait is the damage multiplier, with Hailfire (1) being x2 damage and scaling up from there. Multiple sources of hailfire stack with one another.

Heavy

Description: This weapon is extremely large and cumbersome. It takes an additional -5 penalty to attack on a turn in which the character moved or evaded, on top of any other penalties. Furthermore, moving while equipped with this weapon counts as Limited Movement, so the character moves at half speed. Vehicles ignore the Heavy trait.

Hidden

Description: These explosives can be hidden in areas of soft terrain (such as sand) or areas of difficult terrain. The character planting these explosives makes a Stealth or Tactics check +10, which becomes the DC for the perception check to see it.

High Explosive

Description: When the primary target of a weapon with this trait is a swarm, the attack gains +1 hailfire for every 3 points of attack overage the attack gains on the attack, to a maximum of +3.

Homing

Description: These projectiles track their target. Reduce any concealment or cover that the target has by one step

against this weapon. Therefore, total concealment counts as concealment, or concealment is totally negated.

Land Mine

Description: If a character steps on the square where a land mine is set, it explodes.

Layered Armor (X)

Description: Layered armor means the armor has pieces that may be broken off in battle. These pieces will reduce the impact of heavy hits and allow the user to keep fighting. When requisitioned or purchased, layered armor has a number of uses equal to X. A layered armor fragment can be broken off in one of three circumstances, reducing the impact of an attack, but reducing the layered armor charges. If the layered armor is requisitioned, the armor fragments are replaced between missions. If the layered armor is purchased, its armor fragments can be replaced for 200 credits and 1 hour of work apiece.

The following are the uses of Layered Armor fragments:

- When the bearer suffers 1 or more crippling wounds from an attack, they **MUST** spend a layered armor fragment. If they do, they suffer 1 less crippling wound point from that attack.

- When the bearer rolls on for a disfigurement, they **MUST** spend a layered armor fragment. If they do, they reduce the disfigurement result by 10.

- When the bearer suffers damage from an attack, they **CAN** spend a layered armor fragment. If they do, they reduce the damage of the attack by half, factored after damage resistance, penetration, and hailfire are applied, and after it is determined that they would suffer a crippling wound. If they spend a layered armor fragment to reduce the damage, they do not have to spend a fragment on also reducing the wounds.

Line (X)

Description: When this weapon is fired, it affects all targets in a line that is 1 square wide and a number of squares long equal to the trait's value. The attack makes a single attack roll against every target in the area. Even if the attack misses, the target(s) still take half damage.

Long Reload

Description: This weapon takes a move action and a minor action to reload.

Missile

Description: This weapon cannot be used to target a creature or a square within short or medium range, only areas at long range or longer. In addition, the user must perform an expend a target lock to attack with this weapon. Finally, when missing the primary target with this weapon, roll a d20, adding +3 for each range increment the primary target is outside base range. On a 1-10, it hits the ground in the target's square and explodes there, dealing half

damage as normal for an area of effect attack. On a 11-20, it flies off and deals no damage to any target.

Needle Blast

Description: This weapon pins explosive spikes on the target, which explode a few seconds later. Make a note for every attack overage this weapon gains against a target. This can accumulate over multiple attacks. These are needle tokens. At the start of the target's next turn, they take piercing damage equal to 3x the number of needle tokens that have accumulated against them. As normal, piercing damage ignores damage resistance. For example, if an attacker with a needler gains 4 attack overages against a target, and another attacker gains 3 attack overages against them, then the target has 7 needle tokens on them. At the start of their next turn, they suffer 21 damage that ignores damage resistance and all needle tokens are lost. Needle blast damage does not ignore shield armor.

Note: When a squad is firing a needle weapon without their commander, they would not gain attack overages and plant needles with attack overages as normal. Instead, if they hit, they give 2 needle tokens per attacker.

Overheat

Description: If this weapon is fired two or more turns in a row, roll a d20 after attacking with the weapon. On an 18+ the weapon overheats and cannot be fired on the next turn.

Oxygen Supply

Description: This armor supplies oxygen to its user. It has 4 hours of oxygen stored within the armor, that can be refilled at air stations or exposure to fresh oxygen.

Penetration (X)

Description: A weapon with this trait has a base penetration value equal to the value next to this trait.

Piercing

Description: This weapon deals piercing damage, ignoring all damage resistance.

Planted Explosive

Description: This weapon is planted ahead of time by the user, requiring a full-round action. When it explodes, it makes its own attack roll, rather than using the skills of the character.

Plasma

Description: This weapon inflicts wounds through superheated plasma. This damage is very effective against energy shields. Plasma damage ignores the first 5 points of shield armor.

Powerhouse Weapon

Description: This melee weapon is very dependent on the user's strength for effectiveness. The weapon does not

add half the user's strength to damage. Instead, it gains +5 base damage and +1 accuracy per point of strength the user possesses. This weapon cannot gain extra strikes from any means, including the Swift Strikes talent.

Projectile

Description: When missing the primary target with this weapon, roll a d20, adding +3 for each range increment the primary target is outside base range. On a 1-10, it hits the ground in the target's square and explodes there, dealing half damage as normal for an area of effect attack. On a 11-20, it flies off and deals no damage to any target. In addition, weapons with this trait can be evaded by any character.

Radiation Shielding

Description: The wearer of this armor is immune to the penalties dealt by ambient radiation but not the damage. Radiation shielding is required for an armor to allow the user to survive in space.

Recharge

Description This weapon cannot be fired on two consecutive turns. It can only be fired once every other round.

Recoil

Description: Attacks with this weapon suffer a -1 penalty if the character attacked with the weapon in the previous round. This penalty is cumulative for all rounds the character attacked in a row.

Rending (X)

Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack by up to 20. Any rending over 20 converts one-to-one into base damage for the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Scope

Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. In addition, you can perform a special called shot at -4 accuracy penalty that lets you ignore the Shielding and Shielded traits, instead of targeting a certain limb. Finally, the scope can be used as a standard action to perform spotter action within a Burst (5) area at long range.

Smashing

Description: This weapon gains a point of penetration for every 3 points of the wielder's Strength.

Smoke

Description: When fired at a target area, the region is filled with thick, clogging smoke. All creatures and characters within the smoke cloud gain total concealment from attacks outside the cloud. However, all living targets without environmentally sealed armor and an oxygen supply cannot breathe inside the cloud. The cloud disperses after 3 rounds, or after 2 rounds if there is a heavy wind.

Species Exclusive (X)

Description: This item is only used by a single species. The variable of this trait is the species that uses it. Only the selected species can purchase or use this item.

Species Focus (X)

Description: This item is primarily crafted and used by a single species. The variable of this trait is the species that uses it. For all other species, this item costs double to purchase or requisition.

Spread

Description: When fired against adjacent targets, this weapon gains the Hailfire (3) weapon trait. When fired at short range, the weapon gains the Hailfire (1) weapon trait.

Sticky Grenade

Description: If you aim with a sticky grenade, and gain 5 or more overages against the primary target, the grenade gains +5 penetration and Hailfire (1) against the primary target.

Stun

Description: If an attack with this weapon deals hit point damage, the target must make an Endurance check (DC 20). If they fail the endurance check, they are staggered for 1 turn. Staggered targets can only take a standard action on their turn. If they fail by 10 or more, they are stunned. Stunned targets cannot perform any actions. If they succeed their endurance check, they suffer no adverse conditions.

Target Lock

Description: This weapon can lock onto enemy vehicles and guide its projectile towards the target. Performing a target lock is a move action. You must be able to see the target in order to target lock them. If you attack the target in the same round you perform a target lock, the attack gains +10 accuracy and ignores concealment. The weapon can only achieve target locks on vehicles, robots, and other automated or mechanical beings.

Throwing

Description: This melee weapon can be thrown as a ranged weapon with as if it had a base range of Short. If thrown, the weapon lands in the square of the target, hit or miss.

Timed Explosion

Description: This weapon has a set time delay and does not explode until the timer expires. It can be as little as a round later or as much as an hour later.

Triple-linked

Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. A triple-linked weapon gains the Hailfire (+2) special rule but uses up 3x as much ammunition as normal. You can choose not to use this trait, if you desire.

Twin-linked

Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. A twin-linked weapon gains the Hailfire (1) special rule but uses up 2x as much ammunition as normal. You can choose not to use this trait, if you desire.

Unarmed

Description: This is an attack with the body of the character such as a kick or punch. Unarmed weapons benefit from any talent that increases unarmed

effectiveness. Furthermore, a character is always considered to be armed with an unarmed weapon, and they can dual-wield using unarmed as a secondary attack even if the primary attack is also unarmed. This has all of the normal penalties for dual-wielding attack.

Unstable Explosion

Description: When the character rolls a natural 1 on an attack roll with this weapon, it explodes prematurely and the attack is made with the user as the primary target. The burst is centered on the character.

Unstoppable

Description: If the weapon or ammunition's penetration fully surpasses the damage resistance of the target, the projectile continues on and hits the next target in the line. The weapon's penetration against the next target is how much was not used against the previous target. The projectile continues until it does not fully bypass a target's damage resistance or until it goes 30 squares beyond its first target. It only gains attack overages against the primary target.

Versatile

Description: This weapon can be used in either one or two hands. If used in two hands, the weapon changes its attack speed to be one category lower, and gains penetration (4) and +2 accuracy.

Very Cumbersome

Description: Very Cumbersome armor gives the wearing character a -3 penalty to athletics, acrobatics, and stealth checks.

Covenant Weapons

Soldiers need weapons to fight their enemies with. This section details the most commonly requisitioned or famous weapons used by the Covenant.

Cost

The cost is how many credits a weapon costs to purchase with personal credits.

Accuracy

The weapon's accuracy modifies the user's relevant prowess skill to determine the to hit bonus of the weapon. For example, if you are firing a pistol with a +1 accuracy bonus while you have a ranged skill of 5, your base accuracy would be +6.

Damage

This is the base damage the weapon deals. It is modified by the attack overages the user gets on their attacks (see Encounter Rules in the Core Rulebook). The damage dealt is reduced by the target's damage resistance. If the weapon has the Penetration weapon trait, then their damage resistance is reduced by the penetration **before** it reduces damage.

Rate of Fire

Rate of Fire, or RoF, is how fast the weapon fires, how many strikes the user gets with it, and what special attack options are useable with it. Additional strikes give a +4 bonus on the accuracy for every strike beyond the 1st. The exact number of strikes made with this weapon is determined by the character's Agility and weapon's speed, as seen below.

| Attack Rate | Speed |
|---------------------------------|--|
| Slow | 1 strike per round |
| Average | 1 strike, +1 bonus strike per 4 points of Agility |
| Fast | 2 strikes, +1 bonus strike per 3 points of Agility |
| Automatic Fire (Auto) | 2 strikes, +1 bonus strike per 3 points of Agility; Burst 1, Focused Burst, Suppressing Fire Burst 4 |
| Full Automatic Fire (Full Auto) | Burst 1, Burst 2, Saturation Fire, Focused Burst, Empowered Focused Burst, Suppressing Fire Burst 6 |

Range

The range is how far the weapon can shoot without penalty. Exact numerical values covered by ranges is noted in the Encounter Rules chapter but are repeated here.

| Range | Distance in Squares |
|---------|---------------------|
| Melee | Reach |
| Short | 6 |
| Medium | 30 |
| Long | 60 |
| Distant | 120 |
| Remote | 300 |

Shots, Magazine Cost, Magazine Inventory Slots

The shots are how many times this weapon can be fired before it needs to reload. Shots used are expended from the magazine. When the magazine is empty, it needs to be replaced with a new magazine by performing a reload action (normally a move action). The magazine cost is the amount of credits it costs to buy a magazine for that weapon. This is only used when buying a magazine with personal credits. Magazine inventory slots is how many inventory slots on an equipment belt or other container the magazine uses.

Power Rating

A weapon's power rating is how quickly it's damage scales. Many factors will increase a weapon's damage by its power rating, such as the Weapon Mastery talent or weapon upgrades. If you add any power ratings to a weapon's damage, increase the base damage of the weapon by that power rating. Multiple power ratings are cumulative.

Pistols

Pistols are basic one-handed ranged projectile weapons. They are standard side-arms for when combat rifles are out of ammo or no longer usable. Any pistol class weapon can be used to make a Pistol Whip attack in close combat. Pistol weapons take no penalty to being used while the wielder is in close combat with an enemy. Pistols use the Ranged skill to determine their accuracy.

| Weapon Name | Damage | Range | Accuracy | Rate of Fire | Ammo | Cost |
|----------------------|--------|--------|----------|--------------|------|-------|
| Mauler | 17 | Short | +0 | Slow | 5 | 3,000 |
| Needler | 16 | Medium | +4 | Fast | 20 | 2,000 |
| Plasma Pistol | 17 | Medium | +0 | Fast | 200 | 1,500 |

Mauler

One-handed Pistol

Base Cost: 3,000 credits

Damage: 17

Accuracy: +0

RoF: Slow

Range: Short

Shots: 5 mauler bolts

Power Rating: +3

Weight: 7 lbs.

Magazine Credit Cost: 25 credits

Magazine Inventory Slots: 1

Special Traits: Spread, Close Quarters, Bladed, Species Focus (Brute)

Description: The Type-52 Pistol, or mauler, is a jiralhanae sidearm. This weapon was designed by brutes before they were indoctrinated into the Covenant. Like all Jiralhanae weapons, it is simple, brutish and powerful. It is essentially a handheld shotgun with an attached blade for bashing foes. It makes an excellent close combat weapon for brutes.

Needler

One-handed Pistol

Base Cost: 2,000 credits

Damage: 16

Accuracy: +4

RoF: Fast

Range: Medium

Shots: 20 Needles

Power Rating: +3

Weight: 8 lbs

Magazine Credit Cost: 120 credits

Magazine Inventory Slots: 1.

Special Traits: Needle Blast, Homing

Description: The Needler, or Type-33 Guide Munitions Launcher, is an advanced pistol that fires crystalline explosive needles that track their targets heat signature. Once they hit their target, they stick to them and explode a few second afterwards. Needlers lack armor penetration with their initial blast but when the needles explode, they can do considerable damage, even to a Spartan. The more needles that stick into a target, the more damage they do when they explode.

Plasma Pistol

One-handed Pistol

Base Cost: 1,500 credits

Damage: 17

Accuracy: +0

RoF: Fast

Range: Medium

Shots: 200 shots from 1 battery

Power Rating: +3

Weight: 7 lbs.

Magazine Credit Cost: 400 credits

Magazine Inventory Slots: 2

Special Traits: Penetration (3), Plasma, Charged Shot, Overheat

Description: The Type-25 Directed Energy Pistol, or plasma pistol, is the most common and easy to find Covenant weapon and therefore one of the most common weapons in the universe. These pistols are the mainline weapons of most lesser Covenant species and the chosen sidearms of most elites. Plasma pistols fire directed blasts of plasma that are very effective against energy shields and can be overcharged for additional firepower.



~Mauler (top left)



~Needler (top right)

~Plasma Pistol (bottom)



Rifles

Rifles include most two-handed ranged weapons, but beyond that they vary greatly. The rifles category includes beam rifles, plasma rifles, and spikers. Any rifle class weapon can be used to make a Rifle Butt attack in close combat. Rifles suffer a -5 accuracy penalty when used while the user is adjacent to an enemy. Rifles use the Ranged skill to determine their accuracy.

| Weapon Name | Damage | Range | Accuracy | Rate of Fire | Ammo | Cost |
|------------------|--------|---------|----------|-----------------|------|--------|
| Beam Rifle | 15 | Distant | +2 | Slow | 10 | 15,000 |
| Carbine | 25 | Long | +1 | Fast | 18 | 4,000 |
| Concussion Rifle | 35 | Short | +1 | Slow | 6 | 12,500 |
| Needle Rifle | 16 | Distant | +4 | Average | 21 | 6,000 |
| Plasma Repeater | 20 | Medium | +0 | Fully Automatic | 200 | 7,500 |
| Plasma Rifle | 17 | Medium | +0 | Automatic | 400 | 3,000 |
| Spiker | 18 | Short | +1 | Automatic | 40 | 3,000 |
| Storm Rifle | 19 | Medium | +1 | Automatic | 200 | 5,000 |

Beam Rifle

Two-handed Rifle

Base Cost: 15,000 credits

Damage: 15

Accuracy: +2

RoF: Slow

Range: Distant

Shots: 10 shots from 1 battery

Power Rating: +3

Weight: 40 lbs.

Magazine Credit Cost: 400 credits

Magazine Inventory Slots: 3

Special Traits: Penetration (20), Focusing Beam, Digital Scope

Description: The Type-27 Special Application Sniper Rifle, or beam rifle, is the Covenant's equivalent to a sniper rifle. Instead of firing a large bullet, it uses a battery to charge an accelerated beam of ionized gas. The beam rifle has incredible penetration and killing power, useful at sniping heavy infantry and light vehicles. It is most often used by the Kig-Yar snipers.

Carbine

Two-handed Rifle

Base Cost: 4,000 credits

Damage: 25

Accuracy: +1

RoF: Average

Range: Long

Shots: 18 carbine slugs

Power Rating: +4

Weight: 15 lbs.

Magazine Credit Cost: 90 credits

Magazine Inventory Slots: 2

Special Traits: Penetration (4), Digital Scope

Description: The Type-51 Carbine is a battle rifle that uses radioactive slugs instead of battery charges. It is a primary mid-range weapon that finds use in the hands of all the Covenant species. It possesses decent damage, penetration, accuracy, and range; it is a weapon that is a master of nothing but good at everything. It is sometimes used as a marksman rifle in addition to a battle rifle.

Concussion Rifle

Two-handed Rifle

Base Cost: 12,500 credits

Damage: 35

Accuracy: +1

RoF: Slow

Range: Short

Shots: 6 concussive charges

Power Rating: +5

Weight: 30 lbs.

Magazine Credit Cost: 720 credits

Magazine Inventory Slots: 6

Special Traits: Burst (2), High Explosive, Plasma, Concussive Blast, Long Reload

Description: The Type-50 Directed Energy Rifle/Heavy, or concussive rifle, is a close ranged ordinance weapon designed to break enemy ranks. Its explosive, plasma charges hit with considerable impact that toss foes around as well as brutally harming them. Its downside is its short range and being less efficient against vehicles.

Needle Rifle

Two-handed Rifle

Base Cost: 6,000 credits

Damage: 16

Accuracy: +4

RoF: Fast

Range: Distant

Shots: 21 Needles

Power Rating: +3

Weight: 17 lbs.

Magazine Credit Cost: 150 credits

Magazine Inventory Slots: 2

Special Traits: Penetration (2), Needle Blast, Digital Scope

Description: The Type-31 Needle Rifle is a precision weapon that serves as an upgraded version of the common needler. While it lacks the homing capabilities of the needler, it has greater range and striking power. Like all needle weapons, the needle rifle pins its targets with explosive blamite shards, which can deal considerable damage once they explode.

Plasma Repeater

Two-handed Rifle

Base Cost: 7,500 credits

Damage: 20

RoF: Fully Automatic

Shots: 200 shots from 1 battery

Magazine Credit Cost: 1,000 credits

Special Traits: Penetration (5), Plasma, Recoil, Scope, Overheat

Description: The Type-51 Directed Energy Rifle/Improved is a variant of the common plasma rifle that possess greater stopping power and a higher rate of fire. More powerful than a common plasma rifle, the plasma repeater also does not overheat quite as easily. Its downsides are the inefficient power drain and that it loses speed and accuracy the longer it is fired, causing an effect akin to recoil.

Accuracy: +0

Range: Medium

Power Rating: +3

Magazine Inventory Slots: 3

Weight: 25 lbs.



~Beam Rifle



~Carbine



~Concussion Rifle



~Needle Rifle



~Plasma Repeater

~Plasma Rifle



~Spiker



~Storm Rifle

Plasma Rifle

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 17

Accuracy: +0

RoF: Automatic

Range: Medium

Shots: 400 shots from 1 battery

Power Rating: +3

Weight: 13 lbs.

Magazine Credit Cost: 1,000 credits **Magazine Inventory Slots:** 3

Special Traits: Penetration (3), Plasma, Compact, Overheat

Description: The Type-25 Directed Energy Rifle was the mainline automatic rifle for the Covenant for millennia. The plasma rifle fires bolts of plasma at a high speed and is extremely effective at overloading energy shields and melting armor. Because of the weapons stout, compact design, it is frequently dual-wielded by elites and sometimes Spartans.

Spiker

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 18

Accuracy: +1

RoF: Automatic

Range: Short

Shots: 40 Spikes

Power Rating: +3

Weight: 14 lbs.

Magazine Credit Cost: 160 credits **Magazine Inventory Slots:** 2

Special Traits: Penetration (2), Rending (4), Compact, Bladed, Species Focus (Brute)

Description: The spiker is a Jiralhanae favorite weapon that they often use instead of plasma rifles. The spike rifle is a short carbine that fires superheated metal spikes at an automatic rate of fire. These spikes leave gashing, brutal holes in their victims, and even support a mounted blade for stabbing opponents.

Storm Rifle

Two-handed Rifle

Base Cost: 5,000 credits

Damage: 19

Accuracy: +1

RoF: Automatic

Range: Medium

Shots: 200 shots from 1 battery

Power Rating: +3

Weight: 17 lbs.

Magazine Credit Cost: 1,000 credits **Magazine Inventory Slots:** 3

Special Traits: Penetration (3), Plasma, Overheat

Description: The storm rifle is the successor of the classic plasma rifle. A longer, more accurate, deadlier weapon, it finds widespread use by various factions after the fall of the Covenant. While it is a more effective weapon, it has a less compact design and is more inefficient on ammunition.

Heavy Weapon

Heavy weapons include some of the largest and most powerful portable weaponry such as plasma cannons and fuel rod guns. Due to the size and encumbrance of these weapons, they cannot be used to make melee attacks, nor can they be used in one hand. Heavy weapons suffer a -10 penalty when used in melee. Many heavy weapons have the Heavy trait, slowing the user down and requiring them to not move to use. Heavy Weapons use the Ranged skill to determine their accuracy.

| Weapon Name | Damage | Range | Accuracy | Rate of Fire | Ammo | Cost |
|---------------|--------|--------|----------|-----------------|------|--------|
| Brute Shot | 40 | Medium | +1 | Average | 6 | 20,000 |
| Fuel Rod Gun | 60 | Long | -1 | Slow | 5 | 30,000 |
| Plasma Cannon | 25 | Long | +0 | Fully Automatic | 200 | 40,000 |

Brute Shot

Two-handed Heavy Weapon

Base Cost: 20,000 credits

Damage: 40

RoF: Average

Shots: 6 Brute Grenades

Magazine Credit Cost: 1,200 credits

Special Traits: Penetration (10), Burst (2), High Explosive, Grenade, Bladed, Species Focus (Brute)

Description: The Type-25 Grenade Launcher is a grenade launcher designed by the Jiralhanae. It is an anti-personnel explosive with a large blade at the front, capitalizing on the brute's violent nature. It fires specialty grenades that are belt fed from the top of the launcher. It is a useful weapon for targeting vehicles but is especially good at eliminating enemy squadrons.

Accuracy: +1

Range: Long

Power Rating: +5

Magazine Inventory Slots: 6

Weight: 42 lbs.

Fuel Rod Gun

Two-handed Heavy Weapon

Base Cost: 30,000 credits

Damage: 60

RoF: Slow

Shots: 5 fuel rods

Magazine Credit Cost: 5,000 credits

Special Traits: Penetration (40), Burst (1), High Explosive, Projectile, Long Reload

Description: The Type-33 Light Anti-Armor Weapon is a shoulder-fired mortar. It fires radioactive energy charges that cut clean through most heavy armor. It is the Covenant's most effective anti-armor weapon designed for infantry. The weapon is so effective that a longer ranged version, the fuel rod cannon, is mounted on many Covenant tanks and aircraft.

Accuracy: -1

Range: Medium

Power Rating: +10

Magazine Inventory Slots: 6

Weight: 46 lbs.

Plasma Cannon

Two-handed Heavy Weapon

Base Cost: 40,000 credits

Damage: 25

RoF: Fully-Automatic

Shots: 200 shots from 1 battery

Magazine Credit Cost: 4,000 credits

Special Traits: Penetration (7), Heavy, Plasma, Overheat

Description: The Type-52 Direct Energy Support Weapon is a fully-automatic plasma cannon. Similar to smaller weapons such as the plasma rifle or repeater, the plasma cannon has a greater rate of fire with even more powerful plasma charges. The plasma cannon is designed to drop waves of enemies while also burning through the hull of most vehicles. They are usually found mounted on a grav lift tri pod that comes with an internal power supply that gives it extra ammunition. When away from a mount, it does go through ammunition very quickly, but the devastation it causes is usually worth it.

Accuracy: +0

Range: Long

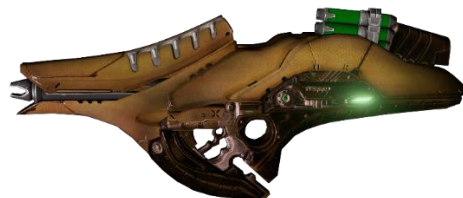
Power Rating: +4

Magazine Inventory Slots: 6

Weight: 67 lbs.



~Brute Shot (top left)



~Fuel Rod Gun (top right)

~Plasma Cannon on Mount (bottom)



Explosives

Explosives are hand-carried, placed, or thrown consumable explosives. While these weapons are amongst the most dangerous, they are also the most unstable and unpredictable. When an explosive is used, it is consumed with the attack. Therefore, all explosives are one-use items. Be sure to bring extras! Explosives use the Ranged skill to determine their accuracy, except for planted explosives, which use their own built-in accuracy.

| Weapon Name | Damage | Range | Accuracy | Cost |
|-------------------|--------|---------|---------------|--------|
| Antimatter Charge | 70 | Planted | 1d20+12 | 15,000 |
| Firebomb | 30 | Short | +2 | 1,000 |
| Flash Grenade | --- | Short | -2 | 250 |
| Plasma Charge | 60 | Planted | -2 or 1d20+12 | 2,000 |
| Plasma Grenade | 40 | Short | -2 | 500 |
| Plasma Mine | 40 | Planted | 1d20+8 | 500 |
| Spike Grenade | 30 | Short | -4 | 1,000 |

Antimatter Charge

Planted Explosive

Base Cost: 15,000 credits

Damage: 70

Accuracy: 1d20+12

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +10

Weight: 3 lb.

Special Traits: Burst (10), Timed Explosion, Piercing, Planted Explosive, Destructible

Description: The localized antimatter charge is perhaps the most powerful planted explosives used by any race. Once an anti-matter charge detonates, it essentially disintegrates anything over a large radius. Even larger anti-matter charges are used to destroy space stations, flagships, and cities.

Firebomb

Thrown Explosive

Base Cost: 1,000 credits

Damage: 30

Accuracy: +2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (3), Hailfire (2), Flames, Grenade, Delay, Species Focus (Brute)

Description: The firebomb is a Jiralhanae devised grenade that is filled with incendiary gel. Instead of a traditional explosion, the firebomb ignites and bathes the area in chemical fire. It is most effective at groups of light infantry. It has also been proven effective against the Flood.

Flash Grenade

Thrown Explosive

Base Cost: 250 credits

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5 lbs.

Special Traits: Burst (2), Flash, Grenade, Delay

Description: The flash grenade, rather than dealing damage, blasts all targets within its area with a blast of sound and light. The result is a blinded and unaware opponent. This makes the flash grenade ideal for breaking enemy lines, as a blinded enemy cannot effectively fight back. Even if an opponent is only somewhat affected by the blast, the disorienting effect can very well lead to their death.

Plasma Charge

Thrown or Planted Explosive

Base Cost: 2,000 credits

Damage: 60

Accuracy: -2 or 1d20+12 when planted

RoF: Thrown

Range: Short or Planted

Shots: 1 (Consumable)

Power Rating: +10

Weight: 1 lb.

Special Traits: Burst (2), Penetration (15), Plasma, Unstable Explosion, Destructible, Timed Explosive

Description: Plasma Charges are explosives packed with a volatile plasma cell. They are used to breach bulkheads, doorways, and sometimes used to tear down structures. They are surgical implements, used for precision demolition instead of the mass destructive potential of an anti-matter charge.

Plasma Grenade

Thrown Explosive

Base Cost: 500 credits

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (1), Penetration (5), Plasma, Sticky Grenade, Grenade, Delay

Description: The Type-1 Antipersonnel Grenade is the feared anti-infantry weapon of the Covenant. In addition to emitting a dangerous plasma charge, it is made of smart matter that allows it to stick to enemy targets. Once it does, the victim has a few brief moments to realize that they are tagged. Once it explodes, it deals devastating damage, particularly to the tagged target.

Plasma Mine

Planted Explosive

Base Cost: 500 credits

Damage: 40

Accuracy: 1d20+8

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Burst (1), Penetration (10), Plasma, Land Mine, Planted Explosive, Destructible, Hidden

Description: The plasma mine is a planted explosive that is hidden from sight, waiting for a hapless victim to trigger it and be blown to pieces. Mines are generally planted in massive bunches, creating minefields that are all but impossible to traverse safely. Plasma mines create a small but powerful destructive force that bursts upwards from the ground, often vaporizing their prey before they realize what happened.

Spike Grenade

Thrown Explosive

Base Cost: 1,000 credits

Damage: 30

Accuracy: -4

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 4 lbs.

Special Traits: Cone (3), Penetration (2), Rending (4), Hailfire (1), Sticky Grenade, Grenade, Delay, Species Focus (Brute)

Description: The spike grenade is another Jiralhanae invention. Unlike most other Covenant explosives, it relies on a blast of shrapnel rather than an energy charge. When it explodes, it sends a cone of superheated flak in a single direction, often causing gruesome wounds and mayhem in close confines. This weapon is very unbalanced and difficult to use, however, and takes considerable practice to make full use out of its destructive potential.

Note: Unlike other weapons with the Cone trait, the Spike Grenade radiates its cone from the square targeted with the weapon. The wielder determines what direction the cone faces when they throw the grenade.

Melee

While melee combat has waned in the far future, the Covenant utilize many melee weapons that can be used to devastating effect. Melee weapons require enemies to be within your melee reach and generally do not use ammunition or limited number of strikes before expiring. All Covenant characters have an Unarmed attack that they can always make.

| Weapon Name | Damage | Range | Accuracy | Rate of Fire | Ammo | Cost |
|---------------------|--------|-------|----------|--------------|------|--------|
| Combat Blade | 20 | Melee | +1 | Fast | NA | 750 |
| Combat Knife | 15 | Melee | +1 | Fast | NA | 100 |
| Energy Swords | 30+ | Melee | +2 | Slow | 100 | 15,000 |
| Gravity Hammer | 10+ | Melee | +2 | Slow | 100 | 25,000 |
| Pistol Whip | 16 | Melee | -1 | Average | NA | --- |
| Rifle Butt | 22 | Melee | -1 | Slow | NA | --- |
| Unarmed | 10 | Melee | +0 | Fast | NA | --- |
| Unarmed, Reinforced | 13 | Melee | +0 | Fast | NA | 100 |

Combat Blade

Two-handed Melee Weapon

Base Cost: 750 credits

Damage: 20

Accuracy: +1

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +4

Weight: 4 lbs.

Special Traits: Compact, Defensive

Description: The combat blade is a close quarters weapon used by skilled soldiers. With the development of powered melee weapons, such as energy swords, combat blades are usually used as ceremonial or practice weapons by members of the Covenant. However, some extremely dedicated sangheili will carry a combat blade as a backup weapon.

Combat Knife

One-handed Melee Weapon

Base Cost: 100 credits

Damage: 15

Accuracy: +1

RoF: Fast

Range: Melee or Thrown

Shots: NA

Power Rating: +3

Weight: 0.5 lbs.

Special Traits: Throwing

Description: A typical last-resort close combat weapon, the combat knife is a small but dangerous blade instrument. While not ideal in heavy warfare, in close quarters having a knife can make the difference between life and death. The weapon is very versatile, able to hack, stab, or be thrown, and in the hands of a knife master, it can indeed be all someone ever needs.

Energy Sword

One-handed Melee Weapon

Base Cost: 15,000 credits

Damage: 30+

Accuracy: +2

RoF: Slow

Range: Melee

Shots: 25 strikes from 1 battery

Power Rating: +5

Weight: 5 lbs.

Magazine Credit Cost: 5,000 credits

Magazine Inventory Slots: 4

Special Traits: Dueling Weapon, Penetration (20), Plasma, Species Focus (Elite)

Description: The energy sword is an ancient weapon of the Sangheili, a pure beam of cutting plasma that is designed to cut foes into pieces. These weapons are important to the sangheili, as they are much more than cutting instruments: they are signs of status within their culture. Swords are passed between bloodlines and losing a sword is a great dishonor. They are one of the most feared covenant weapons, especially in the hands of a master duelist.

Gravity Hammer

Two-handed Melee Weapon

Base Cost: 25,000 credits

Damage: 10+

Accuracy: +2

RoF: Slow

Range: Melee

Shots: 25 strikes from 1 battery

Power Rating: +5

Weight: 85 lbs.

Magazine Credit Cost: 7,000

Magazine Inventory Slots: 6

Special Traits: Powerhouse Weapon, Cleaving (2), Penetration (10), Species Focus (Brute)

Description: The gravity hammer is a favored weapon and symbol of status amongst the Jiralhanae chieftains. It is their traditional ceremonial hammers that have been used on Doisac for millennia, except it also has a massive gravity projector attached. This gravity projector creates a vortex that deals colossal damage over a large area when swung. The harder the weapon is swung, the larger of a gravitational disruption is created. As the Jiralhanae are creatures of great might, this is fitting.

Pistol Whip

One-handed Melee Weapon

Base Cost: NA

Damage: 16

Accuracy: -1

RoF: Average

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: None

Description: The pistol whip is simply using any pistol weapon to bash an opponent. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Rifle Butt

Two-handed Melee Weapon

Base Cost: NA

Damage: 22

Accuracy: -1

RoF: Slow

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: None

Description: The rifle butt is simply bashing someone with the backend of any rifle-class weapon. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Unarmed

Unarmed Melee Attack

Base Cost: NA

Damage: 10

Accuracy: +0

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Unarmed

Description: This is a typical unarmed attack by a humanoid. It includes punching, kicking, headbutting, and all other forms of attack. Most coverings for hands or feet do not affect damage.

Unarmed, Reinforced

Unarmed Melee Attack

Base Cost: 100

Damage: 13

Accuracy: +0

RoF: Fast

Range: Melee

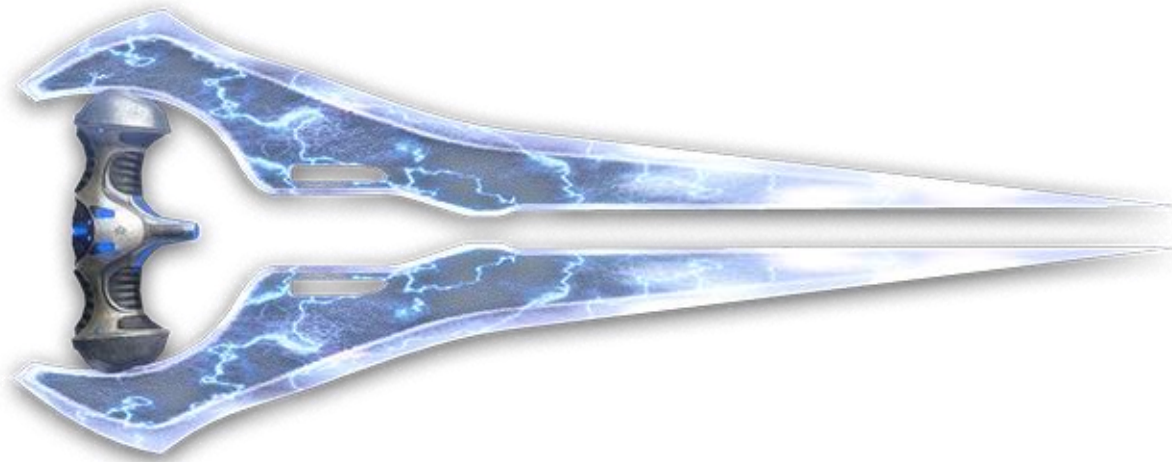
Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Unarmed, Concealed Weapon

Description: This is an unarmed attack of a character using some method to enhance their strikes, like using a pair of brass knuckles.



~Sangheili Energy Sword



~Jiralhanae Gravity Hammer

Covenant Armor

Armor is just as important as weapons. Armor is not just protection in the Covenant; it is their mark of status. Different designs and coloration of Covenant armor show what position they have in the hierarchy. Most Covenant soldiers use the specific type of combat harness designed for their race.

Cost

The armor entry begins with the name and class of armor it is, whether it is Light or Heavy. The classification determines the armor's resistance rating, and what upgrades can apply to it.

Damage Resistance and Resistance Rating

Damage resistance is how much damage mitigation it supplies a character with. Any damage the character takes is reduced by their damage resistance before applying to their hit points.

Resistance rating is the value in which the armor's damage resistance scales. Many upgrades will increase an armor's damage resistance. If they do, the resistance usually increases by the resistance rating.

Defense Penalty

While armor is very protective, it also encumbers and restricts movement. Therefore, it provides a defense penalty to the character wielding it. When the character wears the armor, their total defense is reduced by the defense penalty.

Damage Threshold

Armor also provides a bonus to damage threshold as it blocks and mitigates wounds from dealing serious damage to the user. The Damage Threshold value is how much of an armor bonus to damage threshold you gain from using that armor.

Mounted Gear

The armor's mounted gear is what equipment comes stock with the armor. Unless otherwise mentioned, most mounted gear is extremely easy to use and can be activated or manipulated as a free action and does not require hands to utilize. All mounted gear work off the armor's main power core.

Ability Score Bonus

Some exceptionally high-tech armor may give a bonus to the character's physical abilities. Powerful hydraulics boost Strength, targeting sensors increase marksmanship, and reactive muscular boosters augment Agility. Note that these bonuses to stats can increase an ability score above normal maximum. They are temporary bonuses, however, and do not add to a character's statistics for qualifications for talents.

Armor List

| Armor Name | Class | Damage Resistance | Damage Threshold | Defense Modifier | Cost |
|----------------------------|-------|-------------------|------------------|------------------|-------|
| Armored Ceremonial Robes | Light | 2 | +2 | -0 | 2,500 |
| Combat Harness, Jiralhanae | Heavy | 8 | +3 | -3 | 4,000 |
| Combat Harness, Kig-Yar | Heavy | 6 | +3 | -1 | 1,500 |
| Combat Harness, Sangheili | Heavy | 8 | +3 | -2 | 3,000 |
| Combat Harness, Unggoy | Heavy | 7 | +3 | -2 | 1,000 |
| Protective Body Suit | Light | 5 | +3 | -1 | 250 |

Armor Details

Armored Ceremonial Robes

Light Armor

Base Cost: 2,500 credits

Damage Resistance: 2

Resistance Rating: +2

Mounted Gear: None

Ability Score Bonuses: None

Weight: 4 lbs

Special Traits: Distinction, Species Focus (Elite, Grunt, Prophet)

Description: Ceremonial robes are ancient outfits that mark position and honor amongst the Covenant's religion as well as cultural significance for many species. While they provide negligible protection, these robes inspire kin and show that one is worthy of honor and respect. These robes inspire followers to perform greater deeds to impress their leader.

Combat Harness, Jiralhanae

Heavy Armor

Base Cost: 4,000 credits

Damage Resistance: 8

Resistance Rating: +3

Mounted Gear: Communicator, Digital Uplink, Gravity Boots

Ability Score Bonuses: Strength +4

Weight: 50 lbs

Special Traits: Layered Armor (2), Energy Shield, Extremely Cumbersome, Fall Protection, Species Exclusive (Brute)

Description: The Jiralhanae combat harness is designed to augment the greatest strengths of brute warriors. This armor is designed to give great protection and further augment the strength of a brute warrior. As Jiralhanae lack subtlety in all things, this armor is superior protection but is cumbersome and restricts movement. The Jiralhanae combat harness has extra layers that break away to absorb impact in battle.

Combat Harness, Kig-Yar

Heavy Armor

Base Cost: 1,500 credits

Damage Resistance: 6

Resistance Rating: +3

Mounted Gear: Communicator, Digital Uplink, Gravity Boots

Ability Score Bonuses: Instinct +1

Weight: 20 lbs

Special Traits: Cumbersome, Fall Protection, Species Exclusive (Kig-Yar)

Description: The combat harness designed for Kig-Yar provides minimal protection, as it only covers the torso and legs without further modification. However, it is lightweight and does not restrict little movement restriction and comes with a visor that provides enhanced tactical data for the jackal.

Combat Harness, Sangheilli

Heavy Armor

Base Cost: 3,000 credits

Damage Resistance: 8

Defense Penalty: -2

Resistance Rating: +3

Damage Threshold: +3

Mounted Gear: Communicator, Digital Uplink, Gravity Boots

Ability Score Bonuses: Strength +3, Agility +1

Weight: 50 lbs

Special Traits: Energy Shield, Very Cumbersome, Fall Protection, Species Exclusive (Elite)

Description: Sangheilli combat harness is a balanced mix of utility and strength. It provides solid protection while also enhancing its users' physical attributes. Sangheilli are often very attached to their combat harnesses, viewing them as marks of ranks and status. Many of them are passed between bloodlines or positions of command.

Combat Harness, Unggoy

Heavy Armor

Base Cost: 1,000 credits

Damage Resistance: 7

Defense Penalty: -2

Resistance Rating: +3

Damage Threshold: +3

Mounted Gear: Communicator, Gravity Boots, Methane Tank

Ability Score Bonuses: None

Weight: 25 lbs

Special Traits: Very Cumbersome, Fall Protection, Elemental Protection, Species Exclusive (Grunt)

Description: The Unggoy combat harness is the most basic of all harnesses made for the Covenant. This is unsurprising; there are countless Unggoy in the Covenant and it would be impossible to equip them all with advanced powered armor. The grunts don't complain (much), as the armor is better than wading into battle naked and has a spot for a methane tank and breathing apparatus.



~Heavily Armored Unggoy

Protective Body Suit

Light Armor

Base Cost: 250 credits

Damage Resistance: 5

Defense Penalty: -0

Resistance Rating: +2

Damage Threshold: +3

Mounted Gear: Communicator

Ability Score Bonuses: None

Weight: 20 lbs

Special Traits: NA

Description: The protective body suit is a tight-fitting suit of light armor. It is balanced for protection and comfort. It is commonly worn by Covenant forces that are off duty or have not earned the right to full combat armor yet. Some Jiralhanae use them instead of combat harnesses, disliking the use of heavy armor when fighting.

Covenant Directional Shields

Some Covenant species, especially the Kig-Yar, make use of directional energy shields. These shields are far more powerful but do not provide full body cover. Instead, they function much more like ballistic shields; a solid wall of energy that the soldier wields to provide cover. These shields project their energy coverage from a gauntlet or bracer. They come in two varieties, heavy shields or light shields. Shields can be requisitioned in place of auxiliary weapons.

Directed Energy Heavy Shield

Shield

Base Cost: 2,000 credits

Weight: 2 lbs

Special Traits: Species Focus (Jackal)

Description: The directed energy heavy shield produces a large, circular shield in front of the arm used to hoist the shield. It provides a +5 defense bonus against all attacks originating from a 180 degree angle. Missed attacks in that area that would deal half damage instead deal no damage. The wielder chooses the direction of the shield at the end of their turn. This shield does not protect from attacks outside that area. The hand that wields the gauntlet cannot be used for anything else. In addition, the wielder gains a -5 to attack accuracy with their other hand.

This shield can be attacked directly, instead of attacking the wielder. It requires an Aim action to perform a Called Shot against the shield, but has no additional accuracy penalties. The shield's defense is 15. The shield has a shield pool of 50 and shield armor of 10. When not hit for 2 turns, it regains its shield pool at a rate of 20 points per turn. If it is reduced to 0 shield pool, it is deactivated for 1 minute.

Directed Energy Light Shield

Shield

Base Cost: 1,500 credits

Weight: 1 lbs

Special Traits: Species Focus (Jackal)

Description: The directed energy light shield produces a small, circular shield from the wrist. It is not as large and protective as the heavy shield but is more maneuverable and easier to change direction. It provides a +1 defense bonus against all attacks. However, it provides a -5 accuracy penalty when making any attacks from that hand. A light shield can be worn on both hands. In this case, the defense bonus stacks and the accuracy penalty applies to both hands.

Unlike the heavy shield, the light shield cannot be attacked and negated. However, if the wielder cannot gain the defensive benefits from this shield when using a two-handed weapon of any kind.

Jackals and Shields

Kig-Yar have a long history of specializing with the use of deflection shields. A shield unit used by a Jackal provides twice as much defense. Directional shields still only provide defense from the correct angles. In addition, shields do not provide a penalty for attack rolls for jackals.

For heavy shields, they provide a +10 defense bonus instead of a +5. They also do not give any accuracy penalties to the weapon wielded in the other hand.

Light shields provide +2 defense per shield instead of +1. They also provide no accuracy penalty to attacks. Therefore, wielding two light shields gives +4 defense with no accuracy penalty. However, you still cannot utilize light shields while using a two-handed weapon.

Because shields are a Species Exclusive to Jackals, they are twice as expensive for any other Covenant race. This makes Jackals the ultimate wielders of shields in the Halo RPG.

Covenant Gear

Gear are the miscellaneous items that might help the heroes during their adventures or apply to them in their crusade for dominance.

| Item Name | Type | Description | Weight | Cost |
|--------------------------------|------------------|--|----------|--------|
| Air Tank | Expendable | Provides 15 minutes of breathable air | 1 lb. | 100 |
| Backpack | Worn | Container worn on the back with 12 carrying slots | 3 lbs. | 50 |
| Beacon | Carried | Projects a long-range military signal that can be detected by artillery and comms networks | 10 lbs. | 2,000 |
| Binoculars | Carried/ Worn | Gives bonus to perception checks at a range, used for spotter and detector actions | 2 lbs. | 200 |
| Carrying Case | Carried | Container with 12 carrying slots | 7 lbs. | 25 |
| Communicator | Carried | Device used for long ranged communication | 1 lb. | 75 |
| Data Disk | Carried | An information storage device compatible with any computer | 0.1 lbs. | 200 |
| Digital Uplink | Worn | Visor that displays tactical data, team coordination, and aids in tests | 1 lb. | 300 |
| Energy Bindings | Carried | Used to restrain the hands of prisoners | 1 lb. | 500 |
| Equipment Belt | Worn | Worn container capable of carrying 6 items that have 1 or fewer carrying capacity | 1 lbs. | 25 |
| Fire Extinguisher | Carried | Carried item used to quickly remove fires | 5 lbs. | 125 |
| Flashlight | Carried | Provides light in a Cone (6) | 1 lb. | 50 |
| Gravity Boots | Worn | Allows walking on the ground in zero gravity environments | 7 lbs. | 500 |
| Grappling Hook Launcher | Carried | Thrown hook that latches onto a ledge along with rope for climbing | 10 lbs. | 300 |
| Hacking Tool | Carried | Tool used for effectively hacking into computer networks | 1 lb. | 1,000 |
| Hand Terminal | Carried | A handheld computer used for storing data and running calculations | 4 lbs. | 800 |
| Holographic Projector | Worn | Can create a holographic replica of the user for several rounds | 2 lbs. | 15,000 |
| Laser Cutter | Carried | Precision laser that can cut through hard surfaces | 1 lb. | 100 |
| Laser Marker | Carried | Digital targeting laser to make precision artillery strikes | 3 lbs. | 1,000 |
| Medipack | Expendable | Allows characters to make medicine skill tests to perform first aid with a +20 bonus | 1 lb. | 50 |
| Methane Tank | Expendable | Provide methane-breathing organisms 72 hours of breathable air | 1 lb. | 100 |
| Navigation Unit | Carried | Handheld computer that reveals terrain, gives direction, identifies hazards, and more. | 1 lb. | 1,000 |
| Rations | Expendable | Single days' worth of food | 1 lb. | 20 |
| Repair Kit | Expendable | Allows characters to make Science skill tests to repair an object or vehicle | 5 lb. | 100 |
| Rope | Carried | 10 squares of rope | 15 lbs. | 80 |
| Scanning Device | Carried | Handheld computer that gives indepth information of immediate surroundings | 4 lbs. | 2,500 |
| Surveillance Drone | Carried | Miniature drone that travels and spies on an area | 0.5 lb. | 12,500 |
| Survival Gear | Carried | Contains supplies needed for prolonged environmental survival | 20 lbs. | 120 |
| Trauma Kit | Carried | Allows characters to perform field surgery and cure crippling wounds | 5 lbs. | 300 |

Air Tank**Expendable Gear****Base Cost:** 100 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: An air tank contains valuable oxygen needed for breathing. As a standard action, the air tank can be used to refill 15 minutes of air to an armor that has a built-in oxygen supply. Alternately, it can provide 15 minutes of oxygen on its own. It either needs to be held in one hand or be worn on the back, replacing a backpack.

Backpack**Carried Gear****Base Cost:** 50 credits**Weight:** 3 lb.**Inventory Slots Required:** 4, or equal to number of slots filled

Description: The backpack allows carrying of plenty of goods without taking any hands. A backpack provides 12 slots for carrying capacity.

Beacon**Carried Gear****Base Cost:** 2,000 credits**Weight:** 10 lb.**Inventory Slots Required:** 2

Description: A signal beacon can be set in place and send out a signal for nearby forces. Setting up a signal beacon is a full-round action. Once in place, it remains active for 24 hours. Anyone scanning for long ranged signals can detect the beacon and home in on its location. These beacons have a range of about 100 miles. In addition, any artillery strikes ordered on the beacon's location, centered in the square the beacon is located, gains +10 accuracy. The beacon is destroyed by the strike, however.

Binoculars**Carried Gear****Base Cost:** 200 credits**Weight:** 2 lb.**Inventory Slots Required:** 1

Description: Binoculars can be used to see from a distance. If a character spends a full-round action to use the binoculars, he gains +20 to perception checks to see targets from more than 15 squares away, but -10 to see targets within 15 squares. They also ignore concealment and darkness penalties to perception checks within range. Alternately, a character can use binoculars as a standard action to perform a spotter action against all enemies within 30 squares. They can instead make a detector action with a full-round action within the same range.

Carrying Case**Carried Gear****Base Cost:** 25 credits**Weight:** 7 lb.**Inventory Slots Required:** 3, or equal to number slots filled

Description: The carrying case is a bag or other container that allows transportation of bulk items. The carrying case has 12 slots of carrying capacity. However, unlike a backpack or equipment belt, it cannot be worn and is instead carried in one hand.

Communicator**Carried****Base Cost:** 75 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The communicator allows instant communication over the Covenant battle net. Using a radio to communicate requires connection to the battle net to function. In battle, communicators are essential for receiving or relaying orders, or spending command points for support. Many forms of armor have built in communicators that are hands free and built into the helmet.

Data Disk**Carried Gear****Base Cost:** 200 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 0

Description: A data disk is used to contain digital information. A data disk can be used to upload information off a computer to transfer it to another location or create a secure backup. When backing up information off a hostile computer, a hacking contest is usually needed to secure access (GM's discretion on how much access). A data disk can also be used to transport an AI character and move them between consoles, vehicles, and host armors.

Digital Uplink**Worn Gear****Base Cost:** 300 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: A digital uplink visor, worn over the eyes, contains information detailing tactical guidance and information as detailed by the user's command net. While using the uplink visor, the wearer gains numerous benefits. Firstly, they gain advantage on all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation or piloting maneuver. Secondly, the leader can issue orders to all allies through the uplink and can give Leadership bonuses to those outside visual and audio range. The visor also receives reconnaissance data surveillance information about the location of Sneaking or Cloaked enemies that have been discovered. The visor also shows update IFF tags about whether targets are listed as friend or foe and shows whether any allied command orders, such as artillery strikes, have been ordered in a location. Finally, as a free action once per round, night-vision mode can be activated. Night-vision mode allows you to see perfectly within 6 squares, ignoring darkness and concealment of any kind. However, this mode has its downsides. When activated, everything between 7-15 squares has concealment, and everything beyond 15 squares is total concealment, regardless of available light.

Energy Bindings**Carried****Base Cost:** 500 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The energy bindings are used to bind an individual's hands, so they cannot be used. They consist of a pair of large metal bracelets that are bound together by a current of energy. Handcuffs are designed to be opened with a digital code or DNA scanner, depending on the design. They can be manually opened by spending a DC 25 stealth or science check to break open, but this cannot generally be done by the victim of the handcuffs. They can be broken by a character that has 8 strength or higher, but this requires a DC 25 strength check as a full-round action. If they check is failed, further attempts will also fail.

Equipment Belt**Carried Gear****Base Cost:** 25 credits**Weight:** 1 lb.**Inventory Slots Required:** 1, or equal to number of slots filled

Description: An equipment belt is strapped around the character and allows ready access to small items. An equipment has a carrying capacity of 6 but can only hold items that have a carrying capacity of 1 or less (excluding ammunition magazines). A character can wear 3 equipment belts at once.

Fire Extinguisher**Carried Gear****Base Cost:** 125 credits**Weight:** 5 lb.**Inventory Slots Required:** 2

Description: The fire extinguisher can be sprayed over a Cone (6) area as a standard action. It removes the Burning condition of all creatures within the area and removes any loose flames occupying the squares hit by the extinguisher. This does prevent previously burning targets or areas from catching fire again, however. The fire extinguisher has enough fuel for 10 uses.

Flashlight**Carried****Base Cost:** 50 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The handheld flash light produces bright light in the area in front of the user. Effecting a Cone (6) area in a direction of the user's choosing, it diminishes darkness in the area. The brightness of the light makes stealth checks in the area suffer disadvantage. The battery gives 4 hours of usage.

Gravity Boots

Worn

Base Cost: 500 credits

Weight: 7 lb.

Inventory Slots Required: 2

Description: Gravity boots allow the armor to apply a gravitational pull on whatever surface they are walking on. When activated, it allows the user to walk normally while in an area without gravity. It does not allow users to walk on walls or ceilings where there is a gravitational pull against them.

Grappling Hook Launcher

Carried

Base Cost: 300 credits

Weight: 10 lb.

Inventory Slots Required: 3

Description: The grappling hook launcher fires a spiked hook that connects to an object while trailing a rope behind. The grappling hook launcher has a range of medium. To connect to a surface, and therefore provide a rope to climb, the user must succeed a DC 10 Ranged skill check. They suffer -5 for each range increment the target is beyond medium range. If they hit, the connection is secured, and any attached rope can be climbed. If the attack misses, the grappling hook must be reset as a standard action before it can be fired again. If the grappling hook does secure a connection, it can pull its user to the location where the hook has set in at a rate of 6 squares per round. The grappling hook launcher does not have any rope by default, but any purchased rope can be used with the launcher. The grappling hook can also be used as a weapon with the following profile.

Harpoon Gun

Two-handed Rifle

Damage: 25

Accuracy: +0

RoF: Slow

Range: Medium

Shots: 1 Harpoon

Power Rating: +4

Hacking Tool

Carried

Base Cost: 1,000 credits

Weight: 1 lb.

Inventory Slots Required: 1

Description: The hacking tool is a handheld computer that is used to hack and gain access to computers. It can be plugged into a computer console as part of initiating a hack action. When user a hacking tool in a cyber encounter, the character gains +2 computer offense and +2 to activate offensive hacking maneuvers. If the core integrity of the hacking tool is reduced to 0, it is destroyed.

Hand Terminal

Carried

Base Cost: 800 credits

Weight: 4 lbs.

Inventory Slots Required: 1

Description: The hand terminal is a portable computer designed for advanced calculation functions and running software. It can be used as a hacking tool by connecting to a computer (though it gains no special benefits for doing so). It can hold plentiful files, software, and possesses advanced calculative abilities to run numbers and scientific formula. It counts as a personal computer for hacking but gains +2 to its computer defense when the attacker is trying to hack it through the hand terminal.

Holographic Projector

Worn

Base Cost: 15,000 credits

Weight: 2 lb.

Inventory Slots Required: 1

Description: This device, when worn on the person, resembles a belt or harness with an electronic device mounted on it. It can be activated as a minor action. Once it is, a mirror reflection of the character appears in their square. The hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot interact with anything. A detector action can be used to reveal that the decoy is an illusion. The hologram must remain within 30 squares of the character. The holographic projector can maintain the hologram for up to 3 rounds of use. When the hologram disappears, the projector cannot create another hologram for 4 rounds. Due to the size and bulk of the holographic projector, it replaces one of the character's equipment belts.

Laser Cutter**Carried****Base Cost:** 500 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: A laser cutter can be used to cut open sealed metal objects such as security doors and bulkheads. A single character using a laser can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. A laser cutter contains enough battery power for 100 rounds of use. The plasma torch can also be used as an impromptu melee weapon, using the below Laser Cutter weapon profile. Each use of it as a weapon uses 1 round's worth of charge.

Laser Cutter**One-handed Melee Weapon****Damage:** 10**Accuracy:** -2**RoF:** Slow**Range:** Melee**Shots:** 100**Power Rating:** +2**Special Trait:** Piercing**Laser Marker****Carried Gear****Base Cost:** 1,000 credits**Weight:** 3 lbs.**Inventory Slots Required:** 1

Description: A laser marker can be used with an artillery strike to give it extra precision by uploading telemetry data on the Covenant battle net. When an artillery strike has been ordered, a character can use the laser marker to give extra data for the strike. This requires line of sight to the targeted location and a full-round action. Using the laser marker requires a DC 15 tactics skill test. If the check is successful, the artillery strike gains +2 accuracy, +2 additional accuracy for every 5 points they surpassed the DC.

Medipack**Expendable****Base Cost:** 50 credits**Weight:** 2 lb.**Inventory Slots Required:** 1

Description: The medipack can be used as part of a first aid action to heal an injured ally. Doing so requires a standard action to heal the ally, that spends one of the allies healing thresholds. The healer makes a medicine skill check with a +20 bonus. The target recovers lost hit points equal to the result.

Methane Tank**Expendable Gear****Base Cost:** 100 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: A methane tank contains a breathable supply of methane, necessary for Unggoy to survive. A methane tank gives 72 hours of breathable methane for an Unggoy. Unggoy can either wear the methane tanks as a backpack and actively breathe through it, or have a tank mounted into their combat harness.

Navigation Unit**Carried****Base Cost:** 1,000 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The navigation unit provides a digital topographic display of the terrain within 2 miles, including elevation changes, structures, and roads. It also provides the safest and most direct route to get to an input destination. The topographic display also shows presence and density of vegetation. The display also shows presence and depth of water.

Rations**Expendable****Base Cost:** 20 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: A single pack of rations supplies a single individual one day's worth of food. Rations are essential for long military campaigns where soldiers will not return to base for prolonged periods. Not eating will cause fatigue.

Repair Kit**Expendable****Base Cost:** 100 credits**Weight:** 5 lb.**Inventory Slots Required:** 2

Description: The repair kit can be used as part of Science checks to repair an object or vehicle (see the Science skill section in the Core Rulebook). Using a repair kit for this purpose expends it. Once the action is finished, the character initiating the repair makes a +30 science skill check. The object or vehicle recovers that many hit points.

Rope**Carried****Base Cost:** 80 credits**Weight:** 15 lb.**Inventory Slots Required:** 4

Description: This is 10 squares length of rope, designed to make climbing easier. This can be tied to an object or used in conjunction with a grappling hook. Climbing a rope is a DC 5 athletics check. Multiple strands of rope can be easily joined together for longer distances. They can still be used with a grappling hook when used in this way.

Scanning Device**Carried****Base Cost:** 2,500 credits**Weight:** 4 lbs.**Inventory Slots Required:** 1

Description: The scanning device is an advanced piece of handheld equipment that surveys the area around it. When used as a standard action, it picks up radiation and air quality within 30 squares. It can also provide a structural layout of surrounding buildings within that area, including hidden compartments and wireless networks. Finally, it has a motion detector and can be used to make detector actions within 30 squares.

Surveillance Drone**Carried****Base Cost:** 12,500 credits**Weight:** 0.5 lb.**Inventory Slots Required:** 1

Description: A surveillance drone is a small probe that flies on remote through an area, scanning and picking up data and transferring it to a hand terminal, scanning device, or navigation unit of the user's choice. When a surveillance drone is activated, it begins to hover through an area and visually record all of its findings. The drone flies at a speed of 6 squares per round and counts as Cloaked. It reports all its findings back to its user. The drone has a Perception bonus of +15 for determining whether it notices something. It every turn, it notices hidden foes as if it made a spotter action. The drone has 2 hit points, 25 defense, and 10 damage resistance.

Survival Gear**Carried****Base Cost:** 120 credits**Weight:** 20 lb.**Inventory Slots Required:** 3

Description: Survival gear is an essential tool kit for surviving in the wilderness for long periods. The kit contains an expandable bedroll, a lighter and fire starter, a selection of two collapsible light pylons (each producing dim light over a 3 square area), water filter, cooking utensils, and whatever else the GM decides is suitable.

Trauma Kit**Carried****Base Cost:** 300 credits**Weight:** 5 lb.**Inventory Slots Required:** 2

Description: Trauma kits are essential for performing advanced field medicine that first aid cannot resolve. A trauma kit is necessary to perform surgery, heal crippling wounds, and remove the dying condition from the wounded. Many forms of disfigurements require a trauma kit. See the Medicine skill and the Dying and Disfigurement section for the effects of such injuries and how they are healed.

Weapon and Armor Mods

Mod items are variations of standard items that are usually rarer and more powerful. When you requisition or purchase gear, you can increase the cost of the item to apply a mod template to the item, which may help, or hurt, it. You can apply multiple mods to a single item, and the effects and costs stack. Mods can only be requisitioned at mission deployment. When you use a command order to request equipment drops, you just find base, stock weapons.

Many mods have requirements of what type of weapon or armor they apply to. In addition, some mods have restrictions about being applied to another similar mod. For example, you cannot have a weapon be both *special issue* and *custom issue*. In addition, there is also Exclusive Mods. When exclusive mods are applied to an item, no other exclusive mod can also be applied to that item. Exclusive mods will be listed so in the Restrictions section of mods. Meanwhile, many mods are restricted to being applied to a single type of armor.

Many Covenant armor mods have skill requirements attached to them. This is because these are specialist job or role issued suits of equipment, where a member must prove themselves to the hierarchy to be worthy of the armor. To requisition gear with that mod, you must possess the necessary skill ranks listed. The requirements are skill ranks, not total bonus. This also applies to purchasing said gear with personal credits from your salary. They will only sell the gear to worthy individuals.

You cannot add mods to an item, they must be designed with the mod in mind. Thus, if you have purchased with credits an item, you cannot upgrade it to a modified version, you must purchase a new weapon built around the mod.

This section contains both universal mods, which can be applied to the weapons of any action, and UNSC mods, which can only be applied to UNSC gear. You cannot apply Covenant mods to UNSC gear. Mods include the requisition point cost to modify a weapon with that mod (for that mission, as normal), and a credit cost for purchasing a modified weapon with that template.

Universal Weapon Mods

Custom Issue

Restriction: Cannot also possess Special Issue mod

Requisition Modifier: +30

Credit Modifiers: Base Credit Cost x10, +25,000 credits

Effect: These powerful weapons are custom ordered and designed to a custom by exact specifications by a dedicated craftsman. Custom issue weapons gain +2 base accuracy and improve their damage by 2 power ratings.

Heavy Frame

Restriction: Cannot also possess Light Weapon

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: Heavy frame weapons are much heavier to carry but have extra force. They are ideal for high strength characters, such as Spartans, jiralhanae, and sangheili. The weapon's weight is increased by 100%, but they gain +3 penetration.

Light Weapon

Restriction: Cannot also possess Heavy Frame

Requisition Modifier: None

Credit Modifiers: Base Credit Cost x1.5

Effect: Light weapons have reduced weight and stopping power, making them ideal for low strength characters. The weight of light weapons is reduced by 50%, but also reduce their damage by 1 power rating.

Special Issue

Restriction: Cannot also possess Custom Issue mod

Requisition Modifier: +10

Credit Modifiers: Base Credit Cost x5, +2,000 credits

Effect: These weapons are given to specialists in special forces squads. Special issue weapons gain +1 base accuracy and improve their damage by 1 power rating.

Covenant Weapon Mods

Brute Plasma Weapon

Restriction: Plasma Rifle

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: The jiralhanae variant of the plasma weapon has a faster fire rate but is much less stable. The weapon gains the Twin-linked trait, but suffers -2 accuracy and gains +4 to Overheat checks.

Efficient Battery

Restriction: Plasma Pistol, Plasma Rifle, Plasma Repeater, Plasma Rifle, Plasma Cannon

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: This modified plasma weapon has a much improved, in-built, power source. The weapon possesses twice as much shots as normal but cannot be reloaded. Once it uses its ammunition, it can no longer fire.

Incendiary

Restriction: Mauler, Spiker

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3, +1,000 credits

Effect: This brute weapon has a generator that heats up the ammunition to melt through armor. The weapon gains +3 penetration, but also gains the Overheat trait.

Illuminate

Restriction: Plasma Pistol, Plasma Rifle, Plasma Repeater, Plasma Rifle, Plasma Cannon

Requisition Modifier: +2

Credit Modifiers: Base Credit Cost x2

Effect: Illuminate plasma weapons can produce light in a narrow cone when wielded. As a minor action, the weapon can produce light in a 6 square cone. It cannot fire while it is being used as a light source.

Overcharged

Restriction: Plasma Pistol, Plasma Rifle, Plasma Repeater, Plasma Rifle, Plasma Cannon

Requisition Modifier: +5

Credit Modifiers: Base Credit Cost x2, +5,000 credits

Effect: Overcharged plasma weapons put more energy into every shot, rapidly burning through plasma cells for an improved blast. Overcharged weapons gain +2 power ratings of damage but use up twice as many shots for every fire methods. If the weapon does not have the Overheat, then it gains the overheat trait. If the weapon did have the Overheat trait, it gains +2 to Overheat checks.

Universal Armor Mods

Customized Personal Protection

Restriction: Cannot be used with MJOLNIR

Requisition Modifier: +30

Credit Modifiers: Base Credit Cost x10, +25,000 credits

Effect: This armor is designed specifically for the user, to give them extra protection for no loss of mobility. The armor improves its damage resistance by 1 resistance rating and decreases the armor's defense penalty by 1.

Extra Storage

Restriction: Any

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x1.5

Effect: This armor has additional pockets and slots for storage. The armor can carry 5 item slots worth of items. Items can be drawn from the armor as if it was an equipment belt.

Reinforced Combat Armor

Restriction: Cannot be used with MJOLNIR

Requisition Modifier: +10

Credit Modifiers: Base Credit Cost x5, +2,000 credits

Effect: This armor is covered with extra layers of reinforcement, providing improved armor at a cost of mobility. The armor improves its damage resistance by 1 resistance rating but increases its defense penalty by 1 and reduces the user's movement speed by 1.

Space Assault

Restriction: Any

Requisition Modifier: +3

Credit Modifiers: Base Credit Cost x3

Effect: This armor has full environmental protection so it can function in space or a vacuum. The armor gains the Elemental Protection, Radiation Shielding, and Oxygen Supply traits, but increases its defense penalty by 1.

Covenant Armor Mods

Covenant Honor Guard Combat Harness

Restriction: Combat Harness (Brute, Elite), Requires 9 Defensive Training, Durability, Mental Training, Melee, and Tactics, Exclusive Mod

Requisition Modifier: +30

Credit Modifiers: Base Credit Cost x15, +50,000 credits

Effect: The elaborate red and gold honor guard armor is designed for the high guardians of the Conclave and the rest of the Covenant leadership.

-Brute: The armor gain the Energy Shield trait with +20 additional shield pool, Layered Armor (+2), +3 defense from decorative flanges, +1 resistance rating from extra fortification.

-Elite: The armor gains +80 shield pool, +5 shield armor, +3 defense from decorative flanges, +1 resistance rating from extra fortification.

Covenant Jump Combat Harness

Restriction: Combat Harness (Brute), Requires 4 Athletics and Tactics ranks, Exclusive Mod

Requisition Modifier: +15

Credit Modifiers: +15,000 credits

Effect: The blue powered combat harness for brutes also includes a jump pack allowing a jiralhane to quick leap about in battle. The armor gives them +1 strength and +1 move speed. The The jet pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. Using additional charges on a jump does not cost any additional actions If the character doesn't end on solid ground, they fall. Launching requires performing a jumping combat behavior, and is used as part of the minor action involving using that behavior Alternately, the jet pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall. Boosting speed and hovering do not require actions

Covenant Major Combat Harness

Restriction: Combat Harness (Brute, Elite, Grunt, Jackal), Requires 6 Defensive Training and 2 Leadership ranks, Exclusive Mod

Requisition Modifier: +10

Credit Modifiers: Base Credit Cost x5, +10,000 credits

Effect: This armor is designed to outfit Covenant majors, the veterans soldiers of the various races. All variations of major armor increases base damage resistance by the armor's resistance rating. It provides a different benefit based on which species it was designed for:

-Brute: Brute major armor is dark blue. It gives the armor +40 shield pool and +3 requisition points for determining their squad.

-Elite: Elite major armor is dark red. It gives +40 shield pool and gives the character +3 requisition points for determining their squad.

-Grunt: Grunt major armor is red. It gives the character +5 requisition points for determining their squad and +1 strength.

-Jackal: Jackal major armor is red. It gives the character +3 requisition points for determining their squad and +1 strength. If the jackal is using a Directed Energy Heavy Shield with the armor, it turns the shield a yellow hue and gives it +100 shield pool. If the jackal is using a Directed Energy Light Shield, it gives +1 defense per shield.

Covenant Ranger Combat Harness

Restriction: Combat Harness (Elite, Grunt, Jackal), Requires 4 Athletics, Stealth, and Tactics ranks, Exclusive Mod

Requisition Modifier: +12

Credit Modifiers: +12,000 credits

Effect: The green ranger armor is designed for fast attack and outflanking commando units to overwhelm foes. The armor gives +2 move speed. This armor also gains a jet pack that allows slow but maneuverable flight. This armor allows its user to fly indefinitely at a speed of 5 squares per round. When they use a move action to move, they can either walk normally or fly with their jet pack. Finally, this armor has full environmental protection so it can function in space or a vacuum. The armor gains the Elemental Protection, Radiation Shielding, and Oxygen Supply traits.

Covenant Sniper Combat Harness

Restriction: Combat Harness (Jackal, Brute), Requires 5 Ranged and Tactics ranks

Requisition Modifier: +8

Credit Modifiers: +10,000 credits

Effect: This jackal armor is designed with an advanced HUD and a glowing red visor to help with aiming long rifles. The armor gives +2 instinct. Meanwhile, every ranged weapon the wearer uses gains the Digital Scope trait, and they always count as having a digital scope for making detector actions.

Covenant Special Operation Combat Harness

Restriction: Combat Harness (Elite, Grunt), Requires 7 Defensive Training, Mental Training, Stealth, and Tactics ranks, Exclusive Mod

Requisition Modifier: +20

Credit Modifiers: Base Credit Cost x10, +40,000 credits

Effect: This armor is designed to outfit Covenant special operations troops, the elite operatives and problems solvers of the Covenant. All variations of ultra armor increases base damage resistance by the armor's resistance rating, gives +1 strength and agility, and reduces the defense penalty by 1. It also comes with a cloaking field that can be used once per minute that gives cloaking for 3 rounds. Special operations armor is always dark purple. It provides a different benefit based on which species it was designed for:

-Elite: Elite special operations armor gains +40 shield pool and +3 shield armor.

-Grunt: Grunt armor comes with a Digital Uplink, Elemental Protection, Radiation Shield, and Oxygen supply. It makes all weapon mods requisitioned 25% cheaper.

Covenant Stealth Combat Harness

Restriction: Combat Harness (Brute, Elite), Requires 6 Stealth and 6 Tactics ranks, Exclusive Mod

Requisition Modifier: +15

Credit Modifiers: +25,000 credits

Effect: This advanced armor is designed for Covenant veteran stealth troops. The armor can activate cloaking as a minor action and can remain cloaked indefinitely. You can unlock as a free action at the start of your turn. However, while the armor is cloaked, it cannot regain energy shields by any means. In addition, the advanced armor is rather soft compared to other combat harnesses, reducing its base damage resistance by 2 and providing 10 less shield pool. Elite stealth armor is pale white, while brute stealth armor is black and frequently combined with a Sniper Combat Harness.

Covenant Ultra Combat Harness

Restriction: Combat Harness (Brute, Elite, Grunt, Jackal), Requires 8 Defensive Training and Tactics ranks, Exclusive Mod

Requisition Modifier: +15

Credit Modifiers: Base Credit Cost x10, +20,000 credits

Effect: This armor is designed to outfit Covenant ultras, the elite soldiers of the Covenant empire. All variations of ultra armor increases base damage resistance by 2 resistance ratings, and gives +1 strength. The armor gives the Elemental Protection, Radiation Shielding, and Oxygen Supply traits. The defense penalty of the armor increases by 2, however. It also provides a different benefit based on which species it was designed for:

-Brute: Brute ultra armor is dark violet. It gives +20 extra shield pool, and Layered Armor (+1).

-Elite: Elite ultra armor is pale silver. It gives +40 shield pool, +2 shield armor, and +4 command points.

-Grunt: Grunt ultra armor is pale silver. It gives an additional +1 strength, and +3 command points. It comes with a digital uplink as well and gives the Energy Shield trait.

-Jackal: Jackal ultra armor is dark green. It gives an additional +1 strength, instinct, and agility, and removes the defense penalty.

Covenant War Master Combat Harness

Restriction: Combat Harness (Brute, Elite, Jackal), Requires 10 Defensive Training, Durability, Leadership, Mental Training, and Tactics, Exclusive Mod

Requisition Modifier: +50

Credit Modifiers: Base Credit Cost x20, +250,000 credits

Effect: The finest Covenant armor available, the war master armor is designed for the grand leaders of the Covenant. For the sangheili, it is worn by their zealot, marshals, and generals. The jiralhanae chieftains and war chieftains also make use of their own form of this armor. Jackals use it for their highest champions and ship commanders. This mod improves the damage resistance of the armor by 2 resistance ratings. It also gives +1 move speed, +2 strength, and +1 agility. The armor also gives +10 command points for requisitioning squad members. Finally, it gives a different benefit based on whether it is for an elite, brute, or jackal.

-Brute: Brute war master armor is black and gold. It gives +60 extra shield pool, and Layered Armor (+3).

-Elite: Elite war master armor is usually gold. It gives +120 shield pool and Layered Armor (2)

-Jackal: Jackal war master armor is usually gold. It gains Layered Armor (2), bonus +2 move speed, +2 instinct, and +2 agility

Chapter 3: Covenant

Vehicles

Combat vehicles are an essential part of the Halo setting and warfare in general. The Covenant relies on a variety of different vehicles to serve their purposes in battle, from scouting, to besieging an enemy location, to simple transportation and delivering troops to the front line. They often have multiple variations of similar vehicles based on racial preference or vehicle age. In the Halo RPG, characters will be exposed to vehicles early and often and they will be an instrumental part of their success or failure.

Many players will eventually control vehicles in combat, or at least ride as a passenger or operate a turret. Players will usually gain access to vehicles in one of three ways:

- They spend their requisition and purchase the use of a vehicle to use in their mission
- They order a vehicle through command points and have it delivered to them in the field
- They find a vehicle in the field of battle and commandeer it for their own use

Covenant champions should be assured that they will face enemy vehicles in battlefield, especially in outdoor operations and open fields of combat. Therefore, a team of soldiers should each have a least some training in the pilot skill so they know how to operate vehicles. Without the big guns supporting them, even the champions of the Covenant can find themselves overpowered when facing enemy artillery or monstrosities.

Vehicle Listing

This section details some of the most iconic and widely used Covenant Vehicles. This includes both the common vehicles used by the elites, jackals, and grunts and other vehicles used primarily by the brutes.

The full rules on how vehicles operate is found in the Halo Core Rulebook. This will also discuss how to determine the statistics of various vehicles when piloted by your Halo player characters or NPCs. Included in the listing for each vehicle is their special rules, equipment, and mounted weapons.

Below is the requisition cost of all the vehicles, with some variants based on weapon options.

- Banshee:** 14 requisition
- Banshee (Space Combat Variant):** 20 requisition
- Chopper:** 10 requisition
- Ghost:** 8 requisition
- Phantom:** 50 requisition
- Prowler:** 15 requisition
- Spectre:** 15 requisition
- Spirit:** 46 requisition
- Wraith:** 23 requisition
- Anti-Air Wraith:** 25 requisition



Banshee

Huge-sized Scout Vehicle, Extreme Threat

| | |
|--------------------------------|------------------------------|
| Cost: 60,000 | Effective Level: 5 |
| Hit Point: 275 | Damage Threshold: 40 |
| Base Defense: 8+ | Toughness: 45 |
| Space: 4 by 4 squares | Strength: 10 |
| Acceleration Rating: 50 | Max Speed: 100 |
| Damage Resistance: 15 | Accuracy Bonus: +1 |
| Pilot Requirements: 4 | Pilot Check Bonus: +2 |
| Crew: Pilot | |

Flying Vehicle: The banshee is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel, atmospheric reentry, or operating in space.

Default Systems: The console of the banshee has a navigation unit, scanning device, communicator, and digital uplink. The banshee also has a front-mounted focused plasma cannon and a fuel rod cannon that can be fired by the pilot. Both weapons have a 180 degree firing arc from the front of the vehicle. The fuel rod cannon cannot be fired 2 turns in a row.

Vehicular Plasma Cannon

Vehicle Heavy Weapon

| | |
|--|-------------------------|
| Damage: 30 | Accuracy: +0 |
| RoF: Fast | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (8), Plasma | |

Fuel Rod Cannon

Vehicle Heavy Weapon

| | |
|--|--------------------------|
| Damage: 80 | Accuracy: -1 |
| RoF: Slow | Range: Remote |
| Shots: 20 fuel rods | Power Rating: +10 |
| Special Traits: Penetration (40), Burst (1), Projectile | |

Pilot Mastery: The banshee is very effective in the hands of a master pilot. For every point the pilot surpasses the training requirements, the vehicle gains +1 defense. In addition, the same bonus applies to pilot skill checks to perform pilot maneuvers.

Evasive Maneuvers: If the pilot makes a bob and weave action on their turn, the vehicle gains +4 defense instead of the normal +2. When they bob and weave, it is difficult to land a target lock against the banshee. Anyone trying to make a target lock must make an opposed pilot skill check against the banshee to successfully make the target lock.

Banshee Description

The Type-26 Ground Support Aircraft, or banshee, is the most common aerial fighter used by the Covenant. Banshees are atmospheric craft released in large swarms to maintain air superiority through raw numbers. While they are relatively frail for a military vessel, they do possess heavy firepower and superior maneuverability. Banshees are known to perform rolls and sudden dives in combat to avoid surface to air ordinance. They serve as a vessel that is deadly in the hands of a master pilot.

Banshee Variants

The banshee has many variants that provide minor changes that are not reflected in gameplay. Their most notable change is the Type-26B, designed for space combat.

Space Combat Banshee

Space combat banshees are designed for space combat and atmospheric reentry. With a fully enclosed cockpit, a pilot can survive the rigors of space in these banshees. To help it perform in space, the banshee also has a higher maximum speed of 200. A space combat banshee is 80,000 credits.



Chopper

Huge-sized Assault Vehicle, High Threat

| | |
|--------------------------------|---|
| Cost: 40,000 | Effective Level: 5 |
| Hit Point: 250 | Damage Threshold: 45 (Reinforcement 1) |
| Base Defense: 6+ | Toughness: 35 |
| Space: 3 by 3 squares | Strength: 12 |
| Acceleration Rating: 20 | Max Speed: 70 |
| Damage Resistance: 23 | Accuracy Bonus: +1 |
| Pilot Requirements: 2 | Pilot Check Bonus: +0 |
| Crew: Pilot | |

Default Systems: The chopper's dash console possesses a navigation unit and a communicator. The weapon has a Twin Jiralhanae Autocannon mounted on the front that is fired by the pilot. The weapon has a 180-degree front firing arc.

Twin Jiralhanae Autocannon

Vehicle Heavy Weapon

| | |
|---|-------------------------|
| Damage: 30 | Accuracy: +1 |
| RoF: Fast | Range: Long |
| Shots: 100 AC Rounds | Power Rating: +4 |
| Special Traits: Penetration (10), Burst (1), Twin-linked | |

Open Topped: The chopper is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the pilot does not injury the pilot unless they were targeted. If they are targeted, the pilot gains improved cover against all attacks.

Spinning Blades: The front of the vehicle has a large wheel with bladed coverings that makes the vehicle very deadly when performing ramming attacks. This vehicle deals +40 damage and Penetration (10), when initiating a ramming attack or when being rammed in the front arc.

Jiralhanae Vehicle: This vehicle is iconic to the Jiralhanae, and any other species must pay twice as many credits to requisition a chopper, if it is even possible (GM's discretion).

Chopper Description

The chopper, also known as the brute chopper or Type-25 Rapid Assault Vehicle, is a scout and assault vehicle used by the Jiralhanae. Most brutes prefer the chopper over the ghost and use it for similar purposes. The chopper is designed to drive close to the enemy ranks and devastate both groups of infantry and light vehicles with equal ease. The large bladed fore section of the chopper appeals to their sense of brutality; this section is ideal for ramming attacks. At the proper speed, a ramming chopper can do considerable damage to a heavy tank.



Deployable Lookout Tower

Huge-sized Structure

Cost: NA

Hit Point: 250

Base Defense: 6

Space: 3 by 3 squares

Acceleration Rating: NA

Damage Resistance: 25

Pilot Requirements: 0

Effective Level: NA

Damage Threshold: 60

Toughness: NA

Strength: 15

Max Speed: NA

Structure: The lookout tower is a structure and not a vehicle. It cannot move, act, or be piloted. It has no weapons or means of defending itself. It is simply a structure designed for providing a defensive lookout and bastion over an area. The tower consists of two levels, the base and the tower floating above the base via a grav lift. Reaching the top requires stepping on the center square of the tower, which is a grav lift to reach the top. They are dropped off in an unoccupied square at the top of the tower, one of the eight squares around the central grav lift. All occupants of the tower have cover against attacks from outside the tower.

Deployable Lookout Tower Description

The Deployable Lookout Tower is floating tower deployed from orbit onto a battlefield. Once it is deployed, Covenant forces, often Kig-Yar snipers, roost in the tower and use it as a defensive firing position. Because they are deployed from orbit, they can be rapidly set up anywhere in a battlefield.



Ghost

Large-sized Scout Vehicle, High Threat

| | |
|--------------------------------|------------------------------|
| Cost: 25,000 | Effective Level: 5 |
| Hit Point: 155 | Damage Threshold: 40 |
| Base Defense: 10+ | Toughness: 30 |
| Space: 2 by 2 squares | Strength: 6 |
| Acceleration Rating: 30 | Max Speed: 120 |
| Damage Resistance: 15 | Accuracy Bonus: +1 |
| Pilot Requirements: 1 | Pilot Check Bonus: +2 |
| Crew: Pilot | |

Default Systems: The ghost's dash console possesses a navigation unit and a communicator. The weapon has a Focused Plasma Cannon mounted on the front that is fired by the pilot. The weapon has a 180-degree front firing arc.

Focused Plasma Cannon

Vehicle Heavy Weapon

| | |
|--|-------------------------|
| Damage: 30 | Accuracy: +0 |
| RoF: Fast | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (8), Plasma | |

Open Topped: The ghost is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the pilot does not injury the pilot unless they were targeted. If they are targeted, the pilot gains improved cover against all attacks.

Pilot Mastery: The ghost is very effective in the hands of a master pilot. For every 2 points the pilot surpasses the training requirements, the vehicle gains +1 defense. In addition, the same bonus applies to pilot skill checks to perform pilot maneuvers.

Maximum Thrust: The pilot can choose to, instead of firing the weapon, gain +30 acceleration rating on their turn.

Hover: The ghost has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

Ghost Description

The Type-32 Rapid Attack Vehicle, also known as the ghost, is a very common vehicle used for scouting, infantry support, and raiding. They are incredibly common in any battlefield the Covenant fights in, as the Covenant tends to deploy these vessels in the dozens to support various infantry squads or protect their vital wraith tanks. They are easy to drive and very flexible, and it is quite common for UNSC personnel to steal these vehicles from their pilots and use them on their own. Ghosts do well chasing down enemies or strafing around their foes while bombarding them with their plasma cannons.



Phantom

Colossal-sized Assault Vehicle, Formidable Threat

| | |
|--------------------------------|--|
| Cost: 450,000 | Effective Level: 12 |
| H Hit Point: 1,220 | Damage Threshold: 107 (Reinforcement 1) |
| Base Defense: 2+ | Toughness: 97 |
| Space: 20 by 20 squares | Strength: 25 |
| Acceleration Rating: 60 | Max Speed: 750 |
| Damage Resistance: 30 | Accuracy Bonus: +6 |
| Pilot Requirements: 6 | Pilot Check Bonus: +0 |

Crew: Pilot, Co-Pilot, 2 crew, 30 Passengers, 2 huge or large vehicles OR 1 gargantuan-sized vehicle

Flying Vehicle: The phantom is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel but can perform atmospheric reentry.

Default Systems: The console of the phantom has a navigation unit, scanning device, communicator, and digital uplink. The phantom also has a turret-mounted heavy plasma cannon underneath the chin that is fired by the co-pilot. It also has two plasma cannon turrets on either side of the vessel that are manual fired by gunners. Each plasma cannon turret has a 180-degree firing arc on either side of the vehicle. The heavy plasma cannon has a complete 360-degree firing arc.

Heavy Plasma Cannon

Vehicle Heavy Weapon

| | |
|-------------------------------|-------------------------|
| Damage: 40 | Accuracy: +0 |
| RoF: Average | Range: Long |
| Shots: unlimited shots | Power Rating: +5 |

Special Traits: Penetration (12), Burst (1), Projectile, Plasma

Plasma Cannon

Vehicle Heavy Weapon

| | |
|-------------------------------|-------------------------|
| Damage: 25 | Accuracy: +0 |
| RoF: Fully-Automatic | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |

Special Traits: Penetration (8), Plasma

Co-Pilot: The co-pilot can make a standard action to assist the pilot in all their actions. They make a DC 20 pilot check. If they succeed, they give the pilot a +4 bonus on all pilot checks and +2 bonus to their vehicle defense. Alternatively, the co-pilot can fire the heavy plasma cannon with their standard action.

Scanners: The pilot or co-pilot can spend a standard action to scan a Burst (10) area within distant range. This is a detector action against all targets within the area. This information can be broadcast to the digital uplink of any allied soldiers within distant range. In addition, any artillery strikes the targeted area for the next minute gain +5 accuracy.

Detach Vehicle: As a standard action, the pilot or co-pilot can detach an attached vehicle held by the gravity lifts on the bottom of the vessel. The vehicle falls straight down, in a location of the pilot's choosing that is fully within the space of the phantom.

Disembark: Passengers on the phantom can disembark from either the right or left hatches. The phantom has minor gravity projectors that allows the passengers to fall up to 5 squares from the ship without taking falling damage. All passengers emerging from the bay land within the space on that side of the vessel. For example, passengers emerging from the right landing bay land in the right-most squares of the phantom, while the passengers emerging from the left bay emerge in the left-most squares of the phantom. The phantom also has a 2 by 2 ventral gravity lift that allows passengers to embark or disembark from the bottom of the ship. This can only be done when there is not an attached vehicle on the bottom of the vehicle. The pilot can deploy the gravity lift as a standard action while the ship is stationary.

Phantom Description

The phantom dropship was the primary dropship used by the Covenant during the final year of the Human-Covenant War, replacing the Spirit dropship. This iconic vehicle can carry large numbers of passengers and vehicles across the battlefield while defending itself with multiple plasma turrets. UNSC forces dreaded seeing a phantom advancing towards their position, as it meant enemy reinforcements were incoming, along with a suppressing bombardment from the plasma cannons.

Phantom Gunboat

The phantom's most noticeable variant is the Phantom Gunboat used for space engagements. The phantom gunboat is identical to the ordinary phantom, except it does not have the gravity lift, ability to carry vehicles, and its transport capacity is reduced by having 5 additional gunners. These gunners each control a plasma cannon turret; two on either side of the phantom, and one in the aft section. Each plasma turret has a 180 degree firing arc of their angle. This also replaces the two manned turrets on either side of the phantom. The gunboat retains the heavy plasma turret. The gunboat retains the heavy plasma turret.

Finally, the phantom gunboat has an energy shield with a shield pool of 400 and 10 shield armor. A phantom gunboat costs 700,000 credits.



Prowler

Huge-sized Assault Vehicle, High Threat

| | |
|--|---|
| Cost: 70,000 | Effective Level: 8 |
| Hit Point: 340 | Damage Threshold: 48 (Reinforcement 1) |
| Base Defense: 6+ | Toughness: 58 |
| Space: 4 by 4 squares | Strength: 13 |
| Acceleration Rating: 10 | Max Speed: 70 |
| Damage Resistance: 26 | Accuracy Bonus: +1 |
| Pilot Requirements: 2 | Pilot Check Bonus: +0 |
| Crew: Pilot, Gunner, 2 Passengers | |

Default Systems: The prowler's dash console possesses a navigation unit and a communicator. The weapon has an Overcharged Plasma Cannon mounted on the front that is fired by a gunner. The weapon has a 360-degree firing arc.

Overcharged Plasma Cannon

Vehicle Heavy Weapon

| | |
|---|-------------------------|
| Damage: 30 | Accuracy: +2 |
| RoF: Automatic | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (10), Plasma | |

Open Topped: The prowler is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the prowler does not injury the passengers unless they were targeted, in which case it would affect all passengers. If they are targeted, the pilot and gunner gain improved cover against all attacks. The passengers on the sides of the vehicle gain no cover.

Stability Gravity Sleds: The prowler's stability sleds give the vehicle +20 toughness. This pilot also gain advantage on checks to regain control of a vehicle once they lose control of it. In addition, the prowler has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

Low Maneuverability: The prowler is not a very maneuverable craft. It has a lower than normal defense score for its size. In addition, its combat speed is only double its acceleration rating, instead of triple.

Jiralhanae Vehicle: This vehicle is iconic to the Jiralhanae, and any other species must pay twice as many credits to requisition a chopper, if it is even possible (GM's discretion).

Prowler Description

The brute prowler is a Jiralhanae assault vehicle, analogous to the spectre or warthog. It is a powerful vehicle that supports up to two crew and two additional passengers. It is used to serve as a fast assault platform that can move troops quickly to the front lines of combat while serving as a mobile fire platform. The prowler is incredibly tough, and like other brute technology, serves very well as a ramming vessel. It is not very maneuverable but is tougher than most personnel carriers.



Shade Turret

Large-sized Armored Turret, High Threat

| | |
|----------------------------------|---|
| Cost: 30,000 | Effective Level: 3 |
| Hit Point: 120 | Damage Threshold: 40 (Reinforcement 2) |
| Base Defense: 6 (Special) | Toughness: 30 |
| Space: 2 by 2 squares | Strength: 12 |
| Acceleration Rating: NA | Max Speed: NA |
| Damage Resistance: 33 | Accuracy Bonus: +0 |
| Pilot Requirements: 0 | Pilot Check Bonus: NA |
| Crew: Gunner | |

Turret: The shade is a turret, not a vehicle. Therefore, it does not move, have an acceleration rating, or a max speed. It cannot perform ram actions, does not have a training requirement, and is crewed only by a gunner that directs the cannon. Either the turret or its gunner can be attacked. The turret has a defense of 6 against ranged attacks and melee attacks automatically hit it. The gunner uses their normal defense, minus their agility but gaining a +5 cover bonus.

Turret Weapon: The turret is equipped with a single heavy plasma cannon. The weapon has a 360 degree firing arc.

Heavy Plasma Cannon

Vehicle Heavy Weapon

| | |
|--|-------------------------|
| Damage: 40 | Accuracy: +0 |
| RoF: Average | Range: Long |
| Shots: unlimited shots | Power Rating: +5 |
| Special Traits: Penetration (12), Burst (1), Projectile, Plasma | |

Shade Turret Description

The Shade Turret is a very common defensive tool used by the Covenant. They are quickly deployed by ground forces or dropped from starships. They come in many varieties based on what type of opposition the covenant is facing. When an undeployed turret is acquired, it can be carried to a location and set up within 1 minute. An undeployed shade turret is too large to fit in a backpack or carrying case but can fill the passenger slot of a vehicle. It takes a dedicated move action to get into the firing seat of a Shade.

Shade Variants

The shade has a huge number of variations amongst the Covenant. It is a flexible piece of stationary artillery.

Alternate Weapons

The Shade Turret can replace its heavy plasma cannon with either a twin plasma cannon, for anti-infantry, or a fuel rod cannon, for anti-vehicle support. Shade turrets with a fuel rod cannon cost +10,000 credits.

Twin Plasma Cannon

Vehicle Heavy Weapon

| | |
|---|-------------------------|
| Damage: 25 | Accuracy: +0 |
| RoF: Fully-Automatic | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (8), Twin-linked, Plasma | |

Fuel Rod Cannon

Vehicle Heavy Weapon

| | |
|--|--------------------------|
| Damage: 80 | Accuracy: -1 |
| RoF: Slow | Range: Remote |
| Shots: 20 fuel rods | Power Rating: +10 |
| Special Traits: Penetration (40), Burst (1), Projectile | |

Extra Shielding

The Shade Turret's are frequently designed for the 'cockpit' of the shade to be a ball-shaped dome that gives additional protection. A shade with this design gives the user gains improved cover (+10 cover bonus) against attacks in their 180-degree front arc. The front arc is determined at the end of the user's turn. A turret with this design costs +5,000 credits.



~Shade Turret with Twin Plasma Cannon and Extra Shielding (above)

~Shade Turret with Heavy Plasma Cannon (below)



Spectre

Huge-sized Scout Vehicle, High Threat

| | |
|---|------------------------------|
| Cost: 50,000 | Effective Level: 8 |
| Hit Point: 300 | Damage Threshold: 46 |
| Base Defense: 8+ | Toughness: 36 |
| Space: 4 by 4 squares | Strength: 11 |
| Acceleration Rating: 30 | Max Speed: 120 |
| Damage Resistance: 18 | Accuracy Bonus: +1 |
| Pilot Requirements: 2 | Pilot Check Bonus: +2 |
| Crew: Pilot, Gunner, 1 Passenger | |

Default Systems: The chopper's dash console possesses a navigation unit and a communicator. The weapon has an Overcharged Plasma Cannon mounted on the front that is fired by a gunner. The weapon has a 360-degree firing arc.

Overcharged Plasma Cannon

Vehicle Heavy Weapon

| | |
|---|-------------------------|
| Damage: 30 | Accuracy: +2 |
| RoF: Automatic | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (10), Plasma | |

Open Topped: The chopper is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the spectre does not injury the passengers unless they were targeted, in which case it would affect all passengers. If they are targeted, the pilot gains improved cover against all attacks. The passenger and the gunner only have normal cover.

Maneuverable: The spectre always benefits from moving at combat speed, no matter how fast they are moving.

Pilot Mastery: The spectre is very effective in the hands of a master pilot. For every 2 points the pilot surpasses the training requirements, the vehicle gains +1 defense. In addition, the same bonus applies to pilot skill checks to perform pilot maneuvers.

Hover: The spectre has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

Spectre Description

The spectre is an anti-infantry, transportation, and reconnaissance vessel. It is a light grav vessel that fits a roll between the ghost and the wraith. The spectre is a maneuverable craft that is often crewed by elites, allowing them to move swiftly into combat and decimate enemy infantry with strafing fire from a plasma cannon.



Spirit

Colossal-sized Armored Vehicle, Formidable Threat

Cost: 300,000

Effective Level: 10

Hit Point: 1,300

Damage Threshold: 105 (Reinforcement 2)

Base Defense: 0+

Toughness: 95

Space: 20 by 20 squares

Strength: 20

Acceleration Rating: 40

Max Speed: 600

Damage Resistance: 40

Accuracy Bonus: +4

Pilot Requirements: 7

Pilot Check Bonus: -2

Crew: Pilot, 2 passenger bays each capable of holding 15 passengers, 2 huge or large vehicles OR 1 gargantuan-sized vehicle

Flying Vehicle: The spirit is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel but can perform atmospheric reentry.

Default Systems: The console of the spirit has a navigation unit, scanning device, communicator, and digital uplink. The spirit also has a turret-mounted heavy plasma cannon underneath the chin that is fired by the pilot. The heavy plasma cannon has a complete 360-degree firing arc.

Heavy Plasma Cannon

Vehicle Heavy Weapon

Damage: 40

Accuracy: +0

RoF: Average

Range: Long

Shots: unlimited shots

Power Rating: +5

Special Traits: Penetration (12), Burst (1), Projectile, Plasma

Detach Vehicle: As a minor action, the spirit can detach an attached vehicle held by the gravity lifts on the bottom of the vessel. The vehicle falls straight down, in a location of the pilot's choosing that is fully within the space of the spirit.

Passenger Bays: The spirit has two passenger bays, one on the right and one on the left. As a standard action, the pilot can open either passenger bay and let the troops disembark. The spirit has minor gravity projectors that allows the passengers to fall up to 5 squares from the bay without taking falling damage. All passengers emerging from the bay land within the space on that side of the vessel. For example, passengers emerging from the right landing bay land in the right-most squares of the spirit, while the passengers emerging from the left bay emerge in the left-most squares of the spirit.

Spirit Description

The spirit dropship was used as the primary dropship for the Covenant for most of the Human-Covenant War. It has a distinctive design that resembles a tuning fork, with passenger bays in the prongs of the fork. It also has a ventral mounted heavy plasma cannon turret. Compared to the phantom, the spirit is tougher and unloads troops faster, but it is not as maneuverable or well-armed. The troop compartment of the spirit is also very cramped, making it uncomfortable for the troops inside.



Wraith

Gargantuan-sized Assault Vehicle, Formidable Threat

| | |
|--------------------------------|---|
| Cost: 150,000 | Effective Level: 15 |
| Hit Point: 950 | Damage Threshold: 95 (Reinforcement 1) |
| Base Defense: 4+ | Toughness: 85 |
| Space: 5 by 5 squares | Strength: 21 |
| Acceleration Rating: 10 | Max Speed: 70 |
| Damage Resistance: 33 | Accuracy Bonus: +7 |
| Pilot Requirements: 4 | Pilot Check Bonus: +0 |
| Crew: Pilot, 1 Gunner | |

Default Systems: The console of the wraith has a navigation unit, scanning device, communicator, and digital uplink. The wraith also has a front-mounted plasma mortar that can be fired by the pilot. The plasma mortar has a 90-degree firing arc in the direction the wraith is facing.

Plasma Mortar

Vehicle Heavy Weapon

| | |
|---|--------------------------|
| Damage: 60 | Accuracy: -2 |
| RoF: Slow | Range: Remote |
| Shots: Unlimited | Power Rating: +10 |
| Special Traits: Penetration (30), Burst (6), Grenade | |

Gunner Turret: The wraith has a front-mounted Overcharged Plasma Cannon that can be fired by a gunner. It has a firing arc of 180 degrees in front of the vehicle. The gunner's seat is exposed, and they can be targeted separately from the vehicle. They gain improved cover against attacks, however.

Overcharged Plasma Cannon

Vehicle Heavy Weapon

| | |
|---|-------------------------|
| Damage: 30 | Accuracy: +2 |
| RoF: Automatic | Range: Long |
| Shots: unlimited shots | Power Rating: +4 |
| Special Traits: Penetration (10), Plasma | |

Hover: The wraith has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

Wraith Description

The Type-26 Assault Gun Carriage, or the wraith, is the primary battle tank and assault vehicle for the Covenant. This floating, armored monstrosity unleashes long ranged plasma mortar shots that can decimate an entire targeted area. Wraiths are often priorities for destruction by UNSC forces, for their bombardment can destroy battalions and structures with their steady bombardment.

Wraith Variants

The most common variant for the wraith is the anti-air wraith, a tank that replaces their plasma mortar with a fuel cannon array designed to target air units. They are designed to shoot down large aircraft, such as pelicans and low flying frigates.

Fuel Cannon Array

Vehicle Heavy Weapon

Damage: 80

Accuracy: -1

RoF: Slow

Range: Remote

Shots: 300 fuel rods

Power Rating: +10

Special Traits: Penetration (40), Burst (1), Triple-Linked, Projectile, Aerial Shot*

***Aerial Shot:** The Fuel Cannon array can only target enemies that are at least 6 squares off the ground or above the wraith.



~Wraith (above)

~Anti-Air Wraith (below)



Chapter 4: Covenant

Military Support

When fighting for the survival of mankind, player should remember they are part of a larger campaign for dominance. The Covenant is a massive organization and has significant military presence and resources. Thus, champions of that organization have access to reinforcements, artillery support, and other tactical assets.

The rules for how all this works are detailed in the Halo Core Rulebook, in Chapter 7: The Military Campaign. This chapter details the basic uses for command and squad points that are available to Covenant characters.

Orders and Command Points

The advantage of being part of an organized military is that the heroes are part of something larger than themselves. They have an entire chain of command behind them, with reserve troops, distant artillery, and air support. In times of desperate need, heroes can radio their command to order call down effects onto the battlefield. These is the command system and is detailed in-depth in Chapter 7 of the Core Rulebook. This section lists the different options for Covenant characters to spend command points.

Remember that the orders are restricted by the character's Tactical Clearance, a talent that unlocks higher level orders.

Tactical Clearance I-IV

Requirements: Tactics 4/6/8/10

Benefit: The character can order more advanced call down effects. This talent allows the character to issue Advanced Orders via command points. This talent has multiple ranks, each rank with a higher skill requirement. The second rank allows the character to make Precision Orders. The third rank allows Commander's Orders. The fourth rank allows High Command Orders.

Basic Orders

Basic orders are available to anyone who has access to command points. These are simple orders available to Covenant heroes of little renown or esteem.

Ammunition Drop

Basic Covenant Resupply

Tactics DC: 10

Surface Immediate: 5 rounds

Surface Distant: 2 minutes

Command Points: 2

Underground Immediate: NA

Underground Distant: NA

Effect: You call for weapon supply drops to be delivered on the battlefield. This drop pod contains weapons and ammunition that can be used in the field. The pod contains three pistols or rifles of the character's choice, excluding the concussion rifle. The pod also has 6 inventory slots worth of ammunition magazines for each weapon. You can sacrifice 1 weapon and matching set of ammunition from the pod for it contain 6 medipacks or 6 explosives. If the pod drops into an active encounter arena, they take up 1 square and can be used for cover.

Note: Optionally, you can pay 2 more command points to have an additional ammunition drop. This drop can be filled with the same weapons or a different selection. This can be performed multiple times, each ammunition drop costing an additional 2 command points.

Fuel Rod Cannon Blast

Basic Covenant Artillery Strike

Tactics DC: 10

Command Points: 2

Surface Immediate: 1 round

Underground Immediate: NA

Surface Distant: 2 rounds

Underground Distant: NA

Effect: You order a banshee or artillery unit to strike a target with a single fuel cannon blast. When the attack arrives, roll a d20. On a 12+, the attack hits the target, dealing 80 damage with Penetration (40).

Grunt Mob

Basic Covenant Commandos

Tactics DC: 10

Command Points: 2

Surface Immediate: 1 minute

Underground Immediate: 5 minutes

Surface Distant: 10 minutes

Underground Distant: 1 hour

Effect: You order forth a mob of grunts to assist you in your current mission. Once they arrive, they follow you into battle and fulfill your orders. Once the mission is complete, the grunt mob disperses to different battleground unless command points are spent to prolong their service. When summoned, the grunt mob marches to the party on foot, so they will arrive slowly. The players might need to hold their location until they arrive, or have the grunts meet them at the objective location. The grunt mob consists of 1 group of grunt minors (tier 1 swarm).

Note: Optionally, you can pay 2 additional command point to add another group of grunt minors to the attack force. If you are level 8 or higher, you can pay 1 additional command point to add a grunt major to the attack wave. This can be done up to 4 times per order. If you are level 12 or higher, you can add a grunt heavy to accompany the attack wave for 2 command points. This can be done up to 2 times per order.

Reinforcements

Basic Covenant Reinforcement

Tactics DC: 10

Command Points: 2

Surface Immediate: 1 minute

Underground Immediate: 5 minutes

Surface Distant: 10 minutes

Underground Distant: 1 hour

Effect: You call for reinforcements to refresh your ranks of lost soldiers. These soldiers have no quick way of reaching you and will have to hump across the warzone on foot to reach your ranks. Therefore, they will arrive slowly. A single use of this order can replace up to 10 squad members across all player's squads. The character issuing this order chooses which squad members of each player that gets replaced.

Replacement

Basic Covenant Reinforcement

Tactics DC: 5

Command Points: 1

Surface Immediate: 1 minute

Underground Immediate: 5 minutes

Surface Distant: 10 minutes

Underground Distant: 1 hour

Effect: You call for a replacement soldier to hike their way to you to replace a lost unit member. This soldier has no quick way of reaching you and will have to hump across the warzone on foot to reach your ranks. Therefore, they will arrive slowly. A single use of this order replaces 1 lost squad member. The character issuing this order chooses which player gets a replacement squad member.

Scanner Sweep

Basic Covenant Miscellaneous Command

Tactics DC: 5

Command Points: 1

Surface Immediate: Instantaneous

Underground Immediate: NA

Surface Distant: Instantaneous

Underground Distant: NA

Effect: You request a deep scan to cover a targeting area and reveal what is hidden there. This effects a Burst (10) area of your choosing within line of sight. The scan sweep arrives on your next turn, and counts as a detector action within the area, sending all that data to allies with digital uplinks.

Targeting Laser

Basic Covenant Miscellaneous Command

Tactics DC: 5

Command Points: 1

Surface Immediate: Instantaneous

Underground Immediate: NA

Surface Distant: Instantaneous

Underground Distant: NA

Effect: You order orbital assets to provide additional targeting data on a single target. You chose a target within line of sight. After a round, the targeting laser marks the target. Until the start of your next turn, all allies with a digital uplink gain +5 accuracy against that target. In addition, when you use targeting laser, you can redirect one incoming artillery strike command to be centered on the targeted location, instead of its previous ordered location. If that artillery strike arrives within 1 round, it also gains +4 to the artillery strike random roll(s).

Advanced Orders

Advanced orders take a slightly higher tactical clearance than basic orders. They are cleared for champions with some battlefield clearance, who can redirect tanks and dropships to fulfill their orders.

Deployable Lookout Tower

Advanced Covenant Resupply

Tactics DC: 14

Command Points: 4

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for a deployable lookout tower to be delivered to the target area. These towers are defensive and make solid defensive firing platforms for holding a location. They take up a 3 by 3 area. Thus, that large of an area must be secured for the tower to land. If the tower cannot land, then the effect is canceled. Once the tower is deployed, it is permanent until destroyed.

Heavy Weapon Drop

Advanced Covenant Resupply

Tactics DC: 14

Command Points: 4

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for heavy weapon supply drops to be delivered on the battlefield. This drop pod contains weapons and ammunition that can be used in the field. The pod contains two heavy weapons of the character's choice from the following list: concussion rifle, brute shot, fuel rod gun, or plasma cannon. The pod also has 12 equipment slots of ammunition for each weapon. If the pod drops into an active encounter, they take up 1 square and can be used for cover.

Note: Optionally, you can pay 4 more command points to have an additional ammunition drop. This drop can be filled with the same weapons or a different selection. This can be performed multiple times, each ammunition drop costing an additional 4 command points.

Jackal Support Team

Advanced Covenant Commandos

Tactics DC: 14

Command Points: 4

Surface Immediate: 1 minute

Underground Immediate: 5 minutes

Surface Distant: 10 minutes

Underground Distant: 1 hour

Effect: You order a team of jackals to assist you for a single mission. This team can either consist of two jackal minors with plasma pistols and shields or 1 jackal sniper with a beam rifle. Shield bearers come to the character's position and fight on the front lines with them. A sniper instead finds a high vantage point and shoot enemies from there. Once they get in position, the jackals assist the players for the remainder of their mission. Afterwards they depart unless command points are spent to prolong their service. The jackals will have to march to reach their assigned location, so they will arrive slowly. The players might need to hold the location until they arrive.

Note: Optionally, if the character is at least level 10, they can spend 2 command points to replace the jackal minor shield bearers with jackal major shield bearers, or the jackal minor sniper with a jackal major sniper.

Plasma Mortar Strike

Advanced Covenant Artillery Strike

Tactics DC: 14

Command Points: 4

Surface Immediate: 2 rounds

Underground Immediate: NA

Surface Distant: 5 rounds

Underground Distant: NA

Effect: You order a wraith tank to make a long-ranged bombardment to the targeted Burst (4) location. This strike can only effect ground targets Roll two separate d20s. For each 14+ that you roll, all targets in the area suffer 60 damage with Penetration (30) and Burst (4).

Shade Turret Drop

Advanced Covenant Resupply

Tactics DC: 14

Command Points: 4

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for a command ship to drop a shade turret at the target, unoccupied location. Once it lands, it quickly transforms into a fully functioning turret with either a heavy plasma cannon or a twin plasma cannon.

Note: Optionally, the character can spend 2 extra command points to either change the mounted weapon for a fuel rod cannon or give the weapon the extra shielding upgrade (see the Shade Turret entry in the vehicles chapter).

Transport Drop: Reinforcements

Advanced Covenant Reinforcement

Tactics DC: 14

Command Points: 4

Surface Immediate: 3 rounds

Underground Immediate: 3 minutes

Surface Distant: 2 minutes

Underground Distant: 1 hour

Effect: You call for a transport, usually a phantom, to drop off fresh soldiers to replace your lost squad members. With dedicated transport, these troops will arrive much more quickly. However, the phantom will need a landing zone to drop off soldiers (see Reinforcements and Landing Zones in the Core Rulebook). A single use of this order can replace up to 30 squad members across all player's squads. The character issuing this order chooses which squad members of each player that gets replaced.

Transport Pickup

Advanced Covenant Miscellaneous Command

Tactics DC: 14

Command Points: 4

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for a transport, usually a phantom, to pick up your company and relocate you somewhere else in the battlefield. The pelican will need a landing zone to land and retrieve the players and their squads (see Reinforcements and Landing Zones in the Core Rulebook). A phantom can carry a total of 30 passengers and up to 2 large or huge vehicles (or one gargantuan vehicle). Any squad members and vehicles left behind count as lost. Afterwards, the phantom will transport the company to another location as decided upon by the character that made the order. The GM determines whether this location can feasibly be reached and whether the dropship can bring the players to that location. The phantom needs a landing zone to drop the players off.

Precision Orders

Precision orders are available to officers who have proven their tactical aptitude and are worthy of ordering important strategic assets in battle. Champions with access to precision orders have access to valuable resources to be delivered right into their hands and are worth the time for dedicated military assets to assist them.

Engineer Support

Precision Covenant Commandos

Tactics DC: 18

Command Points: 6

Surface Immediate: 1 minutes

Underground Immediate: 3 minutes

Surface Distant: 10 minutes

Underground Distant: 30 minutes

Effect: You signal for an Huragok engineer to assist you with a technical operation. Once ordered, it will fly to the location designated by you. The engineer aids you for a single mission, before it departs to another area of battle. Command points can

be spent to prolong their service for an additional mission. While the engineer is with you, it can perform the following functions.

- Perform hacking or data recovery actions
- Perform steady repairs on a vehicle or other construct
- Provide an overshield around itself

For the full capacity of a Huragok engineer, see their NPC entry in Chapter 5.

Incursion

Precision Covenant Commandos

Tactics DC: 18

Command Points: 8

Surface Immediate: 1 minute

Underground Immediate: 5 minutes

Surface Distant: 10 minutes

Underground Distant: 1 hour

Effect: You order forth several squads of reinforcements to help secure a location. Once they arrive, they help you with a single battle. After the battle is over, they will secure that position and prevent any enemies from taking that location. When summoned, the incursion marches to the party on foot, so they will arrive slowly. The players might need to hold their location until they arrive or have the attack force meet them at the objective location. The incursion consists of the following: two brute or elite minors, 4 jackal shield minors, and 3 groups of grunt minors (tier 1 swarms).

Note: Optionally, if you are at least level 12, you have the additional following customization options:

- You can pay 2 points to replace a brute or elite minor with a brute or elite major
- You can pay 1 point to replace 1 jackal shield minor with either a grunt major, elite minor, or brute minor.
- You can pay 1 point to replace 2 jackal shield minor with a jackal shield major

Phantom Covering Fire

Precision Covenant Commandos

Tactics DC: 18

Command Points: 6

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You command a phantom to provide covering fire in your area. Once it arrives, it follows you for 1 minute or the duration of the mission, whichever is sooner. It uses its multiple plasma cannons to punish enemies. Once its duration is up, it flies off to fulfill another objective.

Reconnaissance Flight

Precision Covenant Miscellaneous Command

Tactics DC: 18

Command Points: 6

Surface Immediate: 1 minute

Underground Immediate: NA

Surface Distant: 15 minutes

Underground Distant: NA

Effect: You call for an aircraft to perform a recon flyby of a target area within 10 miles of your position. This is usually a single banshee performing the flyby, but occasionally it will be a phantom dropship or other aircraft. Once it arrives at the target location, the aircraft flies where directed for 1 minute. Everything it sees as it flies by is transmitted to your digital uplink. You can order command orders, including artillery strikes, on locations that the recon flight reveals. Because they are second hand knowledge, however, the tactics checks to activate these orders suffer disadvantage. Once 10 rounds have passed, the use of the recon aircraft ends and the vehicle stops transmitting information to you.

Scorch and Burn

Precision Covenant Artillery Strike

Tactics DC: 18

Command Points: 6

Surface Immediate: 2 rounds

Underground Immediate: NA

Surface Distant: 5 rounds

Underground Distant: NA

Effect: You order a full, focused bombardment on the target area. Your artillery forces focus all their wrath on the target area, using plasma mortars, fuel rod cannons, and plasma fire to eviscerate all enemies. This power effects a square area that is 20 by 20 squares. Roll 6d20 for every target within the area. On every 12+, a target suffers 40 damage with the Penetration (30) and Plasma weapon traits. The area persists for 3 rounds once in place. It counts as an area of difficult terrain. The triggering character rolls another 6d20 for every target within the area at the start of their turns.

Transport Drop: Light Vehicles

Precision Covenant Resupply

Tactics DC: 18

Command Points: 6

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for a Covenant dropship to drop off light vehicles for your squad. Making this order, you can order the transports to either drop off 2 Ghosts or 1 Spectre. The transport only drops off the vehicles; not any pilots or passengers for the vehicle unless those have also been ordered. The transport will need a landing zone to drop off vehicles (see Reinforcements and Landing Zones in the Core Rulebook). The character issuing this order chooses which vehicles get dropped off.

Note: Brute characters can a Chopper instead of two Ghosts or a Prowler instead of a Spectre.

Commander Orders

Commander orders are restricted to honored champions amongst the Covenant. These warriors can request a private escorts, precision support, and even orbital strikes from flagships.

Anti-Air Barrage

Commander Covenant Artillery Strike

Tactics DC: 24

Command Points: 10

Surface Immediate: 2 rounds

Underground Immediate: NA

Surface Distant: 5 rounds

Underground Distant: NA

Effect: Your order anti-air wraiths to target up to 3 enemy aircraft. Each aircraft must be within 50 squares of one other target. This ability only effects flying targets. Roll 3d20 for each aircraft. For every 15+, those targets suffer a hit of 80 damage with Penetration (40) and Hailfire (3).

Banshee Escort

Commander Covenant Commandos

Tactics DC: 24

Command Points: 10

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You order a trio of three banshees to provide fire support. These banshees provide close air support from above for either 5 minutes or the duration of the mission, whichever is sooner. The banshees can use plasma cannons to combat infantry or fuel rod cannons to damage heavy vehicles.

Note: Optionally, the banshees can be called to escort a transport that is dropping off soldiers or supplies or picking up the players. If this option is used, the banshees guard the transport from attacks while escorting it and will provide fire support for the players while the transport is nearby. If banshees are escorting a transport, the transport does not need a secure landing zone to land; the banshees occupy any anti-air defenses while the transport performs it's assigned tasks.

Orbital Beam

Commander Covenant Artillery Strike

Tactics DC: 24

Command Points: 10

Surface Immediate: 5 rounds

Underground Immediate: 5 minutes (special)

Surface Distant: 1 minute

Underground Distant: 5 minutes (special)

Effect: Your order a Covenant capital ship to fire a glassing beam at the target location. These devastating beams, when properly calibrated, can be used to annihilate worlds. Even a lesser powered beam, such as the ones this power calls down, can devastate an area and disintegrate all enemy combatants. Mark a Burst (10) area when using this power. The attack automatically hits when the artillery strike arrives, but still roll an artillery strike check. For every point you roll above a 10, increase the damage by 20 against all targets. For every point you roll below a 10, decrease the damage by 20 against all targets. If you low roll enough that you would reduce the damage by 80 or more, the beam is not properly aimed and does not strike.

Once the beam sets down, all targets within the area suffer 80 piercing damage. The beam persists for 5 rounds, dealing damage on initial impact and to every target that ends their turn within the effect. This beam does excessive damage to terrain, and usually disintegrates buildings, collapses tunnels and structures, and leaves a large glass crater where it lands. Targets still within the area when the orbital beam begins carving into the ground will fall into the crater.

Note: Unlike many artillery strikes, this power could possible target enemies that are underground. This is because the beam tears through terrain very quickly. For every round the beam is active, it blasts through 10 squares of solid ground. Therefore,

on its final round, it bypasses 30 squares of terrain. This may allow it to reach underground targets after a number of rounds. For example, targeting an enemy that is 10 squares underground, the first round the beam spends bypassing the ground, and the second and third rounds will be spent attacking the target. Of course, targeting an underground opponent is a good way to simply destroy the building and cause a collapse. It is up to the GM's discretion whether this function can be done and what its consequences will be.

Transport Drop: Hunters

Commander Covenant Commandos

Tactics DC: 24

Command Points: 10

Surface Immediate: 3 rounds

Underground Immediate: 3 minutes

Surface Distant: 2 minutes

Underground Distant: 1 hour

Effect: You call for a transport, usually a phantom, to drop off a pair of hunters. These powerful combatants are extremely dangerous and tough. They are equipped with anti-armor weapons and enhanced armor. The hunters will assist you with a single battle, then hold the select location against enemy reinforcements. The phantom will need a landing zone to drop off soldiers (see Reinforcements and Landing Zones in the Core Rulebook). If there is not a landing zone available, a pair of hunters will walk to the player's location. However, in this case, the party counts as being underground for arrival times.

Transport Drop: Wraith

Commander Covenant Resupply

Tactics DC: 30

Command Points: 10

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You call for a transport to drop off a wraith tank for you to use. Making this order, you can order the transport to drop off either 1 wraith or 1 anti-air wraith. The transport only drops off the vehicles; not any pilots or passengers for the vehicle unless those have also been ordered. The transport will need a landing zone to drop off vehicles (see Reinforcements and Landing Zones in the Core Rulebook). The character issuing this order chooses which vehicle gets dropped off.

High Command Orders

High Command orders are restricted to the most esteemed members of the Covenant. These powers are given to honored warriors, celebrated in near-religious reverence, that have the right to order whatever resources they need in battle.

Rain of Destruction

High Command Covenant Artillery Strike

Tactics DC: 30

Command Points: 15

Surface Immediate: 1 minute

Underground Immediate: NA

Surface Distant: 2 minutes

Underground Distant: NA

Effect: You order all numerous capital ships to focus their glassing beams on beams on the target area. This power functions identical to Orbital Beam, except it calls down five orbital beams at once. Each beam must be at least 50 squares from another beam, but no closer than 10 squares from another beam (therefore, each beam must be within 10-50 squares of another beam). While this power still lasts 3 rounds, it differs because at the start of each of the character's rounds, they can move each beam up to 10 squares. They must maintain the same distance from the other beams as when they were first applied. When the beam moves, it deals damage to everyone in the area it moved to, and every target between where the beam moved and where it began. The effects and rules of the beam is otherwise identical to the Orbital Beam power.

Covenant Squad Members

The Covenant have fought their wars with two primary weapons: the overwhelming power of their fleets, and the sheer weight of disposable soldiers they have to expend. Almost all Covenant characters have the ability to form squadrons, if they chose. Different Covenant species have varying levels of personal strength, which determines their reliance on squadrons. Grunts are very weak and social creatures, and are thus very dependent on having their kin in battle with them. Elites, however, can command squadrons in battle if they chose, but might prefer to use their requisition and resources to capitalize on their personal strength instead. The rules for squadrons are listed in Chapter 7 of the Core Rulebook and reprinted at the end of this chapter.

You choose the unit makeup of your squad when you deploy for battle. This cannot be changed until the string of missions is over. Any lost squad members can be replaced with command abilities or when able to resupply at a forward outpost.

Every type of soldier in a squad costs an amount of requisition points. Generally, you can only have three additional members in a squad, but this varies with talents and traits. Grunts, for example, can have 5 by base. Your squad members power is based on your own level. This is your military assigning troops to you with similar levels of experience to your own.

As a Covenant character, you have four species you can chose to fill out your Covenant squads. The species you have access to depends on your own species. Each species has their own skills and statistics. The cheapest and most common choice to round out your squadron with is Grunts, for 4 requisition points each. You form a unit with your Covenant troops, even if the squadron is made up of a variety of different species and thus squad members. Because purchasing marines costs requisition, building a squad will reduce the amount of gear you can take on your mission. However, extra firepower and muscles is usually worth it, except on certain missions, so you should budget your requisition around having squad members.

Covenant Characters with Squads

Every Covenant species follows different rules is relates to squadrons, in both their synergy for using squads and what options they have available.

Sangheili elites can have grunt, jackal, and elite squad members.

Jiralhanae brutes can have grunt, jackal, and brute squad members.

Unggoy grunts can have grunt squad members only. However, they gain +8 requisition points when deploying for a mission, that can only be used on choosing squad members. Grunt heroes can have a maximum of 5 squad members instead of 5. They also have the following species traits that help them run squads: Grunt Mob, Pack Tactics, Mob Formation, and Constant Reinforcements. In general, grunts rely heavily on having squadrons to match their foes in battle.

Kig-Yar jackals can have grunt and jackal squad members. The exception to this is the T'vaoan jackal skirmishers, who cannot have squad members.

Covenant NPC Record Sheets

Each Covenant squad members have their own statistics profile. They have a simplified record sheet as listed in their respective entries that shows their combat attributes. For more information on how these simplified squad record sheet function, see the Military Campaign Rules in the Halo Core Rulebook.

As normal, Covenant squad members can be assigned specialist roles. Each Covenant species member has their own selection of specialists roles available to them, usually based on their rank and the place they fill in the hierarchy.

Grunt Squad Members

Grunt squad members are cheap and readily available. They are an ideal way to fill out a squadron with cheap, often expendable firepower. Grunt squad members excel when led by heroic grunts, who have numerous abilities to capitalize on their kinship with their people.

Grunt

Requisition Points: 4

Life: 2

Defense: 11

Speed: 5

Space: 1 square

Damage Resistance: 7

Attack Bonus: +2

Damage Threshold: 18

Toughness: 11

Shift Speed: 1

Reach: 1 square

Resolve: 10

Morale Bonus: +2

Primary Skills (+3 bonus): Athletics, Acrobatics, Influence, Perception, Pilot

Secondary Skills (+1 bonus): Endurance, Science, Stealth, Tactics

Equipment: Unggoy Combat Harness (included in profile), Plasma Pistol

Life: +1 life every 10 levels

Damage Threshold: +2 damage threshold every 3 levels

Defense: +1 defense every 2 levels

Toughness: +1 toughness every 3 levels

Resolve/ Morale Bonus: +1 resolve and morale bonus every 4 levels

Move Speed: +1 move speed per 10 levels

Damage Resistance: +1 damage resistance every 3 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Grunt Specialists

These are the options of specialist customization for grunts.

Grunt Heavy

+5 requisition

Heavy Weapon's Specialist: In addition to their primary weapon, the grunt heavy carries a fuel rod cannon. When firing this weapon, they can fire at a different target than the rest of their squad, assuming their target is a vehicle, object, terrain feature, or an enemy of large-sized or larger.

Armored Specialist: The grunt heavy gains +4 damage resistance over a typical grunt.

Grunt Major

+3 requisition

Advanced Weaponry: The grunt replaces their plasma pistol with a plasma rifle or needler

Senior Unggoy: The grunt gains +2 damage resistance and +1 life.

Grunt Medic

+3 requisition

Triage: A grunt medic can perform first aid on the squad leader or try to revive dropped squad members. They have six medipacks they can use heal or revive allies. They can perform medicine in the same standard action used by the unit to fire. If a squad member is dropped but not killed, they can spend a medipack to revive them with 1 life. Otherwise, they can use their medipacks to either restore 2 life to a wounded squad member or perform a normal heal action on their squad leader or any other adjacent ally. Medicine is also a primary skill for the medic.

Grunt Morale Officer

+2 requisition

Rally the Gang: The grunt is very adept at rallying the horde. When the squad takes a standard action to attack, a single morale officer can spend an action to rally the squad. As long as a single target was hit by the squad's attacks, and the squad did not spend morale on the attack, the squad gains 1 morale.

Grunt Pilot

+5 requisition

Independent Pilot: The grunt pilot can function independently as the pilot of a vehicle that was requisitioned by the player or called down using command abilities. While they control a vehicle, they are not in the player character's unit, although their vehicle may carry the player's unit. The NPC controlled vehicle does still act on the player's autonomy and need to stay close to them. As always for a squad member, those NPCs still follow normal rules for life and lack of strikes and attack overages, although they still use the vehicle's hit points. The pilot has piloting as a primary skill and have an effective ranks of the pilot skill equal to ½ their pilot bonus. This is for determining whether the pilot can control a vehicle and how their skill relates to vehicle traits such as Extremely Maneuverable.

Suicide Grunt

+1 requisition

Suicide Troops: Grunts have no weapons except for 2 plasma grenades.

Suicidal Rush: When the squad makes a standard action to attack and the suicide grunt still has a plasma grenade, they can send the suicide grunt forward in a destructive rush. The grunt makes an immediate move action outside the unit. At the end of the movement, they explode with two plasma grenade in hand, killing themselves and heavily damaging nearby enemies. They gain +5 accuracy with the plasma grenades when they are used in this way.

Jackal Squad Members

Jackals are slightly more elite fighters than grunts. They are precise and fast combatants. They are available to all Covenant heroes except grunts.

Jackal

Requisition Points: 6

Life: 2

Defense: 13

Speed: 6

Space: 1 square

Damage Resistance: 6

Attack Bonus: +2

Damage Threshold: 18

Toughness: 11

Shift Speed: 1

Reach: 1 square

Resolve: 10

Morale Bonus: +2

Primary Skills (+3 bonus): Athletics, Acrobatics, Perception, Stealth

Secondary Skills (+1 bonus): Endurance, Influence, Tactics

Equipment: Kig-Yar Combat Harness (included in profile), Plasma Pistol OR Carbine

Life: +1 life every 10 levels

Damage Threshold: +2 damage threshold every 3 levels

Defense: +1 defense every 2 levels

Toughness: +1 toughness every 3 levels

Resolve/ Morale Bonus: +1 resolve and morale bonus every 4 levels

Move Speed: +1 move speed per 6 levels

Damage Resistance: +1 damage resistance every 4 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Jackal Specialists

These are the options of specialist customization for jackals. Jackal specialists include a number of unique roles, such as shield bearers to absorb hits, expert snipers, and technical specialists.

Jackal Engineer

+2 requisition

Engineer Supplies: The jackal engineer has a laser cutter, hacking tool, and 4 repair kits.

Technical Expertise: A jackal engineer is trained in science and technology, and solves technical problems for advanced units. For the jackal engineer, science and computers are both primary skills. When the leader needs to make science or computers checks, they can use the jackal engineer's bonus instead of their own. The jackal engineer also has the equipment to perform 4 vehicular repairs before they are out of supplies and can cut through many doors and obstacles given enough time.

Jackal Saboteur

+3 requisition

Explosives Supply: The jackal saboteur has eight explosives pulled from the following list: plasma grenades, firebombs, plasma charges, and spike grenades

Demolitions Expert: Any explosives used by a unit with a jackal saboteur gains +5 penetration. In addition, the saboteur can act on their own to plant explosives where directed by their commander. Most of their planted explosives operate off of a timer.

Jackal Shield Bearer

+4 requisition

Shield and Pistol: The jackal shield bearer is equipped with a plasma pistol and a heavy directed energy shield instead of the normal weapon options

Shield Bearer: When the leader's squad is hit, they can allocate the hit to a shield-bearing jackal. If they do, roll a d20. On a 12+, the attack is negated. If they suffer multiple hits from a burst weapon, only one hit can be allocated to the jackal, as normal

Jackal Shield Bearer Major

+6 requisition

Shield and Pistol: The jackal shield bearer is equipped with a plasma pistol or needler and a heavy directed energy shield instead of the normal weapon options

Shield Bearer: When the leader's squad is hit, they can allocate the hit to a shield-bearing jackal. If they do, roll a d20. On a 12+, the attack is negated. If they suffer multiple hits from a burst weapon, only one hit can be allocated to the jackal, as normal

Senior Kig-Yar: The jackal gains +2 damage resistance and +1 life.

Jackal Sniper

+4 requisition

Jackal Marksman: The sniper specialist gains access to a beam rifle or needle rifle as their primary weapon.

Headhunter: The sniper specialist gains +2 accuracy and +1 power rating of damage with their beam rifle or needle rifle.



Elite Squad Members

Every elite warrior is a skilled combatant, and they only serve in squadrons under the most notable elite champions. As such, elite squad members are only available to elite characters. Elites are incredibly powerful squad members but are similarly very expensive. Their requisition cost may prevent them from being requisitioned until higher levels.

Elite

Requisition Points: 12

Life: 6

Defense: 14

Speed: 6

Space: 1 square

Damage Resistance: 10

Attack Bonus: +3

Damage Threshold: 22

Toughness: 14

Shift Speed: 1

Reach: 1 square

Resolve: 14

Morale Bonus: +2

Primary Skills (+3 bonus): Athletics, Acrobatics, Pilot, Tactics

Secondary Skills (+1 bonus): Endurance, Influence, Lore, Medicine

Equipment: Sangheili Combat Harness, one primary weapon chosen from the standard gear layouts options for characters, Plasma Grenade

Challenge Accepted: When in a squad with an elite leader, elite minors can assist the leader with their Challenge Accepted opportunity attacks if they are equipped with the same weapon.

Independent Pilot: The elite can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Life: +1 life every 8 levels

Damage Threshold: +2 damage threshold every 2 levels

Defense/ Toughness/ Resolve/ Morale Bonus: +1 defense, toughness, resolve, and morale bonus every 2 levels

Move Speed: +1 move speed per 5 levels

Damage Resistance: +1 damage resistance every 3 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 10 levels

Move Speed: +1 move speed every 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Elite Specialists

These are the options of specialist customization for elites.

Elite Assassin

+12 requisition

Master of the Blade: The elite has an energy sword in addition to their primary weapon.

Cloaking Device: The elite's armor has cloaking capabilities, that it activates whenever the character is using cloaking. The elite will only activate cloaking while the squad user possesses that condition.

Rarity: Only one elite assassin can be requisitioned for a unit.

Elite Heavy Weapon Trooper

+4 requisition

Heavy Weapon's Specialist: In addition to their primary weapon, the elite heavy carries a fuel rod cannon or a plasma cannon. When firing this weapon, they can fire at a different target than the rest of their squad, assuming their target is a vehicle, object, terrain feature, or an enemy of large-sized or larger.

Elite Support Staff

+5 requisition

Medical Support: An elite support staff can perform first aid on the squad leader or try to revive dropped squad members. They have six medipacks they can use heal or revive allies. They can perform medicine in the same standard action used by the unit to fire. If a squad member is dropped but not killed, they can spend a medipack to revive them with 1 life. Otherwise, they can use their medipacks to either restore 2 life to a wounded squad member or perform a normal heal action on their squad leader or any other adjacent ally. Medicine is also a primary skill for the support staff.

Tactical Support: An elite support staff can place command orders for their unit leader using their own standard action. They use their leader's tactics bonus or their own, whichever is higher. They can issue an order in the same action that the unit uses to make an attack.

Elite Veteran

+6 requisition

Extra Weapons: In addition to their primary weapon, the elite can pick a weapon from the secondary weapon category of Covenant weapons. This weapon must cost 5 requisition or less. The elite also gains 2 plasma grenades and a combat blade.

Lethal Elite: The elite gains +3 damage resistance, +2 damage threshold, and +1 life.

Brute Squad Members

Like elites, brutes are extremely elite squad members that only follow exceptional heroes of their own species. Brutes are good at absorbing hits and dealing damage. Their requisition cost may prevent them from being requisitioned until higher levels.

Brute

Requisition Points: 12

Life: 6

Defense: 11

Speed: 6

Space: 1 square

Damage Resistance: 11

Attack Bonus: +2

Damage Threshold: 30

Toughness: 16

Shift Speed: 1

Reach: 1 square

Resolve: 11

Morale Bonus: +1

Primary Skills (+3 bonus): Athletics, Acrobatics, Pilot, Tactics

Secondary Skills (+1 bonus): Endurance, Influence, Lore, Medicine

Equipment: Jiralhanae Combat Harness, one primary weapon chosen from the standard gear layouts options for characters, Spiker Grenade

Brutish Resilience: When in a squad with a brute leader, brute minions regain 1 lost life when the leader activates their rage.

Independent Pilot: The brute can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Life: +1 life every 6 levels

Damage Threshold: +2 damage threshold every 2 levels

Defense/ Toughness: +1 defense and toughness per 2 levels

Resolve/ Morale Bonus: +1 resolve and morale bonus every 3 levels

Move Speed: +1 move speed per 10 levels

Damage Resistance: +1 damage resistance every 3 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 5 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Brute Specialists

These are the options of specialist customization for brutes.

Brute Berserker

+6 requisition

Brawler: The brute berserker can assist the user with any melee attack they make, regardless of the weapon. In addition to normal assist benefits, the brute berserker gives +3 penetration to the attack they are assisting. This increases to +6 penetration while the leader is raging.

Fueled by Rage: When in a squad with a brute leader, and that leader is using their rage ability, roll a d20 any time the berserker would lose life. On a 12+, they do not lose that life point. Roll this for each life damage they would suffer.

Rarity: Only one brute berserker can be requisitioned for a unit.

Brute Bodyguard

+6 requisition

Vicious Protector: The brute body guard has +4 damage threshold and +2 life. If the squad suffers any attacks against them, the brute bodyguard must take at least one of the hits. If an attack hits the brute bodyguard, they take 1 less damage from the attack. (to a minimum of 1).

Brute Heavy Weapon Trooper

+4 requisition

Heavy Weapon's Specialist: In addition to their primary weapon, the brute heavy carries a fuel rod cannon, brute shot, or plasma cannon. When firing this weapon, they can fire at a different target than the rest of their squad, assuming their target is a vehicle, object, terrain feature, or an enemy of large-sized or larger.

Brute Veteran

+6 requisition

Extra Weapons: In addition to their primary weapon, the brute can pick a weapon from the secondary weapon category of Covenant weapons. This weapon must cost 5 requisition or less. The brute also gains 2 spiker grenades and a combat blade.

Brutal Warrior: The brute gains +3 damage resistance, +2 damage threshold, and +1 life.



Units

In the Halo Roleplaying game, players can control more than just their player character. Indeed, as the game is focused on military engagements, many player characters may lead whole units into combat. Rather than maintain each member of the unit separately, which could represent a great deal of bookkeeping, the system uses an abstraction which reduces the amount of work for the players when using units. Units are small squads led by a player character with several supporting NPCs that contribute to the player's actions.

Units are made up of a leader and several minions. Minions are members of the player's squadron as purchased with requisition points. The leader is the most important part of a squadron, determining most of their statistics and capabilities. The minions instead contribute to the leader's actions and use a simplified formula to determine their own health and statistics.

Unit Basics

The unit follows a number of its own rules. The following are the basics of the unit ruleset.

Statistics

-The unit uses the leader's defense, -1 per minion in the unit.

-The unit uses the leader's toughness and resolve, +1 per minion in the unit.

-A unit has the same action mechanic as normal, with a standard, move, and minor action. Their movement and shift speed are the lowest speed in the unit.

Encounter Mapping

For determining placement of the unit for an encounter map, the unit is drawn as a continuous area. Therefore, a unit with a marine sergeant and 3 marine marines would take up 4 adjacent squares. If the unit cannot be placed in such a way that all members of the unit can be adjacent to at least one other member, then the unit must be split into sub-units (see Sub-Units below).

Units Attacking

Units may have several different weapons equipped and with many different attack profiles depending on the abilities of the wielder or the mods on the weapon. For each weapon equipped by the squad, you will choose one attack profile for that weapon – if one of the wielders of that weapon is the unit leader, you must choose the unit leader's attack profile for that attack. You then make the attack with the chosen weapon profile, gaining +1 accuracy and +1 hailfire for every wielder of that weapon after the first. Then continue for each weapon that has not fired yet this turn, in whatever order the attacker chooses. These attacks also may all be made at separate targets. A single individual cannot contribute to more than one attack. Attacking while dual-wielding counts as its own attack profile, and members can only contribute to a dual-wielding attack when also attacking with that combination of weapons. Thus, if you are dual-wielding two plasma pistols, only squad members that are also dual-wielding plasma pistols can contribute attacks. Minions that have a single plasma pistol must attack on their own.

Modified weapons still count as the base weapon for the purpose of minions assisting with attacks. Thus, if you have a recon submachine gun, minions with submachine guns are still able to assist with attacks.

Attacking Units

Attacking a unit follows a similar process to attacking anything else, with a few differences. The attack declares an attack against a square occupied by the unit – cover is determined as normal from the attacker to the square(s) in question. The attack goes against the stats of the unit, which is the modified statistics of the leader. After the hit is resolved, the defender decides which member of the unit is hit. If the attack is an area attack, then figure out how many unit spaces would be hit, and that many targets are hit by the area attack – this does allow multiple members of a unit to suffer from attack overages from a single area attack weapon.

This is a breakdown of order of operations for attacking a unit:

- 1) The attacker declares their attack against the unit, and rolls their attack roll
- 2) The number of overages beyond the unit's defense is added to the attacks damage, if it was a hit
- 3) The owner of the unit chooses from amongst all the members of their unit to take the damage.
- 4) Target's individual damage resistance is applied (along with attack's penetration) and:
 - a. If the attack would deal any damage, then the minion loses 1 life, plus 1 for each hailfire of the attack, plus 1 life for every crippling wound they would have suffered. If the minion is reduced to 0 life, it is dropped. If it is reduced to negative life, it dies instantly.
- 5) When a unit is hit by an area of effect attack, regardless of how many squares are effected, the unit suffers a number of hits against it based on the size of the area of effect. They can only receive a number of hits equal to the number of squad members in the squad. Each member of the squad can only be hit once by an area of effect attack.
 - a. Bursts make a number of hits equal to burst value
 - b. Cones make a number of hits equal to ½ cone value
 - c. Lines make a number of hits equal to ¼ line value

The number of hits against a squad may be limited by the number of squad members within line of effect of the area. For example, if a line attack hits 1 squad member, and 3 more squad members have total cover from the line, it would only deal 1 hit. However, those hits must be distributed to the unit members within line of sight.

Life and Taking Damage

Minions in a unit however use a simplified health system. Minions have a life score based on their simplified squad member profile. Minions lose one life each time they are hit by an attack that deals damage greater than their modified damage resistance, losing additional life for each hailfire of the attack and each crippling wound they would suffer. Minions that are reduced to 0 life are *dropped* – the dropped condition leaves the minion unconscious and waiting for help. If a medicine check is performed using a medkit within 1 minute, then the minion is returned to consciousness with 1 life. If the minion is reduced to negative life or remains dropped for longer than a minute, they die.

Advanced Unit Rules

These advanced rules deal with more specific issues regarding units.

Healing Life

A non-dropped minion can be healed just like a character, by spending a medipack to perform first aid and making a medicine check as a standard action. Roll the medicine check as normal. For every 20 points of healing the medicine check would have healed, it restores 1 life.

Ammunition

Minions don't worry about ammunition with their weapons, except for consumable grenades. They can also change their equipment by picking up or exchanging a weapon, but only if the weapon is fully loaded and there is at least 1 spare, full magazine for the weapon. If a player exchanges their weapon with a minion, their weapon must be full-loaded with an extra magazine and the weapon they take is full with no additional magazine.

Subunits

Sometimes, it may be best to break up a large squad into subunits. In a subunit, the leader still leads some of their squad members in a unit but breaks off some of their number into smaller squads. Perhaps the player needs a flanking force to hit the enemy, or they might want to split their unit between two warthogs.

Subunits can contain any number of minions from a single player's squad, including just 1. Subunits cannot contain mixed units from different character's squads. A subunit functions identically to a normal unit, except there is no leader. They cannot benefit from combat augmentations, including leadership, and do not gain a minor action on their unit's turn. They use the highest defense, toughness, resolve, and skill bonuses in the unit.

Combat Behaviors, Evading, and Combat Augmentations

Units can use combat behaviors as normal. If they use a combat behavior, the entire squad gets the benefit. However, members of a unit cannot evade, even if they performed a bob and weave action. They are too attached to the whole of their unit. Units can use the tactics and lore combat augmentations as normal in a unit. Leadership functions differently, as mentioned below.

Conditions, Jamming, and Exceptional Rolls

In general, do not keep track of conditions that just effect squad members, only those that effect the leader. For simplicities sake, minion weapons do not jam, but the leader's can when he fires it. Also, when a minion attacks or performs a check on their own that is not assisted by the leader, they do not gain or lose morale for rolling 1s or 20s.

Combat Influence and Morale

Units use one morale total as normal, based on their leader's morale bonus. A squad loses 1 morale marker for every member of the unit that is dropped or killed.

The leader of a unit can use combat influence actions as their minor action as normal. They do not gain any bonuses to the check from their squad mates. In addition, making a combat influence attempt against a unit functions the same as normal. The exception is a Terrorize or Demand Surrender action. If those combat influence actions are successful, they effect 1 minion target, +1 per 5 points of success on the influence check. They effect the leader last, only after all minions are dead, retreating, or surrendered. Surrendering minions drop out of their unit, lay down their weapons, and do not involve themselves further in combat. Retreating minions leave the unit and flee the battle at full speed.

Leadership

When a player or heroic character is leading a unit, their focus is on guiding their unit. Therefore, they cannot focus on leading other heroes outside their squad. Therefore, while leading a unit, a character can only focus on leadership checks regarding their own unit.

Therefore, there is a different leadership combat augmentation that only applies to the unit you are commanding. It cannot apply to subunits, other character's units, or other independent characters. You use the following leadership combat augmentations when leading your unit.

| Combat Augmentation | DC 15 | Every +5 result (max of DC 25) |
|--------------------------|--|---|
| Precision Strike | Spend morale before attacking with squad – all attacks your squad makes add ½ your morale bonus to penetration. You cannot spend additional morale on the attack roll. | +1 penetration |
| Deadly Sweep | Spend morale before attacking with your squad, you can transfer attack's hailfire into burst or cleave up to a number of times equal to half of your morale bonus (max 2). For example, can remove 2 hailfire from the attack to add Burst 2. You cannot spend additional morale on the attack roll. | Increase the max burst/cleave by 1 |
| Evasive Maneuvers | Once per turn, spend 3 morale upon being hit with an attack while the squad is all standing to make that attack automatically miss, you do not suffer half damage, and the whole squad falls prone and shifts 1 square | +1 shift distance when using this function |
| Shake it Off | Once per turn, spend morale when you are hit by an attack. Ignore a number of life damage from that attack by 1. | Ignore 1 additional life damage, on the same or a different squad member. |

While using a leadership combat augmentation on your unit, you can always try and rally your unit. This is a DC 15 leadership check. If you succeed, you give yourself 1 morale. If you get a 20, you generate 2 morale, or 3 morale if you generate a 25. You can only do this while you are in your unit and have a leadership combat augmentation active, you cannot rally yourself or your unit otherwise.

Pushes, Pulls, Grabs, and Movement Effects

Many special attacks push, pull, or grab individuals. These attacks usually target toughness. Units always use their leader's toughness, +1 per every minion in the group, as normal. If a toughness check to move a unit succeeds, one member of the member, chosen by the attacker, is moved. If this moves them out of coherency of their unit, they are isolated from their unit. The leader cannot be chosen to be moved.

Standard Abilities

There are number of special actions that can be performed by minions in a unit. These are called standard abilities. They are known as such as they can be used as part of any standard action, including an action to attack. Essentially, when the unit performs a standard action, that minion gives up their ability to contribute in the action, namely an attack, to perform their own ability in the meantime. Common standard abilities of minions are medics using their medipacks to heal members of their unit, or communications officers ordering call-down effects. These will be detailed in specialist stat entries and that of gear items. If the leader performs a standard action ability, their squadron can still attack, but they use their own profiles instead of supporting their leader's actions.

Limited Assistance

Units cannot assist with attacks that are the result of a special ability of the leader, unless they have a rule that specifically allows them to do so. For example, if the user has an effect that allows them to make opportunity attack from further away, minions cannot assist with the attack, as they do not have the options that would give them that ability.

Effects on Units

A unit cannot be affected by an effect that statistically modifies the unit unless the entire unit is within the area of the effect. This effects features such as the AI's tactical guidance, which gives bonuses to all allies within a certain distance. Similarly, effects that trigger upon killing an enemy, such as morale or Spartan Focus, do not occur upon killing every minion in a group; they only count upon killing the entire group.



Chapter 5: Glossary of Covenant NPCs

The species of the Covenant are likely to be the primary enemies in most Halo Campaigns, no matter who you play as. The Covenant once sought ownership and mastery of the galaxy, and later, the extermination of all life. The remnants are in a desperate power grab to gain control of the galaxy in the wake of the empire's fall.

This chapter organizes Covenant NPCs by what species they belong, whether they are brutes, elites, grunts, jackals, or skirmishers. It also contains a section dedicated to the other species that are also included as part of the Covenant. The last section of this chapter includes premade vehicles statistics so you can quickly introduce piloted vehicles into your games of Halo.

Species and Factions

This section is broken up into species, such as grunts or elite. Many NPCs, namely leaders, have special abilities that only function on NPCs of a specific species. For example, a grunt may state that they only effect 'Grunts' with their leadership abilities. Thus, allies without the 'Marine' faction keyword may not be affected by their abilities. Meanwhile, some leadership abilities will effect all members of the Covenant faction that are a lower level than the leader. Their benefits extend to all alien species, as long as they are weaker.



Jiralhanae 'Brutes'

The jiralhanae were one of the latest additions to the Covenant. Larger and stronger than any other species, other than hunters, these carnivorous people were well known for their strength, toughness, and brutality. They were used as shock troopers and cannon fodder to fight in the Covenant's wars, but earned enough esteem in time to rival even the elites. They became the third-highest species caste in the Covenant, behind the elites and the prophets. They are also fierce rivals of the sangheili elites, and eventually conspired with the prophets to exterminate them and become the right-hand species of the Covenant, in a civil war known as the Great Schism.

Brute Aggressor

Level 10 Brute Non-heroic Character (Jiralhanae/ Guerilla/ Strategist), Medium Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 225 | Healing Threshold: 9 | Damage Threshold: 41 |
| Defense: 21 | Toughness: 33 | Resolve: 24 |
| Speed: 6 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 21 | Energy Shielding: 60 (5 shield armor) | Layered Armor: 2 |

-Spiker w/ Dual-Wielding 1d20+12 accuracy x2, 27 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-Bladed Rifle Butt 1d20+12 accuracy, 42 damage, 1 strike; *Special Traits:* Penetration 2

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Perks: Stealth Focus, Extra Reactions (2), Improved Evasion, Improved Dual-Wielding

Strength: 12* **Instinct:** 6 **Agility:** 5 **Fortitude:** 8

Intelligence: 4 **Willpower:** 4

Gear: Spiker x2 with 2 magazines, Brute Combat Harness, Equipment Belt x2, Repair Kit

Brutish Resilience: If a brute aggressor has no energy shields, they gains 11 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +12 accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 33. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter. The brute cannot use rage and focused brutality at the same time, but can use them both in a single encounter.

Focused Brutality: Brutes can enter a state of focused brutality as a free action. When using focused brutality, the brute cannot use combat augmentations or combat behaviors other than aim. They gain a +6 accuracy and damage with ranged attacks, including vehicle weapons, and all ranged weapons gain Twin-linked. They also gain +2 movement speed and increase their acceleration in vehicles by 20. However, in focused brutality, the brute cannot gain temporary hit points and suffer -4 defense. This focused brutality state lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter. The brute cannot use rage and focused brutality at the same time, but can use them both in a single encounter.

Strategist Abilities: A brute aggressor has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action, and *only when they are not piloting or within a vehicle.*

-Vehicle Drop: The brute aggressor orders a new vehicle dropped off for their use. At the top of the next round, a Covenant transport flies in and fires at enemies for 1 round, while dropping off a Brute Chopper vehicle in the closest available location to the brute aggressor. On the next round, the transport departs.

-Artillery Shelling: Marks a Burst (4) within line of sight, roll 6d20, on each 16+, the targets in the area take a hit of 30 damage.

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. For each tier of the swarm, brutes gain +5 attack accuracy, +5 attack damage, and +5 damage resistance. They also gain 20 temporary hit points per tier of the swarm at the start of each turn. However, they do not gain their brutish resilience and rage traits.

Alternate Weapons: The brute minor can be equipped with one of the following weapons instead of a pair of spikers: a fuel rod gun with 2 magazines, a concussion rifle with 2 magazines, or a plasma repeater

-**Concussion Rifle** 1d20+12 accuracy, 50 damage, 1 strike, 6 shots at short range; *Special Traits:* Penetration 5, Burst 2, High Explosive, Plasma, Concussive Blast, Long Reload

-**Fuel Rod Gun** 1d20+10 accuracy, 90 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

-**Plasma Repeater** 1d20+11 accuracy, 29 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 11, Plasma, Recoil, Scope, Overheat

-**Rifle Butt** 1d20+10 accuracy, 37 damage, 1 strike; *Special Traits:* NA

Brute aggressors are a senior caste of brute minor prized for their aggression and recklessness, even behind a vehicle. They can channel their rage into a frenzied state where they fire their weapons faster and more recklessly. Aggressors are usually used as pilots for the jiralhanae forces of the Covenant, or as aggressive, mid-range troops.



~Brute Aggressor/ Brute Pack leader (left)



~Brute Bodyguard (right)

Brute Bodyguard

Level 20 Brute Non-heroic Character (Jiralhanae/ Fighter), Medium Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 449 | Healing Threshold: 10 | Damage Threshold: 48 |
| Defense: 30 | Toughness: 45 | Resolve: 36 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 47 | Energy Shielding: 80 (5 shield armor) | Layered Armor: 3 |

-**Carbine** 1d20+17 accuracy, 49 damage, 4 strikes or automatic, 18 shots at long range; *Special Traits:* Penetration 7

-**Spiker** 1d20+17 accuracy, 36 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 5, Rending 4

-**Rifle Butt** 1d20+15 accuracy, 48 damage, 1 strike; *Special Traits:* Penetration 3

-**Spike Grenade** 1d20+12 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +10, Athletics +26, Defensive Training 9, Durability 9, Endurance +24, Influence +14, Leadership +16, Lore +13, Medicine +13, Melee 9, Mental Training 9, Perception +16, Pilot +16, Ranged 9, Stealth +10, Survival +14, Tactics +15

Perks: Fire Into Melee, Extra Reactions (3), Wound Resilience 2, Improved Wound 1

Strength: 16* **Instinct:** 7 **Agility:** 6 **Fortitude:** 11

Intelligence: 7 **Willpower:** 8

Gear: Special Issue Heavy Carbine with 2 magazines, Special Issue Heavy Spiker with 2 magazines, Special Issue Spike Grenade x2, Covenant Ultra Brute Combat Harness, Equipment Beltx3

Extended Brutish Resilience: If a brute ultra has no energy shields, they gain 16 temporary hit points at the start of each turn and all brute-leaders within 3 squares regain that many shield points.

Protective Detail: The brute bodyguard is Shielding a single brute-leader within 3 squares of them.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +16 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 48. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 6 rounds and cannot be ended voluntarily. It is usable once per encounter.

Alternate Weapons: The brute ultra can be equipped with one of the following weapons instead of the carbine: a Special Issue brute shot with 2 magazines. A brute ultra can be equipped with one of the following weapons instead of a spiker: a Special Issue heavy brute plasma rifle or a Special Issue heavy mauler with 3 magazines.

-**Brute Shot** 1d20+17 accuracy, 70 damage, 2 strikes, 6 shots at long range; *Special Traits:* Penetration 13, Burst 2, High Explosive, Grenade, Bladed

-**Mauler** 1d20+16 accuracy, 35 damage, 1 strike, 5 shots at short range; *Special Traits:* Penetration 3, Spread, Close Quarters

-**Brute Plasma Rifle** 1d20+14 accuracy, 35 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 6, Hailfire 1, Plasma, Overheat

Brute bodyguards are the protectors for the chieftains. Large, powerful and tough, the bodyguards are imposing adversaries who will gladly take injuries for their leaders and their tribes. After the Great Schism, they replaced the elite honor guard as the protectors of the Hierarchs.

Brute Captain

Level 14 Brute Non-heroic Character (Jiralhanae/ Heavy/ Strategist/ Leader), High Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 325 | Healing Threshold: 9 | Damage Threshold: 42 |
| Defense: 25 | Toughness: 30 | Resolve: 29 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 26 | | |

-Brute Plasma Rifle 1d20+7 accuracy, 38 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-Brute Shot 1d20+10 accuracy, 75 damage, 2 strikes, 6 shots at long range; *Special Traits:* Penetration 10, Burst 2, High Explosive, Grenade, Bladed

-Bladed Rifle Butt 1d20+10 accuracy, 52 damage, 1 strike; *Special Traits:* Penetration 2

-Rifle Butt 1d20+8 accuracy, 47 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +10, Athletics +18, Defensive Training 7, Durability 7, Endurance +16, Influence +11, Leadership +14, Lore +8, Medicine +6, Melee 7, Mental Training 7, Perception +12, Pilot +13, Ranged 7, Survival +13, Tactics +9

Perks: Empowered Attack, Fire Into Melee, Improved Wound 1, Wound Resilience 1

Strength: 9 **Instinct:** 7 **Agility:** 7 **Fortitude:** 9

Intelligence: 3 **Willpower:** 7

Gear: Brute Plasma Rifle, Brute Shot with 2 magazines, Reinforced Protective Body Suit, Tribal Banner, Equipment Beltx3

Brutish Resilience: If a brute captain has no energy shields, they gains 23 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +9 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 39. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 5 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute captain has 3 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-Brute Raid Pack: The brute captain summons his raiders. At the start of the next turn, 4 brute minors with 1 brute major arrives from the battlefield edge.

-Focused Cannon Shot: Targets an enemy vehicle or huge-sized or larger creature within line of sight, roll 5d20, on each 15+, the target takes 60 damage, Penetration (30).

-Radar Jammer: The brute captain calls down a jamming signal on a Burst (20) area. The following effects remain for the next 3 rounds: command powers and strategist abilities do not work, communicators and military transmitters are deactivated, spotter and detector actions based on items do not function, pilot checks gain disadvantage, artillery strikes ordered to hit the area gain disadvantage on the artillery strike roll.

Jiralhane Leaders (Covenant Leader): Brute captains act as leaders over any Covenant troops, regardless of species, that is level 13 or less. However, they will also lead any non-leader brute as well, regardless of level.

-The brute major can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 6 squares a morale point. Brute allies instead gain 2 morale points

-All lesser covenant who start their turn within 6 squares of a brute pack leader gain +3 move speed and +3 attack accuracy.

- Brute captains possess a Tribal Banner. All brutes within medium range and line of sight who can see the displayed banner gain +10 temporary hit points from Brutish Resilience. This is not tripled when raging.

Alternate Weapons: The brute captain can be equipped with one of the following weapons instead of the brute plasma rifle: a carbine with 3 magazines or a mauler with 3 magazines. A brute captain can be equipped with one of the following weapons instead of a brute shot: a fuel rod gun with 2 magazines, a plasma cannon with 2 batteries.

-Mauler 1d20+9 accuracy, 38 damage, 1 strikes, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-Carbine 1d20+10 accuracy, 53 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-Fuel Rod Gun 1d20+8 accuracy, 130 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

-Plasma Cannon 1d20+9 accuracy, 53 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 7, Heavy, Plasma, Overheat

Brute Captain Major

Level 22 Brute Non-heroic Character (Jiralhanae/ Soldier/ Strategist/ Leader), High Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 546 | Healing Threshold: 9 | Damage Threshold: 55 |
| Defense: 31 | Toughness: 44 | Resolve: 39 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +10 |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 44 | Energy Shielding: 100 (5 shield armor) | Layored Armor: 2 |

-**Brute Plasma Rifle** 1d20+20 accuracy, 44 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 6, Hailfire 1, Plasma, Overheat

-**Brute Shot** 1d20+23 accuracy, 85 damage, 3 strikes, 6 shots at long range; *Special Traits:* Penetration 10, Burst 2, High Explosive, Grenade, Bladed

-**Bladed Rifle Butt** 1d20+23 accuracy, 61 damage, 1 strike; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+21 accuracy, 56 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +13, Athletics +27, Defensive Training 10, Durability 10, Endurance +23, Influence +16, Leadership +19, Lore +14, Medicine +12, Melee 10, Mental Training 10, Perception +17, Pilot +18, Ranged 10, Survival +18, Tactics +15

Perks: Fire Into Melee, Fast Hands, Improved Wound 1, Wound Resilience 2, Extra Reactions(4)

Strength: 15* **Instinct:** 9 **Agility:** 9 **Fortitude:** 11

Intelligence: 6 **Willpower:** 9

Gear: Special Issue Heavy Brute Plasma Rifle, Special Issue Brute Shot with 2 magazines, Reinforced Covenant Major Brute Combat Harness, Equipment Beltx3

Brutish Resilience: If a brute captain has no energy shields, they gains 18 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +15 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 39. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 6 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute captain has 3 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Hunter Drop:** The brute captain major summons heavy support to be dropped off via transport. A transport arrives on the top of the next turn, and remains to fire at enemies for 3 rounds. On the second round of the transport's arrival, it releases a pair of hunters.

-**Legion Advancement:** The brute captain major summons for a wave of reinforcements. One of the following forces arrives on the battlefield edge: a horde of grunt minors, 2 groups of jackal shield minors, or 2 groups of brute minors.

-**Obliteration:** Targets a Burst (2) area within line of sight to be the focus of an orbital blast, roll 8d20. All targets in the area take piercing damage equal to 50x number of 17+ results on the dice.

-**Radar Jammer:** The brute captain major calls down a jamming signal on a Burst (20) area. The following effects remain for the next 3 rounds: command powers and strategist abilities do not work, communicators and military transmitters are deactivated, spotter and detector actions based on items do not function, pilot checks gain disadvantage, artillery strikes ordered to hit the area gain disadvantage on the artillery strike roll.

Brazen Commanders (Covenant Leader): Brute captains act as leaders over any Covenant troops, regardless of species, that is level 21 or less. However, they will also lead any non-leader brute as well, regardless of level.

-The brute captain major can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 15 squares a morale point.

-All lesser covenant who start their turn within 15 squares of a brute captain major gain +5 move speed and +5 attack accuracy on their turn.

-All covenant swarms that begin their turn within 30 squares of the brute captain major gain reinforcements to replace lost troops, regaining 100 lost hit points.

Alternate Weapons: The brute captain can be equipped with one of the following weapons instead of the brute plasma rifle: a special issue carbine with 2 magazines, a special issue spiker with 3 magazines, or a special issue plasma repeater. A brute captain can be equipped with one of the following weapons instead of a brute shot: a special issue fuel rod gun with 2 magazines, or a gravity hammer.

-
- Mauler** 1d20+22 accuracy, 44 damage, 1 strikes, 5 shots at short range; *Special Traits:* Spread, Close Quarters
 - Carbine** 1d20+23 accuracy, 61 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope
 - Fuel Rod Gun** 1d20+21 accuracy, 150 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile
 - Plasma Repeater** 1d20+22 accuracy, 47 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 5, Recoil, Plasma, Overheat
 - Gravity Hammer** 1d20+38 accuracy, 125 damage, 1 strike, 25 strikes at melee; *Special Traits:* Cleaving 2, Penetration 10
-

Brute captains and captain majors are mid-level officers for Jiralhanae forces. While the chieftains have total strategic control of the actions of Jiralhanae forces, the captains execute their will in battle. The lower ranking captains inspire troops on the field of battle, carrying tribal banners and showing a lack of fear while not using powered combat harnesses. Meanwhile, the noteworthy captain majors stride into battle with ornate, noticeable, golden armor. They lead their troops by commanding respect via authority and power and lay down heavy weapons fire from behind their troop's ranks. Both have tactical authority to call-reinforcements and place artillery strikes.



~Brute Captain (left)



~Brute Captain Major (right)

Brute Chieftain

Level 25 Brute Non-heroic Character (Jiralhanae/ Heavy/ Strategist/ Leader), Extreme Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 801 | Healing Threshold: 10 | Damage Threshold: 69 |
| Defense: 33 | Toughness: 44 | Resolve: 40 |
| Speed: 10 | Shift Speed: 3 | Morale Bonus: +9 |
| Space: 1 square | Reach: 1 square | Initiative: +10 |
| Damage Resistance: 56 | Energy Shielding: 120 (5 shield armor) | Layored Armor: 5 |

-**Spiker** 1d20+19 accuracy, 57 damage, 5 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4
 -**Gravity Hammer** 1d20+37 accuracy, 160 damage, 1 strike, 25 shots at melee; *Special Traits:* Cleaving 2, Penetration 10
 -**Bladed Rifle Butt** 1d20+19 accuracy, 69 damage, 1 strike; *Special Traits:* Penetration 2
 -**Spike Grenades** 1d20+14 accuracy, 95 damage, 1 strike, 1 shot at short range; *Special Traits:* Cone 3, Penetration 3, Rending 4, Hailfire 1, Sticky Grenade

Skills: Acrobatics +16, Athletics +32, Defensive Training 11, Durability 11, Endurance +26, Influence +17, Leadership +20, Lore +15, Medicine +13, Melee 11, Mental Training 11, Perception +18, Pilot +19, Ranged 11, Survival +19, Tactics +16

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 3

Strength: 18* **Instinct:** 9 **Agility:** 11* **Fortitude:** 12

Intelligence: 6 **Willpower:** 9

Gear: Special Issue Gravity Hammer, Custom Issue Spiker with 3 magazines, Custom Issue Spike Grenades x2, Covenant Warmaster Brute Combat Harness, Equipment Beltx3

Hastened Actions: The brute chieftain gains two standard actions every turn, both of which can be used to make attack actions.

Brutish Resilience: If a brute captain has no energy shields, they gain 20 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +18 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 60. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 7 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute captain has 4 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Legion Advancement:** The brute captain major summons for a wave of reinforcements. One of the following forces arrives on the battlefield edge: a horde of grunt minors, 2 groups of jackal shield minors, or 2 groups of brute minors.

-**Merciless Carnage:** The brute chieftain releases a relentless wave of mortar and plasma bombardments against every target within range, including allies. Every target within distant range, friend or foe, suffers a hit of 50 damage, Penetration (10) and Hailfire (2). They also all lose 2 morale.

-**Obliteration:** Targets a Burst (2) area within line of sight to be the focus of an orbital blast, roll 8d20. All targets in the area take piercing damage equal to 50x number of 17+ results on the dice.

-**Wraith Assault:** When using this order, the brute chieftain calls a wraith to enter the battlefield.

Jiralhane Warlord (Covenant Leader): Brute captains act as leaders over any Covenant troops, regardless of species, that is level 24 or less. However, they will also lead any non-leader brute as well, regardless of level.

-The brute chieftain can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 15 squares a morale point.

-When the brute chieftain gains temporary hit points from brutish resilience, all lesser, non-leader Covenant also gain an equal number of temporary hit points if they do not have shields.

-All lesser covenant who start their turn within 15 squares of a brute captain major gain a bonus move action on their turn and gain advantage on attacks

-When a lesser Covenant ally, including a swarm, dies within 6 squares of the chieftain, the chieftain heals hit points equal to the ally's level.

Alternate Weapons: The brute chieftain can replace either their gravity hammer or spiker with one of the following weapons: a special issue plasma cannon or a special issue fuel rod gun w/ 2 magazines.

-Plasma Cannon 1d20+17 accuracy, 73 damage, Fully-Automatic, 200 shots at long range; *Special Traits:* Penetration 7, Heavy, Plasma

-Fuel Rod Gun 1d20+16 accuracy, 180 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

Brute chieftains are amongst the greatest warriors in the galaxy. Out ranked in Jiralhanae society only by war chieftains and the chieftain supreme, brute chieftains constantly prove their strength and metal by diving directly into the thickest fight. So great is their might that an entire platoon can be leveled by their gravity hammers in mere seconds. They are amazingly tough, able to withstand significant punishment from heavy artillery fire.



Brute Jumper

Level 12 Brute Non-heroic Character (Jiralhanae/ Guerilla), High Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 280 | Healing Threshold: 8 | Damage Threshold: 45 |
| Defense: 27 | Toughness: 37 | Resolve: 31 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 20 | Energy Shielding: 60 (5 shield armor) | Layered Armor: 2 |

-Brute Plasma Rifle 1d20+10 accuracy, 32 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-Spiker 1d20+13 accuracy, 30 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-Bladed Rifle Butt 1d20+12 accuracy, 45 damage, 1 strike; *Special Traits:* Penetration 2

-Rifle Butt 1d20+11 accuracy, 40 damage, 1 strike; *Special Traits:* NA

-Spike Grenade 1d20+8 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +11, Athletics +20, Computers +8, Defensive Training 6, Durability 6, Endurance +18, Medicine +8, Melee 6, Mental Training 6, Perception +12, Pilot +12, Ranged 6, Science +10, Stealth +10, Survival +12, Tactics +12

Perks: Stealth Focus, Extra Reactions (3), Improved Evasion, Wound Resilience 1

Strength: 14* **Instinct:** 4 **Agility:** 7 **Fortitude:** 7

Intelligence: 4 **Willpower:** 6

Gear: Brute Plasma Rifle, Spiker with 2 magazines, Covenant Jump Brute Combat Harness, Equipment Belt x2, Repair Kit

Brutish Resilience: If a brute jumper has no energy shields, they gain 11 temporary hit points at the start of each turn.

Jump Pack: The brute has a jump pack that allows massive rocket jumps and increased speed. The jet pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. Using additional charges on a jump does not cost any additional actions. If the character doesn't end on solid ground, they fall. Launching requires performing a jumping combat behavior and is used as part of the minor action involving using that behavior. Alternately, the jet pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall. Boosting speed and hovering do not require actions.

Jump Assault: If the brute jumper uses their jump pack to fly, and are adjacent to a character at the end of their movement, their attack against them gains +10 damage. If the land adjacent to a target and are also flanking them with an ally, their attack against them that round gains +20 damage.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +14 accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 33. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. They cannot use their jump pack when raging, except to boost their movements speed. This rage lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter. The brute cannot use rage and focused brutality at the same time but can use them both in a single encounter.

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. For each tier of the swarm, brutes gain +5 attack accuracy, +5 attack damage, and +5 damage resistance. They also gain 20 temporary hit points per tier of the swarm at the start of each turn. However, they do not gain their brutish resilience and rage traits.

Alternate Weapons: The brute jumper can replace either their brute plasma rifle and/or spikers with one of the following weapons: a brute shot with 1 magazines, a fuel rod gun with 1 magazine, or a carbine with 2 magazines.

-Brute Shot 1d20+13 accuracy, 60 damage, 2 strikes, 6 shots at long range; *Special Traits:* Penetration 10, Burst 2, High Explosive, Grenade, Bladed

-Fuel Rod Gun 1d20+11 accuracy, 100 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

-Carbine 1d20+13 accuracy, 41 damage, 1 strike, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

Brute jumpers are equipped with short distance jet packs. They are used as raiders and patrollers for the jiralhanae, much like the similar sangheili rangers. Brute jumpers work in teams to surround their foes, bombard them with automatic fire, and catch them in crossfires. They frequently position themselves to flank with other jumpers while jumping right next to their foes to make a violent finishing blow.



~Brute Minor (bottom left)

Brute Jumper (top)

Brute Major (bottom right)



Brute Major

Level 10 Brute Non-heroic Character (Jiralhanae/ Soldier/ Strategist/ Leader), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 245 | Healing Threshold: 9 | Damage Threshold: 41 |
| Defense: 21 | Toughness: 34 | Resolve: 24 |
| Speed: 6 | Shift Speed: 2 | Morale Bonus: +5 |
| Space: 1 square | Reach: 1 square | Initiative: +6 |
| Damage Resistance: 27 | Energy Shielding: 100 (5 shield armor) | Layered Armor: 2 |

-**Brute Plasma Rifle** 1d20+9 accuracy, 29 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Spiker** 1d20+12 accuracy, 30 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Bladed Rifle Butt** 1d20+12 accuracy, 45 damage, 1 strike; *Special Traits:* Penetration 2

-**Spike Grenade** 1d20+7 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +5, Athletics +18, Defensive Training 6, Durability 6, Endurance +17, Influence +9, Leadership +11, Lore +8, Medicine +8, Melee 6, Mental Training 6, Perception +11, Pilot +11, Ranged 6, Stealth +5, Survival +9, Tactics +10

Perks: Fire Into Melee, Fast Hands, Extra Reactions (2), Improved Dual-Wielding

Strength: 13* **Instinct:** 5 **Agility:** 5 **Fortitude:** 8

Intelligence: 4 **Willpower:** 5

Gear: Brute Plasma Rifle, Spiker with 2 magazines, Spike Grenade x2, Covenant Major Brute Combat Harness, Equipment Beltx3

Brutish Resilience: If a brute pack leader has no energy shields, they gains 11 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +13 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 33. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 5 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute major has 3 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Elite Guard:** The brute major singles for a small squad of veteran reinforcements. At the start of the next turn, the following troops emerge from the edge of the battlefield: 2 Grunt Majors and 2 Jackal Shield Majors.

-**Focused Cannon Shot:** Targets an enemy vehicle or huge-sized or larger creature within line of sight, roll 5d20, on each 15+, the target takes 60 damage, Penetration (30).

-**Transport Drop:** The brute major signals for reinforcements. A transport enters the battlefield at the end of their turn and spends the next 3 rounds firing at foes. On the second round, it drops off a batch of troops: a Group of Grunt Minors, two Jackal Shield Minors, and a Brute Minor. After firing for a third round, the transport departs.

Renowned Squad Leader (Covenant Leader): Brute majors act as leaders over any Covenant troops, regardless of species, that is level 9 or less.

-The brute major can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 6 squares a morale point

-All lesser covenant who start their turn within 6 squares of a brute pack leader gain +3 move speed and +3 attack accuracy.

-The brute major can optionally give Shielding to all lesser Covenant allies, including swarms, within 3 squares

-When the brute major takes hit point damage from an attack originating from within 6 squares of them, all lesser covenant allies within 6 squares of the brute major can attack the major's attacker.

Alternate Weapons: The brute major can be equipped with one of the following weapons instead of the brute plasma rifle and/or their spiker: a carbine with 3 magazines, fuel rod gun with 2 magazines, a brute shot with 2 magazines, or a mauler with 3 magazines.

-**Brute Shot** 1d20+12 accuracy, 60 damage, 2 strikes, 6 shots at long range; *Special Traits:* Penetration 10, Burst 2, High Explosive, Grenade, Bladed

-**Mauler** 1d20+11 accuracy, 29 damage, 1 strikes, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Carbine** 1d20+12 accuracy, 41 damage, 1 strike, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Fuel Rod Gun** 1d20+10 accuracy, 100 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

Brute Minor

Level 3 Brute Non-heroic Character (Jiralhanae/ Soldier), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 117 | Healing Threshold: 8 | Damage Threshold: 32 |
| Defense: 17 | Toughness: 22 | Resolve: 15 |
| Speed: 5 | Shift Speed: 1 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +3 |
| Damage Resistance: 10 | | |

-**Spiker** 1d20+5 accuracy, 21 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4
 -**Bladed Rifle Butt** 1d20+5 accuracy, 33 damage, 1 strike; *Special Traits:* Penetration 2
 -**Spike Grenade** 1d20 accuracy, 35 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +6, Athletics +12, Defensive Training 3, Durability 3, Endurance +10, Melee 3, Mental Training 2, Perception +5, Pilot +5, Ranged 3, Stealth +7, Survival +5

Perks: Fire Into Melee

Strength: 6 **Instinct:** 3 **Agility:** 3 **Fortitude:** 6

Intelligence: 2 **Willpower:** 2

Gear: Spiker with 2 magazines, Spike Grenade, Protective Body Suit, Equipment Belt

Brutish Resilience: If a brute has no energy shields, they gain 7 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +6 accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 21. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. For each tier of the swarm, brutes gain +5 attack accuracy, +5 attack damage, and +5 damage resistance. They also gain 20 temporary hit points per tier of the swarm at the start of each turn. However, they do not gain their brutish resilience and rage traits.

Alternate Weapons: The brute minor can be equipped with one of the following weapons instead of a spiker: a brute plasma rifle, a carbine with 2 magazines, or a mauler with 2 magazines

-**Brute Plasma Rifle** 1d20+2 accuracy, 20 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Mauler** 1d20+4 accuracy, 20 damage, 1 strikes, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Carbine** 1d20+5 accuracy, 29 damage, 1 strike, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Bladed Pistol Whip** 1d20+5 accuracy, 27 damage, 1 strike; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+3 accuracy, 28 damage, 1 strike; *Special Traits:* NA

Brute minors are the basic infantry of the Jiralhanae. Not even equipped with a combat harness, these basic warriors charge into battle with simple body suits, relying on their toughness and brutality to soak the pain. They fight with little tactics or finesse and seek to end battles with brutality and adrenaline.

Brute majors are the officers of the jiralhanae. Equipped with shielded powered armor and heavier weapons, the brute majors are a significant threat. Due to their rank, they also are able to call upon different basic strategic assets in combat, including reinforcements and artillery strikes. They push their followers hard, and make sure their minions are fearful of the consequences of disobeying their commands.

Brute Pack Leader

Level 5 Brute Non-heroic Character (Jiralhanae/ Heavy/ Strategist/ Leader), Medium Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 176 | Healing Threshold: 8 | Damage Threshold: 36 |
| Defense: 16 | Toughness: 29 | Resolve: 17 |
| Speed: 6 | Shift Speed: 1 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 21 | Energy Shielding: 60 (5 shield armor) | Layered Armor: 2 |

-**Spiker** 1d20+6 accuracy, 27 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4
 -**Bladed Rifle Butt** 1d20+6 accuracy, 42 damage, 1 strike; *Special Traits:* Penetration 2
 -**Spike Grenade** 1d20+1 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +3, Athletics +13, Defensive Training 4, Durability 4, Endurance +13, Leadership +6, Melee 4, Mental Training 3, Perception +7, Pilot +8, Ranged 4, Stealth +2, Survival +6, Tactics +6

Perks: Empowered Attack, Fire Into Melee

Strength: 12* **Instinct:** 4 **Agility:** 4 **Fortitude:** 7

Intelligence: 3 **Willpower:** 3

Gear: Spiker with 2 magazines, Spike Grenade x2, Brute Combat Harness, Equipment Belt

Brutish Resilience: If a brute pack leader has no energy shields, they gains 8 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +12 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 24. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute pack leader has 2 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Reinforcements:** Two Grunt Minors and one Jackal Shield Minor arrive on the battlefield from the edge of the battlefield after 2 rounds. This order cannot be done again until the previous group has arrived.

-**Artillery Shelling:** Marks a Burst (4) within line of sight, roll 6d20, on each 16+, the targets in the area take a hit of 30 damage.

Lesser Squad Leader (Covenant Leader): Brute pack leaders act as leaders over any Covenant troops, regardless of species, that is level 4 or less.

-The brute pack leader can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 6 squares a morale point

-All lesser covenant who start their turn within 6 squares of a brute pack leader gain +3 move speed.

Alternate Weapons: The brute pack leader can be equipped with one of the following weapons instead of a spiker: a brute plasma rifle, a carbine with 2 magazines, or a mauler with 2 magazines

-**Brute Plasma Rifle** 1d20+3 accuracy, 26 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Mauler** 1d20+5 accuracy, 26 damage, 1 strikes, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Carbine** 1d20+6 accuracy, 37 damage, 1 strike, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Bladed Pistol Whip** 1d20+6 accuracy, 36 damage, 2 strikes; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+4 accuracy, 37 damage, 1 strike; *Special Traits:* NA

Brute pack leaders are slightly more senior brute minors, who are allowed powered armor and some measure of authority over lesser troops. Brute pack leaders act more as an alpha hound than a disciplined sergeant, but nonetheless find themselves leading lances of troops.

Brute Stalker

Level 16 Brute Non-heroic Character (Jiralhanae/ Assassin), High Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 369 | Healing Threshold: 8 | Damage Threshold: 50 |
| Defense: 26 | Toughness: 36 | Resolve: 29 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +5 |
| Space: 1 square | Reach: 1 square | Initiative: +8 |
| Damage Resistance: 27 | Energy Shielding: 50 (5 shield armor) | Layered Armor: 2 |

-**Brute Plasma Rifle** 1d20+14 accuracy, 41 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Rifle Butt** 1d20+15 accuracy, 46 damage, 1 strike; *Special Traits:* NA

-**Firebomb** 1d20+18 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Burst (3), Hailfire (2), Flames, Grenade, Delay

Skills: Acrobatics +15, Athletics +20, Computers +7, Defensive Training 8, Durability 8, Endurance +19, Medicine +10, Melee 8, Mental Training 8, Perception +21, Pilot +19, Ranged 8, Science +12, Stealth +15, Survival +21, Tactics +16

Perks: Fire Into Melee, Empowered Attack, Improved Wound 1, Stealth Focus, Wound Resilience 1

Strength: 13* **Instinct:** 10* **Agility:** 8 **Fortitude:** 8

Intelligence: 5 **Willpower:** 5

Gear: Brute Plasma Rifle, Covenant Sniper and Stealth Brute Combat Harness, 2 Firebomb, Equipment Belt x2, Medipack

Permanent Cloaking: The brute stalker can cloak as a minor and remain cloaking indefinitely once activated. Within an encounter, the brute stalker is always cloaked.

Brutish Resilience: If a brute stalker has no energy shields, they gain 13 temporary hit points at the start of each turn.

Bleeding Wounds: If a brute stalker is not partially revealed and is within 6 squares of the target they are attacking, their attack gives the target the Bleeding (X) condition, where the value is equal to the number of attack overages they gained against the target.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +13 accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 39. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. They cannot use their jump pack when raging, except to boost their movements speed. This rage lasts for 5 rounds and cannot be ended voluntarily. It is usable once per encounter. The brute cannot use rage and focused brutality at the same time but can use them both in a single encounter.

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. For each tier of the swarm, brutes gain +5 attack accuracy, +5 attack damage, and +5 damage resistance. They also gain 20 temporary hit points per tier of the swarm at the start of each turn. However, they do not gain their brutish resilience and rage traits.

Alternate Weapons: The brute jumper can replace either their brute plasma rifle with one of the following weapons: a spiker with 2 magazines or a Mauler with 2 magazines.

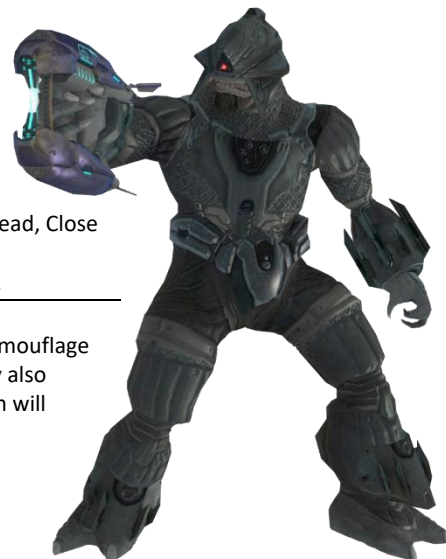
-**Spiker** 1d20+17 accuracy, 36 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Bladed Rifle Butt** 1d20+17 accuracy, 51 damage, 1 strike; *Special Traits:* Penetration 2

-**Mauler** 1d20+16 accuracy, 33 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Bladed Pistol Whip** 1d20+17 accuracy, 44 damage, 3 strikes; *Special Traits:* Penetration 2

Brute stalkers are the jiralhanae answer to the stealth elite. With their active camouflage armor, these troops work in pact to serve as assassins, scouts, and snipers. However, they also have an interesting position as serving as the bodyguards of brute chieftains. The chieftain will allow himself to seem exposed, only for his stalkers to pounce when their enemy is least expecting it.



Brute Ultra

Level 20 Brute Non-heroic Character (Jiralhanae/ Soldier/ Ultra), Medium Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 415 | Healing Threshold: 10 | Damage Threshold: 48 |
| Defense: 28 | Toughness: 43 | Resolve: 34 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 44 | Energy Shielding: 80 (5 shield armor) | Layered Armor: 3 |

-**Carbine** 1d20+23 accuracy, 65 damage, 4 strikes or automatic, 18 shots at long range; *Special Traits:* Penetration 9

-**Spiker** 1d20+23 accuracy, 48 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 7, Rending 4

-**Rifle Butt** 1d20+21 accuracy, 60 damage, 1 strike; *Special Traits:* Penetration 5

-**Spike Grenade** 1d20+18 accuracy, 80 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 7, Rending 4, Cone 3, Hailfire 1, Sticky Grenade

Skills: Acrobatics +10, Athletics +26, Defensive Training 9, Durability 9, Endurance +24, Influence +14, Leadership +16, Lore +13, Medicine +13, Melee 9, Mental Training 9, Perception +16, Pilot +16, Ranged 9, Stealth +10, Survival +14, Tactics +15

Perks: Fire Into Melee, Fast Hands, Extra Reactions (3), Improved Dual-Wielding, Wound Resilience 1

Strength: 16* **Instinct:** 7 **Agility:** 7 **Fortitude:** 10

Intelligence: 6 **Willpower:** 7

Gear: Special Issue Carbine with 2 magazines, Special Issue Spiker with 2 magazines, Special Issue Spike Grenade x2, Covenant Ultra Brute Combat Harness, Equipment Beltx3

Brutish Resilience: If a brute ultra has no energy shields, they gains 16 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +16 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 48. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 6 rounds and cannot be ended voluntarily. It is usable once per encounter.

Revitalizing Rage: When a brute ultra deals damage with an attack while raging, they regain 10 hit points. When they kill an enemy, they instead regain 20.

Covenant Ultra: The ultras are the best of the Covenant infantry. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, and +5 penetration with all attacks. They gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Steely Resolve: When an allied ultra within 6 squares dies, the elite ultra gains 1 morale.

Alternate Weapons: The brute ultra can be equipped with one of the following weapons instead of the carbine: a Special Issue brute shot with 2 magazines, a Special Issue beam rifle with 2 magazines, or a Special Issue fuel rod gun with 2 magazines. A brute ultra can be equipped with one of the following weapons instead of a spiker: a Special Issue brute plasma rifle or a Special Issue mauler with 3 magazines.

-**Brute Shot** 1d20+23 accuracy, 90 damage, 2 strikes, 6 shots at long range; *Special Traits:* Penetration 15, Burst 2, High Explosive, Grenade, Bladed

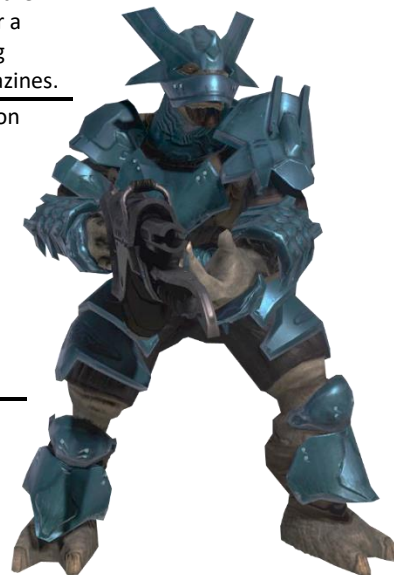
-**Mauler** 1d20+22 accuracy, 47 damage, 1 strikes, 5 shots at short range; *Special Traits:* Penetration 5, Spread, Close Quarters

-**Beam Rifle** 1d20+24 accuracy, 45 damage, 1 strike, 10 shots and distant range; *Special Traits:* Penetration 25, Focusing beam

-**Fuel Rod Gun** 1d20+21 accuracy, 160 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 45, Burst 1, High Explosive, Projectile

-**Brute Plasma Rifle** 1d20+20 accuracy, 47 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 8, Hailfire 1, Plasma, Overheat

Brute ultras are another addition to the ultra-division of the Covenant. Terrifying tough and brutal combatants, they excel as the elite forces of the brute military. When no captain or chieftain is present, they take command of infantry. However, in mixed, traditional Covenant ranks, they are still subordinate to the sangheili ultras, much to their distaste.



Brute War Chieftain

Level 27 Brute Non-heroic Character (Jiralhanae/ Heavy/ Strategist/ Leader), Extreme Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 833 | Healing Threshold: 10 | Damage Threshold: 69 |
| Defense: 32 | Toughness: 44 | Resolve: 41 |
| Speed: 9 | Shift Speed: 3 | Morale Bonus: +10 |
| Space: 1 square | Reach: 1 square | Initiative: +11 |
| Damage Resistance: 59 | Energy Shielding: 120 (5 shield armor) | Layored Armor: 5 |

-**Spiker** 1d20+19 accuracy, 57 damage, 5 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Plasma Cannon** 1d20+18 accuracy, 77 damage, Fully-Automatic, 200 shots at long range; *Special Traits:* Penetration 7, Heavy, Plasma

-**Bladed Rifle Butt** 1d20+19 accuracy, 69 damage, 1 strike; *Special Traits:* Penetration 2

-**Spike Grenades** 1d20+14 accuracy, 95 damage, 1 strike, 1 shot at short range; *Special Traits:* Cone 3, Penetration 3, Rending 4, Hailfire 1, Sticky Grenade

Skills: Acrobatics +18, Athletics +32, Defensive Training 11, Durability 11, Endurance +26, Influence +20, Leadership +21, Lore +18, Medicine +17, Melee 11, Mental Training 11, Perception +21, Pilot +20, Ranged 11, Science +13, Survival +20, Tactics +19

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 3

Strength: 18* **Instinct:** 10 **Agility:** 11* **Fortitude:** 12

Intelligence: 8 **Willpower:** 10

Gear: Custom Issue Plasma Cannon, Custom Issue Heavy Spiker w/ 3 magazines, Custom Issue Spike Grenades x2, Reinforced Covenant Warmaster Brute Combat Harness, Equipment Beltx3

Hastened Actions: The brute war chieftain gains two standard actions every turn, both of which can be used to make attack actions.

Brutish Resilience: If a brute war chieftain has no energy shields, they gains 21 temporary hit points at the start of each turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +18 accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait increase to 63. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 7 rounds and cannot be ended voluntarily. It is usable once per encounter.

Strategist Abilities: A brute war chieftain has 5 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Air Superiority:** When using this order, the brute war chieftain summons a squadron of 3 phantoms to provide air support.

-**Merciless Carnage:** The brute war chieftain releases a relentless wave of mortar and plasma bombardments against every target within range, including allies. Every target within distant range, friend or foes, suffers a hit of 50 damage, Penetration (10) and Hailfire (2). They also all lose 2 morale.

-**Obliteration:** Targets a Burst (2) area within line of sight to be the focus of an orbital blast, roll 8d20. All targets in the area take piercing damage equal to 50x number of 17+ results on the dice.

-**Teleport Drop:** The brute war chieftain teleports the following troops onto the battle: horde of grunt majors, group of jackal shield majors, and a group of brute majors. These troops can be placed anywhere on the battlefield but must all be adjacent to each other.

-**Wraith Assault:** When using this order, the brute war chieftain marshal summons 2 wraiths to reinforce the battlefield from the battle edge.

Grand Leaders of the Jiralhanae (Covenant Leader): Brute captains act as leaders over any Covenant troops, regardless of species, that is level 13 or less. However, they will also lead any non-leader brute as well, regardless of level.

--The brute war chieftain can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 60 squares 2 morale points while also healing them 15 points..

-When the brute chieftain gains temporary hit points from brutish resilience, all lesser, non-leader Covenant also gain an equal number of temporary hit points if they do not have shields or recover that many shield points if they do have shields.

-All lesser covenant who start their turn within 30 squares of a brute captain major gain a bonus move action on their turn and gain advantage on attacks

-When a lesser Covenant ally, including a swarm, dies within 30 squares of the chieftain, the chieftain heals hit points equal to the ally's level.

Alternate Weapons: The brute chieftain can replace their plasma cannon with one of the following weapons: a custom issue gravity hammer or a custom issue fuel rod gun w/ 2 magazines.

-**Gravity Hammer** 1d20+38 accuracy, 165 damage, 1 strike, 25 shots at melee; *Special Traits:* Cleaving 2, Penetration 10

-**Fuel Rod Gun** 1d20+17 accuracy, 190 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

Brute war chieftains are legendary and deadly warriors. Ruler of an entire tribe of jiralhanae, these legendary warlords have proven themselves in battle countless times, with legendary fortitude. Slaying a war chieftain can put a tribe into disarray, making it a major tactical victory, but doing so is not small feat. These warriors have not reached where they are by being foolish and are shrewd tacticians. They fight from a distance with plasma cannons, while having screening forces of brute stalkers and bodyguards to protect them.



Yanme'e 'Drones'

The yanme'e are an insectoid race belonging to the Covenant. They are a communal, hive species that build massive nests centered around a 'queen' that maintains and rules their society. Since their integration in the Covenant, the drones have adopted the Covenant's religion and belief that the Covenant's rulers also count as their queens. In battle, they are deployed in large swarms as distractions, raiders, and ambush forces. Otherwise, drones spend most of their time serving as engineers for the Covenant starships and bases.

Drone Captain

Level 10 Drone Non-heroic Character (Drone/ Soldier/ Leader), Low Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 133 | Healing Threshold: 8 | Damage Threshold: 30 |
| Defense: 26 | Toughness: 27 | Resolve: 25 |
| Speed: 7, fly 15 | Shift Speed: 2 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 21 | Energy Shield: 60 (5 shield armor) | |

-Brute Plasma Rifle 1d20+9 accuracy, 26 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-Drone Claw 1d20+13 accuracy, 22 damage, 4 strikes; *Special Traits:* Penetration 3

Skills: Acrobatics +12, Athletics +12, Computers +11, Defensive Training 6, Durability 5, Endurance +12, Leadership +12, Lore +11, Melee 6, Mental Training 6, Perception +13, Pilot +11, Ranged 6, Science +17, Stealth +12, Tactics +12

Perks: Fire Into Melee, Fast Hands, Extra Reactions (4), Cynic

Strength: 8* **Instinct:** 7 **Agility:** 8* **Fortitude:** 6

Intelligence: 6 **Willpower:** 6

Gear: Brute Plasma Rifle, Drone Claw, Yanme'e Exoskeleton (+5 damage resistance), Covenant Captain Drone Combat Harness, Equipment Belt x2

Defensive Flight: While flying, the drone captain suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Flight Leaders (Drone Leader): The drone is accustomed to leading the actions of lesser drones. They can spend a standard action to give actions to up to three non-leader drones or drone swarms within 15 squares. Each of those drones can, as an instant action, performing one of the following actions:

- Standard attack action
- Move action that does not provoke an opportunity attack
- Gain 20 temporary hit points (non-swarms only)
- Regain 50 hit points (swarms only)

Yanme'e captains are higher caste drones that help lead their kin in battle. With the particular communication methods of the yanme'e, the captains can quickly relay orders and effect their kins action in battle, making drone swarms a more lethal fighting force.



Drone Captain Major

Level 22 Drone Non-heroic Character (Drone/ Soldier/ Strategist/ Leader), Low Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 249 | Healing Threshold: 8 | Damage Threshold: 36 |
| Defense: 37 | Toughness: 38 | Resolve: 36 |
| Speed: 10, fly 18 | Shift Speed: 3 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +10 |
| Damage Resistance: 34 | Energy Shield: 60 (20 shield armor) | Layered Armor: 1 |

-**Brute Plasma Rifle** 1d20+20 accuracy, 32 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 6, Hailfire 1, Plasma, Overheat

-**Drone Claw** 1d20+22 accuracy, 29 damage, 5 strikes; *Special Traits:* Penetration 3

Skills: Acrobatics +19, Athletics +21, Computers +16, Defensive Training 10, Durability 10, Endurance +17, Leadership +18, Lore +18, Melee 10, Mental Training 10, Perception +19, Pilot +18, Ranged 10, Science +21, Stealth +19, Tactics +18

Perks: Fire Into Melee, Fast Hands, Extra Reactions (5), Improved Wound 1, Wound Resilience 1, Cynic

Strength: 11* **Instinct:** 9 **Agility:** 11* **Fortitude:** 7

Intelligence: 8 **Willpower:** 8

Gear: Special-Issue Brute Heavy Plasma Rifle, Drone Claw, Yanme'e Exoskeleton (+9 damage resistance), Covenant Warmaster Drone Combat Harness, Equipment Belt x2

Defensive Flight: While flying, the drone captain suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Strategist Abilities: A drone captain major has 1 strategist ability they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Deploy the Hive:** This strategist ability calls one of the following detachments to swoop onto the edge of the battle map, assuming there is enough space: a horde of drone minors, or a group of drone majors

Yanme'e Prince Command (Drone Leader): The drone is accustomed to leading the actions of lesser drones. They can spend a standard action to give 2 actions to up to four non-leader drones or drone swarms within 15 squares. Each of those drones can, as an instant action, performing two of the following actions (but cannot do the same action twice):

- Standard attack action
- Gain cover against attacks until the captain major's next turn
- Move action that does not provoke an opportunity attack
- Gain 40 temporary hit points (non-swarms only)
- Regain 120 hit points (swarms only)

Swarm Coordination (Drone Leader): All drone swarms within 15 squares of the captain major gain the following bonuses:

- They increase their cover bonus to defense from +5 to +10
- They gain +1 hailfire with their attacks.

Yanme'e captain majors, also known as princes, are the senior most yanme'e military officers. With a distinctive golden carapace and armor, they stand out amongst their kin. They are often found leading drone operations in a base or nest, and always have a host of additional drones to call upon as needed. Their sway over their kin is strong.



Drone Major

Level 8 Drone Non-heroic Character (Drone/ Guerilla), Lesser Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 84 | Healing Threshold: 7 | Damage Threshold: 27 |
| Defense: 26 | Toughness: 24 | Resolve: 24 |
| Speed: 10, fly 18 | Shift Speed: 2 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 16 | | |

-**Plasma Pistol** 1d20+6 accuracy, 20 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+9 accuracy, 17 damage, 4 strikes; *Special Traits:* Penetration 3

Skills: Acrobatics +12, Athletics +9, Computers +9, Defensive Training 5, Durability 4, Endurance +9, Leadership +11, Lore +7, Melee 4, Mental Training 4, Perception +10, Pilot +7, Ranged 5, Science +14, Stealth +11, Tactics +9

Perks: Stealth Focus, Extra Reactions (4), Cynic

Strength: 5* **Instinct:** 4 **Agility:** 8* **Fortitude:** 4

Intelligence: 4 **Willpower:** 6

Gear: Plasma Pistol, Drone Claw, Yanme'e Exoskeleton (+4 damage resistance), Covenant Major Drone Combat Harness, Equipment Belt, Repair Kit

Defensive Flight: While flying, the drone major suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swoop and Snatch: If the drone major flies adjacent to an enemy target of medium size or smaller, it can make a claw attack as a free action against them. This is in addition to any other attacks they make that round. If they hit defense, the target suffers normal claw damage. If they hit defense and toughness, they grab the target and pull them behind them for the rest of the turn. Once their turn ends, they drop the hostage, who falls from their location adjacent to the drone. They suffer fall damage and must make a DC 23 acrobatics check or be prone and gain Vulnerable (1)

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. When the drone major is forming a swarm of any size, they gain a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Alternate Weapons: The drone major can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, or a plasma rifle.

-**Needler** 1d20+13 accuracy, 19 damage, 4 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Plasma Rifle** 1d20+9 accuracy, 20 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

Yanme'e majors are senior drones in the military. They are allowed additional weapon allowances, and are known to abduct humans in the midst of battle, leading to many a frightening sight.



Drone Minor

Level 2 Drone Non-heroic Character (Drone/ Guerilla), Lesser Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 33 | Healing Threshold: 5 | Damage Threshold: 18 |
| Defense: 18 | Toughness: 16 | Resolve: 14 |
| Speed: 7, fly 15 | Shift Speed: 2 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +3 |
| Damage Resistance: 6 | | |

-**Plasma Pistol** 1d20+2 accuracy, 17 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+4 accuracy, 13 damage, 4 strikes; *Special Traits:* Penetration 3

Skills: Acrobatics +4, Athletics +2, Computers +4, Defensive Training 2, Durability 1, Melee 1, Ranged 1, Science +10, Stealth +4

Perks: Stealth Focus, Cynic

Strength: 3* **Instinct:** 3 **Agility:** 6* **Fortitude:** 1

Intelligence: 3 **Willpower:** 3

Gear: Plasma Pistol, Drone Claw, Yanme'e Exoskeleton (+2 damage resistance), Drone Combat Harness, Equipment Belt, Repair Kit

Defensive Flight: While flying, the drone minor suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. When the drone minor is forming a swarm of any size, they gain a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Drone minors represent the vast majority of the Yanme'e population. They are deployed in huge numbers, both in battle and in engineering projects.



Drone Ultra

Level 20 Drone Non-heroic Character (Drone/ Ultra/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 155 | Healing Threshold: 8 | Damage Threshold: 32 |
| Defense: 33 | Toughness: 42 | Resolve: 37 |
| Speed: 9, fly 15 | Shift Speed: 3 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 33 | | |

-**Plasma Pistol** 1d20+22 accuracy, 32 damage, 5 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 8, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+23 accuracy, 28 damage, 5 strikes; *Special Traits:* Penetration 8

Skills: Acrobatics +21, Athletics +22, Computers +19, Defensive Training 9, Durability 7, Endurance +17, Leadership +17, Lore +16, Melee 9, Mental Training 8, Perception +20, Pilot +18, Ranged 9, Science +24, Stealth +21, Tactics +19

Perks: Stealth Focus, Extra Reactions (5), Improved Evasion, Action Move Specialist, Improved Wound 1, Cynic

Strength: 11* **Instinct:** 9* **Agility:** 10* **Fortitude:** 6

Intelligence: 6 **Willpower:** 7

Gear: Special-Issue Plasma Pistol, Drone Claw, Yanme'e Exoskeleton (+8 damage resistance), Covenant Ultra Drone Combat Harness, Equipment Belt, Repair Kit

Covenant Ultra: The ultras are the best of the Covenant infantry. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, and +5 penetration with all attacks. They gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Ultra-Assist: When an allied ultra elite or brute within short range attacks an enemy within line of sight and medium range of the drone ultra, the drone ultra can perform a standard action attack against that target as an instant action, if able.

Swoop and Snatch: If the drone ultra flies adjacent to an enemy target of medium size or smaller, it can make a claw attack as a free action against them. This is in addition to any other attacks they make that round. If they hit defense, the target suffers normal claw damage. If they hit defense and toughness, they grab the target and pull them behind them for the rest of the turn. Once their turn ends, they drop the hostage, who falls from their location adjacent to the drone. They suffer fall damage and must make a DC 35 acrobatics check or be prone and gain Vulnerable (1).

Defensive Flight: While flying, the drone ultra suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. When the drone major is forming a swarm of any size, they gain a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Alternate Weapons: The drone ultra can be equipped with one of the following weapons instead of a plasma pistol: a special-issue needler with 2 magazines, or a special-issue plasma rifle.

-**Needler** 1d20+26 accuracy, 31 damage, 5 strikes, 20 shots at medium range; *Special Traits:* Penetration 5, Needle Blast, Homing

-**Plasma Rifle** 1d20+22 accuracy, 32 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 8, Plasma, Overheat

When a drone serves well enough in battle to gain numerous promotions, that are inducted into the Covenant ultras. Drone ultras may be found supporting other mixed-species ultra groups in populations of 3-6, or may serve as elite troops in larger yanme'e battalions.



Playable Yanme'e

Yanme'e are not generally a playable species. They have little value of individuality and a limited ability to communicate with other species, which hurts their potential in a roleplaying game. All in all, they are not an official options for a player race. However, in case the GM wants to allow a drone player character, or wants to make a special drone NPC, the options for drones as player characters is provided here.

Yanme'e 'Drones'

Characteristic Points: 10

Ability Score: 2 Strength, 2 Instinct, 4 Agility, 1 Fortitude, 3 Intelligence, 1 Willpower

Flight: All drones possess natural wings, and have attached anti-gravity generators to help them fly with their carapaces. A drone has a natural fly speed equal to $12 + \frac{1}{2}$ their agility.

Carapace: Drones possess a natural armor bonus to damage resistance equal to $\frac{1}{3}$ their level +2. This stacks with their armor bonus to damage resistance. Yanme'e always have Radiation Shielding and Elemental Protection. They also have a Drone Claw attack instead of a normal unarmed attack.

Unified Will: Drones do not have a morale score, are not effected by leadership, nor are they effected by combat influence. They have the cynic talent for free. Most drones do not know how to communicate with other species; it is usually specific drones that have the training to communicate with certain other Covenant species.

Technological Expertise: Drones intellect and work ethic gives them natural engineering ability. They gain a +5 bonus to all science skill checks, repair vehicles in half the time, and count their intelligence as 1 higher for the purpose of battlefield devices. Finally, they add their intelligence to their penetration with ranged weapons.

Military Authority: While outranking unggoy and kig-yar, drones are not given many resources by the Covenant. They possess low requisition value to determine their gear but gain +5 requisition points that can only be spent on purchasing squad members. They can also call-in tactical support, although they are not given much permission. They have a poor command value, giving them command points equal to $3 + \frac{1}{2}$ their ranks in tactics. Finally, they fight in flights with their own number, and can only have Drone squadron members (see below).

Drone Claw

Unarmed Melee Attack

Base Cost: NA

Damage: 12

Accuracy: +2

RoF: Fast

Range: Melee

Shots: NA

Power Rating: +3

Weight: NA

Special Traits: Penetration (3), Unarmed

Combat Harness, Yanme'e

Heavy Armor

Base Cost: 1,250 credits

Damage Resistance: 4

Defense Penalty: -1

Resistance Rating: +3

Damage Threshold: +3

Mounted Gear: Gravity Boots

Ability Score Bonuses: Strength +1, Agility +1

Weight: 15 lbs

Special Traits: Cumbersome, Fall Protection, Species Exclusive (Yanme'e)

Yanme'e Combat Harnesses can have the Covenant Major, Covenant Ultra, and Covenant War Master armor variants.

-Covenant Drone Major Combat Harness: Drone major armor is blue. It gives the character +5 requisition points for determining their squad, give +2 move speed, and +1 agility.

-Covenant Drone Captain Combat Harness: This is an alternate form of the drone major armor. It has all of the same benefits and requirements as drone major armor. Drone captain armor is red. It gives the character +5 requisition points for determining their squad, and gives the Energy Shielding trait.

-Covenant Drone Ultra Combat Harness: Drone ultra armor is green. It gives an additional +2 strength, +1 instinct, and +3 command points. It also gains a bonus +1 resistance rating, but -2 fly speed.

-Covenant Drone War Master Combat Harness: Drone war master armor is usually red or gold. It gains Layered Armor (1), the Energy Shielding trait with 20 base shield armor, and +10 requisition points for determining their squad.

Drone

Requisition Points: 7

Life: 2

Defense: 14

Speed: 4, fly 12

Space: 1 square

Damage Resistance: 5

Attack Bonus: +2

Damage Threshold: 17

Toughness: 12

Shift Speed: 1

Reach: 1 square

Resolve: 10

Morale Bonus: NA

Primary Skills (+5 bonus): Athletics, Acrobatics, Computers, Science

Secondary Skills (+1 bonus): Lore, Stealth, Tactics

Equipment: Yanme'e Combat Harness (included in profile), Plasma Pistol, Repair Kit

Life: +1 life every 5 levels

Damage Threshold: +2 damage threshold every 3 levels

Defense: +1 defense every 2 levels

Toughness: +1 toughness every 4 levels

Resolve/ Morale Bonus: +1 resolve every 3 levels

Move Speed: +1 move speed per 5 levels

Damage Resistance: +1 damage resistance every 2 levels

Attack Bonus: +1 attack bonus every 2 levels

Bonus Attack Power Rating: +1 power rating of damage every 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Technical Expertise: All drones are trained in science and technology. When the leader needs to make science or computers checks, they can use a drone's bonus instead of their own. Each drone also has the equipment to perform 1 vehicular repairs before they are out of supplies.

Drone Specialists

These are the options of specialist customization for grunts.

Drone Major

+4 requisition

Advanced Weaponry: The drone replaces their plasma pistol with a plasma rifle or needler

Senior Yanme'e: The drone gains +2 damage resistance, +2 to the science skill, and +1 life.

Drone Swarm

+12 requisition

Swarm: The drone becomes a small swarm of drones fighting together. While following all the normal rules of swarms, the drone swarm follows some additional rules:

-The swarm occupies a 2 by 2 area.

-The swarm gains +10 life

-The swarm gains -2 defense but +15 toughness

-The swarm does not have a damage threshold and does not suffer life damage from wounds.

-The swarm suffers twice as much life damage from area attacks

-When assisting a leader's attack, the drone swarm gives +5 accuracy and +3 hailfire.

-When not assisting the leader's attack, the drone swarm gains +10 accuracy and +10 damage on their basic attack.

Sangheili 'Elites'

The sangheili were the second species to join the Covenant and became its elite caste just below the San'Shyuum prophets. They provided the military might of the Covenant, serving most battlefield roles from infantry to ship captains. As more species joined the Covenant, the sangheili found their places as the leaders of the 'lesser' races, organizing them and dictating their actions in battle. The sangheili are great and powerful warriors, only matched by the jiralhanae and only surpassed by the augmented-human Spartans of the UNSC. They can be found across a huge number of roles, from elite infantry to assassin to general, and are present in most alien factions, including the Covenant, Covenant Remnants, Swords of Sangheilos, and the Banished.

Elite Field Marshal

Level 27 Elite Non-heroic Character (Sangheili/ Soldier/ Strategist/ Leader), Extreme Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 659 | Healing Threshold: 11 | Damage Threshold: 56 |
| Defense: 45 | Toughness: 49 | Resolve: 44 |
| Speed: 12 | Shift Speed: 3 | Morale Bonus: +10 |
| Space: 1 square | Reach: 1 square | Initiative: +11 |
| Damage Resistance: 41 | Energy Shield: 225 (14 shield armor) | Layered Armor: 2 |

-**Fuel Rod Gun** 1d20+31 accuracy, 140 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 52, Burst 1, High Explosive, Projectile

-**Plasma Rifle** 1d20+32 accuracy, 41 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 15, Plasma, Overheat

-**Energy Sword** 1d20+34 accuracy, 125 damage, 1 strike; *Special Traits:* Penetration 32, Plasma

-**Rifle Butt** 1d20+31 accuracy, 54 damage, 1 strike; *Special Traits:* Penetration 12

-**Plasma Grenade** 1d20+30 accuracy, 70 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 17, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +26, Athletics +25, Computers +20, Defensive Training 11, Durability 11, Endurance +23, Influence +20, Leadership +21, Lore +19, Melee 11, Mental Training 11, Perception +21, Pilot +21, Ranged 11, Science +19, Stealth +20, Survival +20, Tactics +26

Perks: Fire Into Melee, Fast Hands, Extra Reactions (6), Improved Wound 1, Wound Resilience 2, Improved Evasion

Strength: 17* **Instinct:** 10 **Agility:** 12* **Fortitude:** 12

Intelligence: 9 **Willpower:** 10

Gear: Custom-Issue Energy Sword, Custom-Issue Heavy Plasma Rifle, Custom-Issue Fuel Rod Gun with 2 magazines, Special-Issue Plasma Grenade x2, Covenant Warmaster Reinforced Elite Combat Harness, Equipment Belt x3

Challenge Accepted: When the elite field marshal is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The elite field marshal can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Power to Destroy Worlds: The elite field marshal has the power to command their orbital fleets to bring the death of worlds. On the elite field marshals first turn, they mark an unoccupied Burst (4) location that is on the ground and as high as the sky. This is an orbital death beam. At the start of every future one of the field marshal's turn, this beam may move up to 10 squares. At the end of its movement, all targets under the beam suffer an automatic hit of 80 piercing damage. Every 3 rounds of the encounter, the field marshal adds another orbital death beam, its placement and size following all the rules of the first. The second orbital death beam cannot overlap any of the area of the first. The field marshal continues to add orbital death beams every 3 rounds, until they have a total of 5.

Strategist Abilities: An elite field marshal has 6 strategist abilities they can use, and 5 command points per encounter. They use strategist abilities as a standard action.

-**Air Superiority:** When using this order, the elite field marshal summons a squadron of 3 phantoms to provide air support.

-**Orbital Blast:** Targets a Burst (20) location within sight, on a 12+, targets in the area take 120 damage, Penetration (50).

-Additional Death Beam: Using this power allows the field marshal to place another orbital death beam, as part of the Power to Destroy Worlds, without needing to wait for the cooldown to reset. They can still only have a maximum of 5 beams at once.

-Rain Hell: The field marshal calls a full targeted bombardment over the area. For the next 4 rounds, this effects every target within distant range of the general. Whenever an enemy of the field starts their turn within the area, they must roll a d20. On an 18+, they suffer a hit of 60 damage, penetration 30, and lose 2 morale. Only one instance of this order can exist at once.

-Teleport Drop: The elite field marshal teleports the following troops onto the battle: horde of grunt majors, group of jackal shield majors, and group of elite majors. These troops can be placed anywhere on the battlefield but must all be adjacent to each other.

-Wraith Assault: When using this order, the elite field marshal summons 2 wraiths to reinforce the battlefield from the battle edge.

High Commanders of the Covenant (Covenant Leader): Elite generals act as leaders over any Covenant troops, regardless of species, that is level 26 or less.

-The elite field can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 60 squares 2 morale points and 30 temporary hit points.

-All covenant swarms that begin their turn within 60 squares of the field marshal gain reinforcements to replace lost troops, regaining 100 lost hit points.

-Covenant vehicles within 60 squares of the field marshal gain advantage on attack rolls.

-When the field marshal has energy shields, they are shield for Covenant allies within 6 squares. When their energy shields are depleted, those allies are Shielding from them.

The field marshals are some of the most senior-ranked members of the Covenant, leading widespread ground planetary invasions. High ranked members of the zealot caste, a field marshal has entire legions and armadas at his command. Killing a field marshal can serve a serious blow to a Covenant invasion, but anyone threatening these venerable warriors must consider not only their legendary skill, but the countless war assets they have at their behest. To fight a field marshal is to fight the whole of the Covenant itself.



Elite General

Level 23 Elite Non-heroic Character (Sangheili/ Heavy/ Strategist/ Leader), High Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 488 | Healing Threshold: 10 | Damage Threshold: 46 |
| Defense: 37 | Toughness: 40 | Resolve: 35 |
| Speed: 11 | Shift Speed: 2 | Morale Bonus: +9 |
| Space: 1 square | Reach: 1 square | Initiative: +10 |
| Damage Resistance: 35 | Energy Shield: 215 (12 shield armor) | Layered Armor: 2 |

-**Fuel Rod Gun** 1d20+19 accuracy, 140 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 50, Burst 1, High Explosive, Projectile

-**Plasma Rifle** 1d20+20 accuracy, 41 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 16, Plasma, Overheat

-**Rifle Butt** 1d20+19 accuracy, 43 damage, 1 strike; *Special Traits:* Penetration 10

-**Plasma Grenade** 1d20+18 accuracy, 80 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 15, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +20, Athletics +19, Computers +15, Defensive Training 10, Durability 10, Endurance +20, Influence +18, Leadership +18, Lore +15, Melee 10, Mental Training 10, Perception +16, Pilot +18, Ranged 10, Science +15, Stealth +17, Survival +18, Tactics +22

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 2

Strength: 14* **Instinct:** 8 **Agility:** 10* **Fortitude:** 10

Intelligence: 7 **Willpower:** 8

Gear: Special-Issue Fuel Rod Gun, Special-Issue Heavy Plasma Rifle, Special Issue Plasma Grenade x2, Covenant Warmaster Elite Combat Harness, Equipment Belt x2

Challenge Accepted: When the elite general is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The elite major can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Strategist Abilities: An elite general has 5 strategist abilities they can use, and 5 command points per encounter. They use strategist abilities as a standard action.

-**Hunter Drop:** The elite general summons heavy support to be dropped off via transport. A transport arrives on the top of the next turn, and remains to fire at enemies for 3 rounds. On the second round of the transport's arrival, it releases a pair of hunters.

-**Legion Advancement:** The elite general summons for a wave of reinforcements. One of the following forces arrives on the battlefield edge: a horde of grunt minors, 2 groups of jackal shield minors, or 1 group of elite minors.

-**Plasma Saturation:** Targets 4 Burst (4) location within sight, roll 2d20 for each area, on each 14+, targets in the area take 60 damage, Penetration (30).

-**Rain Hell:** The general calls a full targeted bombardment over the area. For the next 3 rounds, this effects every target within distant range of the general. Whenever an enemy of the general starts their turn within the area, they must roll a d20. On an 18+, they suffer a hit of 60 damage, penetration 30, and lose 2 morale. The general cannot have any other orders placed or active while this one is in place. Once the ability ends, a spec-ops elite arrives, accompanied by 6 spec-ops grunts. They will either enter a viable map edge or be dropped off via drop pods.

-**Wraith Assault:** When using this order, the elite general calls a wraith to enter the battlefield.

Generals of the Covenant (Covenant Leader): Elite generals act as leaders over any Covenant troops, regardless of species, that is level 22 or less.

-The elite general can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 15 squares a morale point

-All covenant swarms that begin their turn within 30 squares of the Covenant general gain reinforcements to replace lost troops, regaining 200 lost hit points.

-All lesser Covenant allies within 3 squares of the general are Shielding for the general.

-When an allied swarm horde or legion is destroyed within 30 squares of the general, the general can instantly use 1 strategist order without spending a command point.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a fuel rod gun: a special-issue concussion rifle with 2 magazines. The elite can also be equipped with one of the following instead of a rifle: a special-issue energy sword.

-**Concussion Rifle** 1d20+20 accuracy, 70 damage, 1 strike, 6 shots at short range; *Special Traits:* Penetration 10, Burst 2, High Explosive, Plasma, Concussive Blast, Long Reload

-**Energy Sword** 1d20+23 accuracy, 115 damage, 1 strike; *Special Traits:* Penetration 30, Plasma

Deadly elite generals lead massive battlefield operations from the ground. They organize the varied different ranks of Covenant soldiers below them and rely on overwhelming numbers and firepower to overtake objectives. They serve a single theater of war, usually one of many generals serving under a field marshal maintaining a wide scale battle. While, mostly leaders and tacticians, generals are not weak; they rise up from the best of the sangheili infantry. They will not hesitate to lead elite troops, such as ultras, into battle. Where they go, their legions of reinforcements are not far behind.



~Elite General (left)



~Elite Honor Guard (right)

Elite Honor Guard

Level 20 Elite Non-heroic Character (Sangheili/ Heavy), Extreme Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 549 | Healing Threshold: 10 | Damage Threshold: 56 |
| Defense: 38 | Toughness: 39 | Resolve: 37 |
| Speed: 11 | Shift Speed: 3 | Morale Bonus: +8 |
| Space: 1 square | Reach: 3 square | Initiative: +9 |
| Damage Resistance: 40 | Energy Shield: 170 (16 shield armor) | |

-Plasma Rifle 1d20+19 accuracy, 41 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 16, Plasma, Overheat

-Energy Sword 1d20+22 accuracy, 115 damage, 1 strike; *Special Traits:* Penetration 30, Plasma

-Rifle Butt 1d20+19 accuracy, 53 damage, 1 strike; *Special Traits:* Penetration 10

Skills: Acrobatics +21, Athletics +20, Defensive Training 9, Durability 9, Endurance +20, Lore +15, Medicine +14, Melee 9, Mental Training 9, Perception +18, Pilot +8, Ranged 9, Survival +18, Tactics +20

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 2, Extra Reactions (10)

Strength: 14* **Instinct:** 9 **Agility:** 10* **Fortitude:** 11

Intelligence: 6 **Willpower:** 9

Gear: Special-Issue Energy Sword with extra battery, Special-Issue Heavy Frame Plasma Rifle with extra battery, Covenant Honor Guard Reinforced Elite Combat Harness, Equipment Belt

Hastened Actions: The elite honor guard gains two standard actions every turn, both of which can be used to make attack actions.

Center of Attention: At the end of their movement, the honor guard is automatically Taunting all enemies within line of sight and 15 squares. In addition, they are Shielding all higher leveled Covenant allies (excluding swarms and vehicles) within 3 squares of them. They gain a morale every time they are the primary target of an attack.

Damage Absorption: When an ally takes damage from an attack, the honor guard can absorb some of that damage. That ally must be within 6 squares. The honor guard can spend 2 morale and 2 reactions to shift adjacent to that ally. That ally takes half the hit point damage they would have suffered, and the honor guard suffers piercing damage equal to the hit point damage negated. This ability can only be used when an ally suffers hit point damage, but damage suffered by the honor guard can be applied against the honor guard's shields.

Greater Threat: The honor guard has a reach of 3 squares, and enemies provoke opportunities attacks out of all those squares.

Instant Reactions: The honor guard has a number of reactions each round equal to their agility (10).

Challenge Accepted: When the honor guard elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The honor guard can shift as a minor action once per round and suffers no accuracy penalty on an action move.

The honor guard are near unstoppable warriors, sangheili officers promoted to be the personal protectors of the Prophets and the Covenant High Council. These dread troops take their responsibilities seriously, seeking to avenge any threat made against their charge. Honor guard are lethal combatants, known to take on entire patrols of ODSTs, while vigilantly maintain that their charge suffers no harm.

Elite Major

Level 10 Elite Non-heroic Character (Sangheili/ Soldier/ Strategist/ Leader), Medium Threat

| | | |
|------------------------------|--|-----------------------------|
| Hit Points: 176 | Healing Threshold: 8 | Damage Threshold: 30 |
| Defense: 28 | Toughness: 28 | Resolve: 23 |
| Speed: 10 | Shift Speed: 2 | Morale Bonus: +5 |
| Space: 1 square | Reach: 1 square | Initiative: +5 |
| Damage Resistance: 20 | Energy Shield: 115 (8 shield armor) | |

-**Plasma Rifle** 1d20+14 accuracy, 23 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

-**Plasma Pistol** 1d20+14 accuracy, 23 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 9, Plasma, Charged Shot, Overheat

-**Rifle Butt** 1d20+13 accuracy, 33 damage, 1 strike; *Special Traits:* Penetration 10

-**Pistol Whip** 1d20+13 accuracy, 27 damage, 3 strikes; *Special Traits:* Penetration 6

-**Plasma Grenade** 1d20+12 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 11, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +14, Athletics +13, Computers +7, Defensive Training 6, Durability 6, Endurance +13, Influence +8, Leadership +10, Lore +8, Melee 6, Mental Training 6, Perception +13, Pilot +13, Ranged 6, Science +6, Stealth +11, Survival +11, Tactics +10

Perks: Fire Into Melee, Fast hands, Extra Reactions (4), Improved Dual-Wielding

Strength: 10* **Instinct:** 7 **Agility:** 8* **Fortitude:** 7

Intelligence: 4 **Willpower:** 4

Gear: Plasma Rifle, Plasma Pistol, Plasma Grenade x2, Covenant Major Elite Combat Harness, Equipment Belt x2

Challenge Accepted: When the elite major is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The elite major can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Strategist Abilities: An elite major has 3 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Elite Guard:** The elite major singles for a small squad of veteran reinforcements. At the start of the next turn, the following troops emerge from the edge of the battlefield: 2 Grunt Majors and 2 Jackal Shield Majors.

-**Plasma Mortar Bombardment:** Targets a Burst (4) location within sight, roll 2d20, on each 15+, targets in the area take 60 damage, Penetration (30).

-**Transport Drop:** The elite major signals for reinforcements. A transport enters the battlefield at the end of their turn and spends the next 3 rounds firing at foes. On the second round, it drops off a batch of troops: a Group of Grunt Minors, two Jackal Shield Minors, and an Elite Minor. After firing for a third round, the transport departs.

Renowned Squad Leader (Covenant Leader): Elite majors act as leaders over any Covenant troops, regardless of species, that is level 9 or less.

-The elite major can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 6 squares a morale point

-All lesser covenant who start their turn within 6 squares of an elite senior gain temporary hit points equal to their positive morale level +8.

-The elite major can optionally give Shielding to all lesser Covenant allies, including swarms, within 3 squares

-When the elite major makes a Challenge Accepted attack, they can pick up to two non-swarm, lesser Covenant allies within 3 squares. Those allies can, if possible, also make Challenge Accepted attacks at the same target, following all the same rules.

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round, and do not reduce the damage by half when they do. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma rifle: a carbine with 3 magazines, concussion rifle with 2 magazines, or a plasma repeater. The elite can also be equipped with one of the following instead of a plasma pistol: a needler with 2 magazines, or a second plasma rifle.

-**Concussion Rifle** 1d20+15 accuracy, 45 damage, 1 strike, 6 shots at short range; *Special Traits:* Penetration 6, Burst 2, High Explosive, Plasma, Concussive Blast, Long Reload

-**Carbine** 1d20+15 accuracy, 33 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 10, Digital Scope

-**Plasma Repeater** 1d20+14 accuracy, 26 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 11, Plasma, Recoil, Scope, Overheat

-**Needler** 1d20+18 accuracy, 22 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Plasma Rifle w/ Dual-Wielding** 1d20+14 accuracy x2, 23 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

The elite majors are officers of the sangheili, a rank of both authority and skill over the elite minors. Elite majors are tough, decorated combatants, easily a match to an entire squad of marines. They carry a huge variety of different weapons and function as leaders over less Covenant troops, along with having significant strategic authority. Elite majors are a serious threat to novice UNSC military heroes.



~Elite Major (left)



~Elite Minor (right)

Elite Minor

Level 3 Elite Non-heroic Character (Sangheili/ Soldier), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 85 | Healing Threshold: 7 | Damage Threshold: 28 |
| Defense: 17 | Toughness: 23 | Resolve: 16 |
| Speed: 8 | Shift Speed: 1 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 10 | Energy Shield: 65 (6 shield armor) | |

-**Plasma Pistol** 1d20+5 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 5, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+3 accuracy, 19 damage, 2 strikes; *Special Traits:* Penetration 2

-**Plasma Grenade** 1d20+3 accuracy, 40 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 7, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +4, Athletics +6, Defensive Training 3, Durability 3, Endurance +5, Leadership +3, Melee 2, Mental Training 3, Perception +5, Pilot +6, Ranged 3, Tactics +5

Perks: Fire Into Melee

Strength: 7* **Instinct:** 4 **Agility:** 4* **Fortitude:** 4

Intelligence: 2 **Willpower:** 2

Gear: Plasma Pistol, Plasma Grenade, Elite Combat Harness, Equipment Belt

Challenge Accepted: When the elite minor is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The elite minor can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round, and do not reduce the damage by half when they do. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, or a plasma rifle.

-**Needler** 1d20+9 accuracy, 16 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Plasma Rifle** 1d20+5 accuracy, 17 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 5, Plasma, Overheat

-**Rifle Butt** 1d20+3 accuracy, 25 damage, 1 strike; *Special Traits:* Penetration 2

The elite minors are the rank-and-file sangheili soldiers. While very weak compared the more experienced sangheili, they are still tougher and more experienced than the average human marine, complete with energy shielding and plasma weaponry. They should not be underestimated, and will prove a serious threat to starting characters.

Elite Minor Senior

Level 5 Elite Non-heroic Character (Sangheili/ Fighter/ Strategist/ Leader), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 115 | Healing Threshold: 7 | Damage Threshold: 29 |
| Defense: 20 | Toughness: 25 | Resolve: 18 |
| Speed: 8 | Shift Speed: 1 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +5 |
| Damage Resistance: 16 | Energy Shield: 65 (6 shield armor) | |

-**Plasma Pistol** 1d20+8 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+6 accuracy, 19 damage, 2 strikes; *Special Traits:* Penetration 4

-**Plasma Grenade** 1d20+6 accuracy, 40 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 9, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +5, Athletics +6, Defensive Training 4, Durability 4, Endurance +5, Influence +6, Leadership +7, Lore +5, Melee 3, Mental Training 4, Perception +6, Pilot +7, Ranged 4, Tactics +8

Perks: Fire Into Melee, Extra Reactions (2)

Strength: 7* **Instinct:** 5 **Agility:** 4* **Fortitude:** 4

Intelligence: 3 **Willpower:** 4

Gear: Plasma Pistol, Plasma Grenade, Elite Combat Harness, Equipment Belt

Challenge Accepted: When the elite minor is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The elite minor can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Strategist Abilities: An elite minor has 2 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Reinforcements:** Two Grunt Minors and one Jackal Shield Minor arrive on the battlefield from the edge of the battlefield after 2 rounds. This order cannot be done again until the previous group has arrived.

-**Fuel Rod Cannon Blast:** Mark a single target within line of sight, roll a d20, on a 14+, the target takes a hit of 60 damage, penetration (20).

Lesser Squad Leader (Covenant Leader): Elite seniors act as leaders over any Covenant troops, regardless of species, that is level 4 or less.

-The elite minor can spend a move action rallying their allies, giving themselves and each lesser Covenant ally within 6 squares a morale point

-All lesser covenant who start their turn within 6 squares of an elite senior gain temporary hit points equal to their positive morale level +4.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, or a plasma rifle.

-**Needler** 1d20+12 accuracy, 16 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 4, Needle Blast, Homing

-**Plasma Rifle** 1d20+8 accuracy, 17 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 7, Plasma, Overheat

-**Rifle Butt** 1d20+6 accuracy, 25 damage, 1 strike; *Special Traits:* Penetration 4

Elite seniors are elite minors with a few more successful missions completed, giving them some command allowances and leadership principles. Elite minors will help organize small groups of grunts and jackals in battle, while calling for reinforcements as needed. They are usually assisted by 1 or 2 other elite minors.

Elite Pilot

Level 10 Elite Non-heroic Character (Sangheili/ Specialist/ Strategist), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 137 | Healing Threshold: 7 | Damage Threshold: 30 |
| Defense: 28 | Toughness: 28 | Resolve: 24 |
| Speed: 10 | Shift Speed: 2 | Morale Bonus: +5 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 13 | Energy Shield: 75 (8 shield armor) | |

-**Plasma Pistol** 1d20+12 accuracy, 20 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 9, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+10 accuracy, 22 damage, 2 strikes; *Special Traits:* Penetration 6

-**Plasma Grenade** 1d20+10 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 11, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +16, Ranged 6, Stealth +12, Tactics +17

Perks: Fast Hands, Expert Stealth, Reroll Skills (2)

Strength: 7* **Instinct:** 7 **Agility:** 8* **Fortitude:** 4

Intelligence: 5 **Willpower:** 5

Gear: Plasma Pistol, Plasma Grenade x2, Elite Combat Harness, Equipment Belt

Challenge Accepted: When the elite pilot is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Expert Covenant Pilot: The elite is an especially trained pilot, gaining the following bonuses when piloting or acting as a gunner on a Covenant vehicle: +2 defense, +2 attack accuracy, and +2 power ratings of damage and +5 penetration with Covenant vehicle weapons.

Strategist Abilities: An elite pilot has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action, and *only when they are not piloting or within a vehicle.*

-**Vehicle Drop:** The elite pilot orders a new vehicle dropped off for their use. At the top of the next round, a Covenant transport flies in and fires at enemies for 1 round, while dropping off a Covenant Ghost vehicle in the closest available location to the elite pilot. On the next round, the transport departs.

-**Fuel Rod Cannon Blast:** Mark a single target within line of sight, roll a d20, on a 14+, the target takes a hit of 60 damage, penetration (20).

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, or a plasma rifle.

-**Needler** 1d20+16 accuracy, 19 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 6, Needle Blast, Homing

-**Plasma Rifle** 1d20+12 accuracy, 20 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

-**Rifle Butt** 1d20+10 accuracy, 28 damage, 1 strike; *Special Traits:* Penetration 6

One of the most respected positions for an elite minor is to be a pilot. Elite minor pilots' control most of the various vehicles the Covenant takes advantage of, such as the ghost, wraith, banshee, and phantoms. They are still subordinate to elite majors.

Elite Ranger Specialist

Level 12 Elite Non-heroic Character (Sangheili/ Guerilla), High Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 220 | Healing Threshold: 8 | Damage Threshold: 34 |
| Defense: 30 | Toughness: 33 | Resolve: 28 |
| Speed: 12, fly 5 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 17 | Energy Shield: 80 (9 shield armor) | |

-Plasma Repeater 1d20+15 accuracy, 26 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 11, Plasma, Recoil, Scope, Overheat

-Rifle Butt 1d20+13 accuracy, 32 damage, 1 strike; *Special Traits:* Penetration 6

-Plasma Grenade 1d20+13 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 11, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +15, Athletics +14, Defensive Training 6, Durability 6, Endurance +13, Lore +8, Melee 5, Mental Training 6, Perception +14, Pilot +14, Ranged 6, Science +8, Stealth +10, Survival +11, Tactics +12

Perks: Stealth Focus, Extra Reactions (3), Wound Resilience 1, Improved Dual-Weapon Fighting

Strength: 9* **Instinct:** 7 **Agility:** 8* **Fortitude:** 7

Intelligence: 3 **Willpower:** 3

Gear: Plasma Repeater, Plasma Grenade x2, Covenant Ranger Elite Combat Harness, Equipment Belt x2

Challenge Accepted: When the elite ranger is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Downward Barrage: When the elite ranger attacks a target that is lower than them and elevation and does not have cover, the target is flat-footed. If the attack deals hit point damage, the target loses 1 morale.

Jet Pack: The elite ranger can use the jet pack in their armor to fly. When spending a move action to fly, they can fly at a speed of 5 squares per round. They can hover in place when flying.

Jump Evade: The elite ranger gains +5 to acrobatics checks to evade. When they successfully evade, they can fly 5 squares instead of shifting normally to get away from the blast.

Tactical Step: The elite ranger can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round, and do not reduce the damage by half when they do. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma repeater: a needle rifle with 2 magazines, a pair of plasma rifles, or a carbine with 2 magazines.

-Needle Rifle 1d20+19 accuracy, 22 damage, 4 strikes, 21 shots at distant range; *Special Traits:* Penetration 8, Needle Blast, Digital Scope

-Plasma Rifle w/ Dual-Wielding 1d20+15 accuracy x2, 23 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

-Carbine 1d20+16 accuracy, 33 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 10, Digital Scope

The elite rangers are deadly specialists who use environmentally sealed armor and jet packs to act as flying infantry, scouts, raiders, and ship-to-ship combatants. Skilled warriors, rangers specialize in out-flanking and distracting their enemies while avoiding retaliation. They often team with jackal rangers to form deadly assault parties on the outer decks of starships and space stations.

Elite Spec-Ops

Level 16 Elite Non-heroic Character (Sangheili/ Soldier/ Strategist), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 241 | Healing Threshold: 9 | Damage Threshold: 37 |
| Defense: 37 | Toughness: 35 | Resolve: 29 |
| Speed: 11 | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +16 |
| Damage Resistance: 24 | Energy Shield: 125 (13 shield armor) | |

-**Plasma Rifle** 1d20+23 accuracy, 29 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 15, Plasma, Overheat

-**Energy Sword** 1d20+22 accuracy, 85 damage, 1 strike; *Special Traits:* Penetration 28, Plasma

-**Rifle Butt** 1d20+21 accuracy, 37 damage, 1 strike; *Special Traits:* Penetration 8

-**Plasma Grenade** 1d20+21 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 13, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +21, Athletics +20, Computers +14, Defensive Training 8, Durability 8, Endurance +16, Leadership +10, Lore +12, Melee 8, Mental Training 8, Perception +18, Pilot +16, Ranged 8, Stealth +16, Survival +16, Tactics +20

Perks: Fire Into Melee, Fast Hands, Extra Reactions (5), Improved Wound 1

Strength: 13* **Instinct:** 8 **Agility:** 10* **Fortitude:** 8

Intelligence: 6 **Willpower:** 4

Gear: Special-Issue Plasma Rifle, Energy Sword, Special Issue Plasma Grenade x2, Covenant Spec-Ops Elite Combat Harness, Equipment Belt x2

Challenge Accepted: When the elite spec-ops is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Covenant Spec-Ops: The spec-ops are deadly fighters that take on the best foes of the Covenant. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, +4 penetration with pistol and rifle attacks, and +2 to all skill checks.

Execution: When an sangheili spec-ops deals damage to a Vulnerable target with an attack on their own turn, the target is tormented for 1 round afterwards the attack.

Art of the Ambush: The spec-ops fighter can always act on a surprise round, even if there would not normally be one. Their base initiative score is also equal to their instinct + tactics ranks.

Cloaking Field: Once per encounter, as a minor action, the elite can activate a personal cloaking field that lasts 3 rounds.

Tactical Step: The elite spec-ops can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Strategist Abilities: An elite major has 3 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-**Cloaking Field:** The elite spec-ops calls for a cloaking field to be dropped in an area within line of sight. This effects a Burst (4) area. All allied troops fully within that area gain the Cloaking condition for 3 rounds.

-**Plasma Mortar Bombardment:** Targets a Burst (4) location within sight, roll 2d20, on each 14+, targets in the area take 60 damage, Penetration (30).

-**Spec-Ops Transport:** The elite spec-ops signals for a transport. A transport enters the battlefield at the end of their turn and spends the next 4 rounds firing at foes while dropping off troops and picking up others. On the second round, it drops off four spec-ops unggoy. Meanwhile, the transport will remain to evacuate the spec-ops elite or anyone else that needs extraction before departing.

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round, and do not reduce the damage by half when they do. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

Alternate Weapons: The elite can be equipped with one of the following weapons instead of a plasma rifle: a special-issue carbine with 3 magazines, a special-issue needle rifle with 3 magazines, or a special-issue beam rifle with 2 magazines.

-**Carbine** 1d20+24 accuracy, 41 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 16, Digital Scope

-**Needle Rifle** 1d20+27 accuracy, 28 damage, 5 strikes, 21 shots at distant range; *Special Traits:* Penetration 14, Needle Blast, Digital Scope

-**Beam Rifle** 1d20+25 accuracy, 27 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 32, Focusing Beam, Digital Scope

The elite spec-ops are some of the best warriors in the Covenant. Part of the Special Operations branch of the military, they are special forces that perform strategic operations that cannot be trusted to the bulk man-power and troops. They are commonly found with unggoy that are also enlisted in the Special Operations branch. Together, these kills squads fight with deadly precision, using ambushes and teamwork to quickly terminate foes. Elite spec-ops armors have limited cloaking ability.



~Elite Ranger (left)

~Elite Spec-Ops (right)

Elite Stealth Specialist

Level 14 Elite Non-heroic Character (Sangheili/ Assassin), High Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 259 | Healing Threshold: 9 | Damage Threshold: 41 |
| Defense: 28 | Toughness: 32 | Resolve: 29 |
| Speed: 10 | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 19 | Energy Shield: 70 (9 shield armor) | |

-**Plasma Rifle** 1d20+18 accuracy, 35 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

-**Energy Sword** 1d20+21 accuracy, 90 damage, 1 strike; *Special Traits:* Penetration 26, Plasma

-**Rifle Butt** 1d20+16 accuracy, 45 damage, 1 strike; *Special Traits:* Penetration 6

Skills: Acrobatics +17, Athletics +17, Computers +11, Defensive Training 7, Durability 7, Endurance +16, Lore +13, Medicine +13, Melee 7, Mental Training 7, Perception +15, Pilot +13, Ranged 7, Science +11, Stealth +14, Survival +15, Tactics +17

Perks: Fire Into Melee, Empowered Attack, Improved Wound I, Wound Resilience I

Strength: 11* **Instinct:** 6 **Agility:** 8* **Fortitude:** 8

Intelligence: 5 **Willpower:** 7

Gear: Energy Sword, Special-Issue Plasma Rifle, Covenant Stealth Elite Combat Harness, Equipment Belt

Permanent Cloaking: The stealth elite can cloak as a minor and remain cloaking indefinitely once activated. Within an encounter, the stealth elite is always cloaked.

Killing Strikes: When attacking an enemy while not partially revealed, the stealth elite gains +8 penetration and reding with their attacks.

Stealth Ambush: The stealth elite can always act in a surprise round, even if there isn't one. They can perform a full-round action in a surprise round. They always spend their minor action to activate cloaking, if they weren't already cloaking.

Challenge Accepted: When the stealth elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. The attack deals half damage, after damage resistance and hailfire are applied.

Tactical Step: The stealth elite can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round, and do not reduce the damage by half when they do. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

The stealth specialist, or stealth elite as they are more commonly known, is an assassin who is trained in armor that allows permanent cloaking. These troops are notorious amongst the UNSC, as hunters who move from room to room, killing everyone they come across without being seen. Stealth elites will commonly wait at an objective for an enemy to come by, so they can ambush them. They also sneak up on enemy fortifications, breach inside, and kill those within to allow their general troops to advance. Stealth elites almost always carry energy swords, allowing them to make quick kills before the enemy has a chance to spot them.



Elite Ultra

Level 22 Elite Non-heroic Character (Sangheili/ Ultra/ Soldier/ Leader), Medium Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 293 | Healing Threshold: 9 | Damage Threshold: 39 |
| Defense: 42 | Toughness: 43 | Resolve: 36 |
| Speed: 11 | Shift Speed: 3 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +10 |
| Damage Resistance: 33 | Energy Shield: 135 (14 shield armor) | |

-**Plasma Rifle** 1d20+29 accuracy, 38 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 18, Plasma, Overheat

-**Plasma Pistol** 1d20+29 accuracy, 38 damage, 5 strikes, 200 shots at medium range; *Special Traits:* Penetration 18, Plasma, Charged Shot, Overheat

-**Rifle Butt** 1d20+29 accuracy, 49 damage, 1 strike; *Special Traits:* Penetration 15

-**Pistol Whip** 1d20+29 accuracy, 43 damage, 3 strikes; *Special Traits:* Penetration 15

-**Plasma Grenade** 1d20+28 accuracy, 80 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 20, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +15, Athletics +22, Defensive Training 10, Durability 10, Endurance +18, Influence +13, Leadership +15, Lore +14, Medicine +14, Melee 10, Mental Training 10, Perception +17, Pilot +17, Ranged 10, Stealth +11, Survival +13, Tactics +21

Perks: Fire Into Melee, Fast Hands, Extra Reactions (5), Improved Wound I, Wound Resilience I, Improved Dual-Wielding

Strength: 12* **Instinct:** 9 **Agility:** 10* **Fortitude:** 8

Intelligence: 6 **Willpower:** 7

Gear: Special-Issue Plasma Rifle, Special-Issue Plasma Pistol, Special-Issue Plasma Grenade x2, Covenant Ultra Elite Combat Harness, Equipment Belt x2

Ultimate Challenge Accepted: When the elite ultra is attacked by an enemy within 30 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. Unlike normal challenge accepted attacks, this attack does not deal half damage.

Tactical Step: The elite ultra can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Covenant Ultra: The ultras are the best of the Covenant infantry. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, and +5 penetration with all attacks. They gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Steely Resolve: When an allied ultra within 6 squares dies, the elite ultra gains 1 morale.

Ultra Commander (Covenant Leader): Elite ultras lead groups of Covenant ultras, forming lethal kill-teams.

-When the elite ultra performs an attack action, they give a morale to all other non-elite allies within 6 squares.

-When the elite ultra defeats an enemy with an attack, all ultras within 6 squares heal 20 hit points

-The elite ultra gives shielding to all non-elite ultra allies within 6 squares

Elite Squad (Swarm Trait): A swarm of elites works very well together, gaining a bonus +5 accuracy per swarm tier. They can use Challenge Accepted any number of times per round. Furthermore, add the elite's shield pool value to their hit points before multiplying the hit points by the swarm tier.

Alternate Weapons: The elite ultra can be equipped with one of the following weapons instead of a special issue plasma rifle: a special-issue carbine with 3 magazines, special-issue concussion rifle with 2 magazines, special issue fuel rod gun with 1 magazine, or a special issue plasma repeater. The elite can also be equipped with one of the following instead of a plasma pistol: a special-issue needler with 2 magazines, an energy sword, or a second special-issue plasma rifle.

-**Concussion Rifle** 1d20+30 accuracy, 85 damage, 1 strike, 6 shots at short range; *Special Traits:* Penetration 20, Burst 2, High Explosive, Plasma, Concussive Blast, Long Reload

-**Carbine** 1d20+30 accuracy, 57 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 19, Digital Scope

-**Plasma Repeater** 1d20+29 accuracy, 41 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 20, Plasma, Recoil, Scope, Overheat

-**Fuel Rod Gun** 1d20+28 accuracy, 140 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 55, Burst 1, High Explosive, Projectile

-**Needler** 1d20+31 accuracy, 37 damage, 5 strikes, 20 shots at medium range; *Special Traits:* Penetration 15, Needle Blast, Homing

-**Energy Sword** 1d20+22 accuracy, 110 damage, 1 strike; *Special Traits*: Penetration 35, Plasma

-**Plasma Rifle w/ Dual-Wielding** 1d20+29 accuracy x2, 38 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits*: Penetration 18, Plasma, Overheat

The ultras are the best infantry troops in the Covenant, following under the direct command of the zealot caste. Ultra elites can be found in grounds with the ultras of other species performing the most important operations of the Covenant, anywhere from spearheading a siege, guarding the deck of a scarab, serving as the personal entourage of a zealot, or hitting a priority battlefield target. They lack the subtlety and finesse of a spec-ops team, but make up for it with brutal efficiency and unrivaled battlefield experience.



~Elite Ultra (left)



~Elite Zealot (right)

Elite Zealot

Level 25 Elite Non-heroic Character (Sangheili/ Fighter), Extreme Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 681 | Healing Threshold: 11 | Damage Threshold: 59 |
| Defense: 48 | Toughness: 52 | Resolve: 48 |
| Speed: 12 | Shift Speed: 3 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +11 |
| Damage Resistance: 42 | Energy Shield: 220 (13 shield armor) | Layered Armor: 2 |

-Plasma Rifle 1d20+27 accuracy, 35 damage, 6 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 18, Plasma, Overheat

-Plasma Rifle w/ Dual Wielding 1d20+27 accuracy x2, 35 damage, 6 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 18, Plasma, Overheat

-Energy Sword 1d20+31 accuracy, 115 damage, 1 strike; *Special Traits:* Penetration 32, Plasma

-Rifle Butt 1d20+27 accuracy, 48 damage, 1 strike; *Special Traits:* Penetration 12

-Plasma Grenade 1d20+25 accuracy, 70 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 17, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +26, Athletics +24, Defensive Training 11, Durability 11, Endurance +23, Lore +17, Medicine +16, Melee 11, Mental Training 11, Perception +19, Pilot +10, Ranged 11, Survival +19, Tactics +25

Perks: Fire Into Melee, Extra Reactions (6), Wound Resilience 3, Improved Wound 1, Action Move Specialist, Improved Dual-Wielding

Strength: 17* **Instinct:** 8 **Agility:** 12* **Fortitude:** 12

Intelligence: 8 **Willpower:** 10

Gear: Custom-Issue Energy Sword with extra battery, Custom-Issue Heavy Frame Plasma Rifle x2 with two extra batteries battery, Custom-Issue Plasma Grenade x2, Warmaster Reinforced Elite Combat Harness, Equipment Belt x3

Hastened Actions: The elite zealot gains two standard actions every turn, both of which can be used to make attack actions.

Ultimate Challenge Accepted: When the elite zealot is attacked by an enemy within 30 squares, regardless of whether they are hit, they can spend a reaction to make a standard action attack back at their attacker. Unlike normal challenge accepted attacks, this attack does not deal half damage.

Purity and Purpose of Faith: The elite zealot has a unique mechanic, their Faith score. This replaces their morale points, which they do not have They start an encounter with 50 faith and can have a maximum of 100. They gain faith from the following sources:

- Gain 10 faith at the start of each turn
- Gain 5 faith when they are missed by an enemy attack
- Gain 10 faith when they hit with an attack
- Gain 20 faith when they drop an enemy
- They lose 10 faith for every crippling wound point they are dealt.

In an encounter, the elite zealot can spend Faith on the following actions:

- As a free action once per turn, the zealot can spend 30 faith to gain another standard action
- As a minor action, they can spend 25 faith to regain 50 hit points and 75 shield points
- As an instant action, they can spend 10 faith to cause a hit against their shields to deal half damage.
- As an instant action, they can spend faith to bolster an attack. For every 10 faith they spend on the attack, before it is rolled, the attack gains +10 accuracy and damage.

Tactical Step: The zealot can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Sangheili zealots are peerless warriors, officers, nobility, and religious fanatics. Pure believers in the will of the Covenant and the commands of their hierarchs, zealots are charged with the most important missions, including the recovery of Forerunner artifacts. Zealots will often take missions into their own hands, single handedly defeating all enemies that face them in battle, to complete their objectives. They are deadly warriors; amongst the greatest foes in the Halo universe.

As an NPC, zealots are not only extremely lethal in battle, but dangerous and complicated because of their Faith mechanic. Rather than use and be subjected to morale, they build their faith score, which they spend for extra actions, defenses, and offensive perks. Without using faith for a zealot, they are challenging enemies. Utilizing the faith system to its optimum limits, a GM can make a zealot a truly frightening and memorable encounter.

Huragok 'Engineers'

Huragok are a species of biomechanical, sentient beings. They were created eons past by the forerunners to maintain their technology. Since then, many Huragok have been enslaved by the Covenant and used by the same purpose. Unlike most species in the Covenant, Huragok are docile, friendly, and non-aggressive. They find their joy in working on machinery, repairing, and inventing.

Huragok are living creatures constructed of nanomachines that are virtually indistinguishable from biological tissue. They possess gas bladders that allow them to fly about. Their flesh is bio-luminescent, causing them to glow blue. They possess eyes, senses, and require oxygen. They understand most languages and communicate with a unique sign language. They can interface with technology by mere touch, using their nanomachines to mend technology or even access digital records, essentially hacking through contact with a computer.

Huragok are peaceful creatures that have no desire but to work. However, they form very tight friendships and can be roused to violence when someone they care about is threatened or harmed. Engineers that served front line duties with the Covenant were used to repair vehicles or provide a shield to protect nearby soldiers. They were often equipped with bomb vests to destroy them when they their handlers die. This caused hardship amongst Huragok communities, as they watched their captors destroy their kin with bombs rather than risk their freedom.

Engineer

Level 12 Giant-sized Non-Heroic Creature (Creature/ Huragok/ Expert), Low Threat

| | | |
|------------------------------|------------------------------|-----------------------------|
| Hit Points: 121 | Healing Threshold: NA | Damage Threshold: 37 |
| Defense: 28 | Toughness: 28 | Resolve: 29 |
| Speed: 11 fly | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 2 squares | Initiative: +6 |
| Damage Resistance: 13 | Regeneration: 5 | |

-Slap 1d20+6 accuracy, 26 damage, 4 strikes; *Special Traits:* None

Skills: Acrobatics +15, Computers +27, Defensive Training 6, Durability 5, Endurance +16, Lore +27, Medicine +27, Melee 2, Mental Training 6, Perception +18, Pilot +18, Ranged 4, Science +27, Stealth +14, Survival +17, Tactics +26

Perks: Reroll Skills (5), Extra Reactions (3)

Strength: 4 **Instinct:** 6 **Agility:** 6 **Fortitude:** 4

Intelligence: 15 **Willpower:** 7

Gear: Slap, Bio-Mechanical Form

Mending: An engineer can heal a vehicle or piece of machinery by merely touching it. An engineer can mend an object within reach as a standard action. It makes a science skill check (+27 bonus). It recovers hit points equal to the result of the check. In addition to healing hit points, the engineer can repair mechanical objects and broken tools very quickly. Simple objects are often repaired in seconds while the most advanced objects, such as a starship reactor, might take 10 minutes.

Overshield: The engineer can spend a standard action to project an overshield, a large energy shield that bolsters all allies within 30 squares. Each ally within range benefits from this shield against all attacks. The overshield applies before individual energy shields do. While each ally benefits from the shield, they share a single shield pool. The overshield has a pool of 250 with a shield armor of 10. This power is only active as long as the engineer sustains it. Every turn that the engineer sustains their overshield, the shield recovers 25 shield points. If the shield is reduced to 0, the engineer cannot manifest it again for 10 rounds.

Digital Touch: An engineer can hack a computer by merely touching it. In a cyber conflict, they have a core integrity of 45, a security wall of 6, +21 computer offense, and 31 computer defense. An engineer that is brought to 0 core integrity in a hacking encounter instantly dies. However, engineers recover 2 core integrity every round. Engineers can make two hacking actions every turn.

Living Intelligence: The engineer is a bio-mechanical artificial intelligence that possess great skill and intelligence. It has a maximum intelligence score of twice the normal value, and gains advantage on all skill checks.

Bio-Mechanical Form: The engineer is a bio-mechanical organism capable of controlling its skin and tissues with self-repair processes. The engineer gains 8 damage resistance from its hide, with -0 defense penalty, +3 resistance rating, and +10 damage threshold. It also automatically heals itself at a rate of 5 hit points per round. It cures crippling wounds at a rate of 1 per 10 minutes

Flight: An engineer is naturally buoyant and can fly at a speed of 8 squares per round.

Explosive Engineer: Some engineers, particularly those in forced servitude to the Covenant, are rigged to explode when all other Covenant in the die. If this occurs, these engineers perform the following explosive attack at the start of their next turn, centered on themselves. This attack kills the engineer.

-Suicide Explosion 1d20+10 accuracy, 50 damage, 1 strike maximum, special; *Special Traits:* Penetration 5, Burst 4, Hailfire 3

Huragok Slap

Damage: 20

Accuracy: +2

RoF: Fast

Range: Melee

Power Rating: +4

Special Traits: Reach (2)



Unggoy 'Grunts'

Unggoy are the most numerous of the Covenant's species, and also the lowest in caste. They are deployed in huge numbers as infantry, laborers, technicians, and cannon fodder. Known as 'grunts' to their enemies, unggoy have a strong sense of community amongst their kin, and an unfortunate acceptance of their fate of being bullied and subservient to more powerful species.

Any time heroes fight the Covenant, they can expect to face large quantities of unggoy. They very frequently fight in swarms, and are usually led by brutes, elites, or particularly charming unggoy.

Grunt Deacon

Level 12 Grunt Non-heroic Character (Unggoy/ Specialist/ Leader/ Strategist), Low Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 128 | Healing Threshold: 8 | Damage Threshold: 28 |
| Defense: 26 | Toughness: 28 | Resolve: 29 |
| Speed: 6 | Shift Speed: 1 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 7 | | |

-**Plasma Rifle** 1d20+6 accuracy, 20 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-**Rifle Butt** 1d20+5 accuracy, 28 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+7 accuracy, 21 damage, 3 strikes; *Special Traits:* NA

-**Plasma Grenade** 1d20+4 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Athletics +16, Computers +15, Defensive Training 6, Durability 6, Endurance +17, Influence +19, Leadership +19, Lore +15, Medicine +15, Melee 4, Mental Training 6, Perception +13, Ranged 4, Science +13, Tactics +16

Perks: Reroll Skills (5), Extra Reactions (2)

Strength: 6 **Instinct:** 5 **Agility:** 4 **Fortitude:** 6

Intelligence: 5 **Willpower:** 7

Gear: Plasma Rifle, Combat Knife, Plasma Grenade x2, Armored Ceremonial Robe, Communicator, Equipment Belt x2, Methane Tank

Rallying Chant: A grunt deacon can perform a chant and dance to inspire their kin. This is done as a standard action. They can make a leadership check (+19). All unggoy within 6 squares and line of sight of the deacon heal hit points equal to the leadership check and gain 1 morale per 10 points score on the check. If the deacon scores a natural 20 on the leadership check, all effected unggoy also gain 50 temporary hit points.

Strategist Abilities: A grunt deacon has 1 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Reinforcements:** Two Grunt Major NPCs or one Group of Grunt Minors arrive on the battlefield from the edge of the battlefield.

Unggoy of Greater Significance (Unggoy Leader): Unggoy deacons rarely enter battle, but when they do, they inspire their kin.

-All unggoy within short range are not forced to shift or lose morale when a nearby ally dies.

-All unggoy swarms within short range loses the Fearful swarm trait and regain 50 x swarm tier hit points at the start of the deacon's turn.

-While within 3 squares to any unggoy swarm or unggoy non-leader, the deacon is Shielded by their allies.

Deacons are a low-ranking government position in the Covenant given to unggoy, to act as religious figures and leaders amongst their communities. They are rarely found on the battlefield but can be encountered preaching to their flocks in Covenant strongholds. They wear white ceremonial robes displaying their rank rather than normal armor.

Grunt Demagogue

Level 5 Grunt Non-heroic Character (Unggoy/ Expert/ Leader), Low Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 78 | Healing Threshold: 7 | Damage Threshold: 26 |
| Defense: 19 | Toughness: 20 | Resolve: 20 |
| Speed: 5 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 4 | | |

-**Plasma Pistol** 1d20+5 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+3 accuracy, 18 damage, 1 strike; *Special Traits:* NA

Skills: Computers +8, Defensive Training 4, Durability 4, Influence +10, Leadership +10, Lore +9, Melee 3, Mental Training 4, Perception +9, Pilot +10, Ranged 4, Stealth +8, Tactics +8

Perks: Reroll Skills (2)

Strength: 4 **Instinct:** 4 **Agility:** 3 **Fortitude:** 4

Intelligence: 3 **Willpower:** 4

Gear: Plasma Pistol, Unggoy Combat Harness, Communicator, Equipment Belt, Methane Tank

Unggoy Rabble Rouser (Unggoy Leader): Grunt demagogues do a good job of stirring up trouble, rallying their kin, and pushing them to excel.

- All non-leader, non-swarm unggoy within short range gain 2 morale on their turn and +4 morale bonus.
- All unggoy within short range are not forced to shift or lose morale when a nearby ally dies.
- All unggoy groups within short range loses the Fearful swarm trait.
- While adjacent to an unggoy swarm, the demagogue is Shielded by their swarm.

Demagogues are low-ranking grunt minors who have the gift of speech. They have a gift of telling rousing stories and inspiring grunts into action. Numerous demagogues caused the unggoy to rebel during the Grunt Rebellion, so Covenant commanders try to keep these rabble rousers to focus on encouraging their kin to fight the enemy.



Grunt Heavy

Level 9 Grunt Non-heroic Character (Unggoy/ Heavy), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 77 | Healing Threshold: 7 | Damage Threshold: 26 |
| Defense: 17 | Toughness: 22 | Resolve: 18 |
| Speed: 6 | Shift Speed: 1 | Morale Bonus: +3 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 18 | | |

-**Plasma Pistol** 1d20+7 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+3 accuracy, 28 damage, 2 strikes; *Special Traits:* NA

-**Fuel Rod Gun** 1d20+6 accuracy, 90 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

Skills: Athletics +11, Defensive Training 4, Durability 5, Endurance +8, Influence +6, Lore +5, Melee 3, Mental Training 4, Perception +8, Pilot +8, Ranged 6, Stealth +4, Tactics +7

Perks: Empowered Attack, Fire into Melee

Strength: 7* **Instinct:** 4 **Agility:** 4 **Fortitude:** 4

Intelligence: 3 **Willpower:** 3

Gear: Plasma Pistol, Fuel Rod Gun with 2 magazines, Unggoy Combat Harness, Equipment Belt, Methane Tank

Like a Rock: When the grunt does not move on their turn, they can spend a morale as a reaction to take half damage from an enemy attack.

Strategic Guidance: The grunt heavy can coordinate with nearby leaders and strategists to benefit one another. This is not cumulative if there is multiple leaders or strategist nearby.

-If the grunt is within 3 squares of a leader ally, they gain +3 accuracy on their fuel rod gun attack

-If the grunt is within 3 squares of a strategist ally, the strategist gains +1 to any artillery strike roles.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire.

Stronger and more experienced grunts are asked to carry the deadly fuel rod gun into battle. This can be an unconventional and deadly surprise to their foes; amongst waves of attacking unggoy, it is easy to miss the one in the middle with the anti-tank weapon. They are typically mixed in with swarms of grunt minors and grunt majors. While it can be hard to spot in battle, grunt heavy armor is green instead of yellow.



Grunt Laborer

Level 1 Grunt Non-heroic Character (Unggoy), Trivial Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 23 | Healing Threshold: 5 | Damage Threshold: 17 |
| Defense: 13 | Toughness: 14 | Resolve: 10 |
| Speed: 5 | Shift Speed: 1 | Morale Bonus: +0 |
| Space: 1 square | Reach: 1 square | Initiative: +2 |
| Damage Resistance: 0 | | |

-**Unarmed** 1d20 accuracy, 10 damage, 2 strikes; *Special Traits:* NA

Skills: Athletics +5, Computers +3, Defensive Training 1, Influence +2, Perception +3, Pilot +3, Science +3, Stealth +3

Strength: 3 **Instinct:** 2 **Agility:** 2 **Fortitude:** 1

Intelligence: 2 **Willpower:** 1

Gear: Equipment Belt, Repair Kit, Methane Tank, Flashlight, Communicator

Cowardly: When an ally dies within 6 squares of the grunt, they lose 2 morale and perform an instant shift action away from the slain ally.

Grunt laborers are not fighters, but mere workers that busy their way amongst Covenant ships and strongholds performing maintenance and repairs. They are more likely to run than fight, but if they escape they might warn others of the heroes' presence.



~Grunt Major (left)



~Grunt Minor (right)

Grunt Major

Level 8 Grunt Non-heroic Character (Unggoy/ Guerilla), Lesser Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 84 | Healing Threshold: 7 | Damage Threshold: 27 |
| Defense: 21 | Toughness: 24 | Resolve: 17 |
| Speed: 6 | Shift Speed: 2 | Morale Bonus: +1 |
| Space: 1 square | Reach: 1 square | Initiative: +5 |
| Damage Resistance: 15 | | |

-**Plasma Pistol** 1d20+9 accuracy, 20 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+5 accuracy, 22 damage, 1 strike; *Special Traits:* NA

-**Plasma Grenade** 1d20+7 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +7, Athletics +6, Defensive Training 4, Durability 4, Influence +5, Leadership +3, Melee 3, Mental Training 2, Perception +9, Pilot +9, Ranged 5, Stealth +6, Tactics +8

Perks: Stealth Focus, Extra Reactions (2)

Strength: 7* **Instinct:** 5 **Agility:** 5 **Fortitude:** 4

Intelligence: 3 **Willpower:** 1

Gear: Plasma Pistol, Plasma Grenade, Covenant Major Unggoy Combat Harness, Equipment Belt, Methane Tank

Reposition: When an ally dies within 6 squares of the grunt, they lose 1 morale. They then perform a shift action away from the attacker. Afterwards, they can spend a reaction to make a standard action attack against the attacker if they are within 15 squares of the grunt.

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire.

Alternate Weapons: The grunt minor can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, or a plasma rifle.

-**Needler** 1d20+13 accuracy, 19 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Plasma Rifle** 1d20+9 accuracy, 20 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-**Rifle Butt** 1d20+8 accuracy, 27 damage, 1 strike; *Special Traits:* NA

Grunt majors are veteran grunt soldiers, with heavier armor and better training. They form much the same role as grunt minors, and they are often deployed with the lower ranked unggoy, just in smaller numbers. Grunt majors have access to plasma rifles and plasma pistols, as well as heavier armor. A common grunt deployment is a group of grunt minors followed by 2 grunt majors. In large battles, grunt majors can be found in massive swarms on their own.

Grunt Minor

Level 2 Grunt Non-heroic Character (Unggoy/ Guerilla), Lesser Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 37 | Healing Threshold: 5 | Damage Threshold: 23 |
| Defense: 10 | Toughness: 16 | Resolve: 12 |
| Speed: 5 | Shift Speed: 1 | Morale Bonus: +0 |
| Space: 1 square | Reach: 1 square | Initiative: +3 |
| Damage Resistance: 8 | | |

-**Plasma Pistol** 1d20+2 accuracy, 17 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20 accuracy, 17 damage, 1 strike; *Special Traits:* NA

Skills: Athletics +3, Defensive Training 1, Durability 1, Influence +2, Perception +4, Pilot +4, Ranged 1, Stealth +0, Tactics +3

Perks: Stealth Focus

Strength: 4 **Instinct:** 3 **Agility:** 2 **Fortitude:** 2

Intelligence: 2 **Willpower:** 1

Gear: Plasma Pistol, Unggoy Combat Harness, Equipment Belt, Methane Tank

Run Away: When an ally dies within 6 squares of the grunt, they lose 1 morale and perform an instant shift action away from the slain ally or the attacker, their choice.

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire.

Alternate Weapons: The grunt minor can be equipped with a needler with 2 magazines instead of a plasma pistol

-**Needler** 1d20+6 accuracy, 16 damage, 2 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

Grunt minors are the most common infantry troop in the Covenant and its successor organizations. Grunts are quickly recruited, given basic combat training, powerful plasma weaponry, and deployed in vast hosts. Individual, a grunt minor is a very weak foe even for a rookie soldier, but in huge numbers can be devastating even for the greatest Spartan. Thankfully, they are very vulnerable to morale failure, platoons breaking early as they see their allies die.

Grunt Pilot

Level 7 Grunt Non-heroic Character (Unggoy/ Specialist), Lesser Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 87 | Healing Threshold: 7 | Damage Threshold: 23 |
| Defense: 18 | Toughness: 21 | Resolve: 17 |
| Speed: 6 | Shift Speed: 1 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +5 |
| Damage Resistance: 12 | | |

-**Plasma Pistol** 1d20+6 accuracy, 20 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+3 accuracy, 21 damage, 2 strikes; *Special Traits:* NA

Skills: Athletics +7, Acrobatics +6, Defensive Training 4, Durability 3, Influence +6, Melee 2, Mental Training 3, Perception +11, Pilot +12, Ranged 4, Stealth +6, Tactics +9

Perks: Fast Hands, Stealth Focus

Strength: 5 **Instinct:** 5 **Agility:** 4 **Fortitude:** 4

Intelligence: 4 **Willpower:** 2

Gear: Plasma Pistol, Unggoy Combat Harness, Equipment Belt, Methane Tank

Low in the Seat: When piloting any vehicle, including an open-topped vehicle, the grunt pilot cannot be targeted by attacks or take damage from attacks directed towards the vehicle. They can still be struck by Hijack actions from the Hijack talents, however.

Mad Gunning: When using a vehicle weapon or turret, the grunt pilot gains +3 accuracy and +1 power rating of damage. They also count their agility as 4 higher for the number of strikes, if relevant.

Alternate Weapons: The grunt pilot can be equipped with a needler with 2 magazines instead of a plasma pistol

-**Needler** 1d20+10 accuracy, 19 damage, 2 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

Grunts with exceptional aptitude with vehicles are selected to be pilots for ghosts and other light vehicles. Many grunts have proven quite adept at this art. Overwhelmed with the feeling of power their vehicle gives them, the grunt pilot steer reckless and aggressively towards their enemy to unleash the raw power of their vehicle.



Grunt Spec-Ops

Level 16 Grunt Non-heroic Character (Unggoy/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 180 | Healing Threshold: 9 | Damage Threshold: 36 |
| Defense: 35 | Toughness: 37 | Resolve: 34 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +16 |
| Damage Resistance: 20 | | |

-**Plasma Rifle** 1d20+20 accuracy, 26 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 7, Plasma, Overheat, Vulnerable (See Lethal Unggoy Operative)

-**Rifle Butt** 1d20+18 accuracy, 31 damage, 1 strike; *Special Traits:* NA

-**Plasma Grenade** 1d20+18 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +20, Athletics +18, Defensive Training 8, Durability 8, Endurance +18, Influence +17, Lore +17, Melee 8, Mental Training 8, Perception +19, Pilot +19, Ranged 8, Stealth +17, Survival +19, Tactics +19

Perks: Stealth Focus, Extra Reactions (4), Improved Evasion, Action Move Specialist

Strength: 10* **Instinct:** 7 **Agility:** 8 **Fortitude:** 8

Intelligence: 6 **Willpower:** 6

Gear: Special-Issue Plasma Rifle, Special-Issue Plasma Grenade x2, Covenant Special Operations Unggoy Combat Harness, Equipment Belt x2, Medipack x2, Methane Tank

Covenant Spec-Ops: The spec-ops are deadly fighters that take on the best foes of the Covenant. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, +4 penetration with pistol and rifle attacks, and +2 to all skill checks.

Lethal Unggoy Operative: When an unggoy spec-ops deals damage with an attack on their own turn, the target gains the Vulnerable (1) condition. This does not activate on a surprise round.

Art of the Ambush: The spec-ops fighter can always act on a surprise round, even if there would not normally be one. Their base initiative score is also equal to their instinct + tactics ranks.

Cloaking Field: Once per encounter, as a minor action, the grunt can activate a personal cloaking field that lasts 3 rounds.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire.

Alternate Weapons: The grunt minor can be equipped with one of the following weapons instead of a plasma rifle: a special-issue needler with 3 magazines, a special-issue fuel rod gun with 1 magazine, or a special-issue plasma rifle..

-**Fuel Rod Gun** 1d20+17 accuracy, 90 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, High Explosive, Projectile

-**Needler** 1d20+24 accuracy, 25 damage, 4 strikes, 20 shots at medium range; *Special Traits:* Penetration 4, Needle Blast, Homing

-**Plasma Pistol** 1d20+20 accuracy, 26 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Overheat

-**Pistol Whip** 1d20+18 accuracy, 25 damage, 3 strikes; *Special Traits:* Penetration NA

Special operations grunts are amongst the best and most trained of their kind, fighting in surgical, special forces units under the command of other spec-ops forces. With premier combat training, unggoy spec-ops excel at ambushes, and softening targets for the killing blow. Several spec-ops grunts can quickly cripple a lone Spartan.

Grunt Suicider

Level 2 Grunt Non-heroic Character (Unggoy/ Guerilla), Lesser Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 37 | Healing Threshold: 5 | Damage Threshold: 23 |
| Defense: 10 | Toughness: 16 | Resolve: 12 |
| Speed: 5 | Shift Speed: 1 | Morale Bonus: NA |
| Space: 1 square | Reach: 1 square | Initiative: +3 |
| Damage Resistance: 8 | | |

-**Suicide Explosion** 1d20+5 accuracy, 40 damage, 1 strike, special; *Special Traits:* Penetration 5, Burst 2, Hailfire 1

-**Unarmed** 1d20 accuracy, 12 damage, 2 strikes; *Special Traits:* NA

Skills: Athletics +3, Defensive Training 1, Durability 1, Influence +2, Perception +4, Pilot +4, Ranged 1, Stealth +0, Tactics +3

Perks: Stealth Focus

Strength: 4 **Instinct:** 3 **Agility:** 2 **Fortitude:** 2

Intelligence: 2 **Willpower:** 1

Gear: Pair of Plasma Grenades, Unggoy Combat Harness, Equipment Belt, Methane Tank

Suicide Explosion: Suicide grunts carry a pair of plasma grenades that they stick to themselves and charge at the enemy. These grenades are armed as a minor action. The grenades, and the grunt, explode at the end of the turn the grenades are armed. The grunt makes a suicide explosion attack. The burst is centered on the suicide grunt, killing the grunt.

Death Sentence: Suicide grunts are mad and fearless, and do not fear death. They do not have morale, cannot spend morale points, and are not affected by combat influence actions.

Die Together! (Swarm Trait): Swarms of suicide grunts die together in they detonate. Every time a suicide grunt swarm uses its suicide explosion ability, it loses hit points equal to 1/3 its maximum health. However, the suicide explosion gains the following bonuses to the suicide explosion per each tier of the swarm: +2 burst area, +20 damage, +1 hailfire.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire (stacking with the hailfire gained from Die Together!)

Grunt suiciders are fanatical grunt minors who have been instructed to willingly strap explosives to themselves to take out as many enemies as they can. Waves of suicide grunts can prove to be a considerable pain to defensive outposts, who need to take out the suiciders mixed in with standard troops before they can focus on the ranged attackers. Even worse, some Covenant commanders field vast swarms of suiciders, who can level fortifications while being very difficult to stop.



~Grunt Suicider (left)



~Grunt Spec-Ops (right)

Grunt Ultra

Level 20 Grunt Non-heroic Character (Unggoy/ Ultra/ Soldier), Lesser Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 228 | Healing Threshold: 8 | Damage Threshold: 35 |
| Defense: 29 | Toughness: 35 | Resolve: 28 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +6 |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 29 | Energy Shield: 60 (5 shield armor) | |

-**Plasma Rifle** 1d20+19 accuracy, 35 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 8, Plasma, Overheat

-**Rifle Butt** 1d20+18 accuracy, 45 damage, 1 strike; *Special Traits:* Penetration 5

-**Plasma Grenade** 1d20+16 accuracy, 70 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 10, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +10, Athletics +12, Defensive Training 9, Durability 8, Endurance +12, Influence +9, Lore +9, Melee 9, Mental Training 6, Perception +13, Pilot +14, Ranged 9, Stealth +9, Survival +8, Tactics +12

Perks: Fire into Melee, Fast Hands, Extra Reactions (4), Improved Wound 1, Wound Resilience 1

Strength: 10* **Instinct:** 9 **Agility:** 8 **Fortitude:** 8

Intelligence: 4 **Willpower:** 6

Gear: Plasma Rifle, Plasma Grenade x2, Covenant Ultra Unggoy Combat Harness, Equipment Belt x2, Methane Tank

Covenant Ultra: The ultras are the best of the Covenant infantry. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, and +5 penetration with all attacks. They gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Ultra-Assist: When an allied ultra elite or brute within short range attacks an enemy within line of sight and medium range of the grunt ultra, the grunt ultra can perform a standard action attack against that target as an instant action, if able.

Steely Resolve: When an allied ultra within 6 squares dies, the grunt ultra gains 1 morale.

Extra Grunts (Swarm Trait): Unggoy tend to pack extra grunts into all their swarms. Tier 1 swarms have hit points equal to 15x the base hit points. Tier 2 swarms have hit points equal to 25x the base hit points. Tier 3 swarms have hit points equal to 40x the base hit points. In addition, all unggoy swarms gain +1 hailfire.

Alternate Weapons: The grunt ultra can be equipped with one of the following weapons instead of a plasma rifle: a needler with 3 magazines, or a plasma pistol.

-**Needler** 1d20+23 accuracy, 34 damage, 4 strikes, 20 shots at medium range; *Special Traits:* Penetration 5, Needle Blast, Homing

-**Plasma Pistol** 1d20+19 accuracy, 35 damage, 4 strikes or automatic, 200 shots at medium range; *Special Traits:* Penetration 8, Plasma, Overheat

-**Pistol Whip** 1d20+18 accuracy, 39 damage, 3 strikes; *Special Traits:* Penetration 5

Grunt ultras are the highest rank grunt infantry members, known for their white armor. They have both the experience and training to fight as an elite unit, particularly under the command of other ultras. Typically, there will be between 3-10 grunt ultras helping an elite or brute ultra in battle.



Grunt War Deacon

Level 20 Grunt Non-heroic Character (Unggoy/ Specialist/ Leader/ Strategist), Low Threat

| | | |
|------------------------------|---|-----------------------------|
| Hit Points: 229 | Healing Threshold: 8 | Damage Threshold: 35 |
| Defense: 28 | Toughness: 35 | Resolve: 34 |
| Speed: 6 | Shift Speed: 2 | Morale Bonus: +8 |
| Space: 1 square | Reach: 1 square | Initiative: +8 |
| Damage Resistance: 25 | Energy Shield: 60 (5 shield armor) | |

-**Plasma Rifle** 1d20+17 accuracy, 29 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 8, Plasma, Overheat

-**Rifle Butt** 1d20+16 accuracy, 38 damage, 1 strike; *Special Traits:* Penetration 5

-**Combat Knife** 1d20+17 accuracy, 31 damage, 3 strikes; *Special Traits:* Penetration 5

-**Plasma Grenade** 1d20+15 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 10, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +16, Athletics +19, Computers +21, Defensive Training 9, Durability 9, Endurance +21, Influence +23, Leadership +23, Lore +22, Medicine +22, Melee 8, Mental Training 8, Perception +19, Ranged 9, Science +21, Stealth +16, Survival +18, Tactic +21

Perks: Fast Hands, Expert Stealth, Reroll Skills (2), Wound Resilience 1, Fire into Melee

Strength: 8* **Instinct:** 6 **Agility:** 5 **Fortitude:** 7

Intelligence: 7 **Willpower:** 8

Gear: Plasma Rifle, Combat Knife, Plasma Grenade x2, Covenant Ultra Unggoy Combat Harness, Communicator, Equipment Belt x2, Medipack x2, Methane Tank

Covenant Ultra Training: The war deacon had significant professional combat training before they became a deacon. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, and +5 penetration with all attacks. They gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Rallying Fire: When the war deacon attacks, up to 3 unggoy allies within 3 squares, or 1 unggoy swarm, can also attack the target with a standard action attack. If both the war deacon and the allies hit the target, they all gain 1 morale. Swarms instead regain 50 hit points. They cannot spend morale on this attack.

Rallying Chant: A grunt deacon can perform a chant and dance to inspire their kin. This is done as a standard action. They can make a leadership check (+19). All unggoy within 6 squares and line of sight of the deacon heal hit points equal to the leadership check and gain 1 morale per 10 points score on the check. If the deacon scores a natural 20 on the leadership check, all effected unggoy also gain 50 temporary hit points.

Strategist Abilities: A grunt war deacon has 3 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action once per 3 rounds.

-**Unggoy Legion:** A Horde of Grunt Minors and a Group of Grunt Majors emerges from the edge of the battlefield.

-**Special Detachment:** If possible, a dropship emerges from the edge of the battlefield and begins firing at the deacon's enemies. On the second round, the dropship drops off 6 Grunt Ultras while it continues flying. On the third round, it departs.

-**Unggoy Scout Brigade:** Four ghosts, each piloted by a Grunt pilot, emerge from the edge of the battlefield.

Unggoy of Greater Significance (Unggoy Leader): Unggoy deacons rarely enter battle, but when they do, they inspire their kin.

-All non-swarm, non-leader unggoy with short range gain 1 morale point on their turn.

-All unggoy within short range are not forced to shift or lose morale when a nearby ally dies.

-All unggoy swarms within short range loses the Fearful swarm trait and regain 50 x swarm tier hit points at the start of the deacon's turn.

-While within 3 squares to any unggoy swarm or unggoy non-leader, the deacon is Shielded by their allies.

War deacons are grunt political and religious leaders who were promoted to deacons after serving as a grunt ultra. With both political and military rank, they are the most esteemed unggoy on the battlefield. They combine their ultra equipment and training with their ability to inspire their comrades, making them a great force multiplier for legions of unggoy lucky enough to have their support. Rarely, they can be found attached to ultra squads.

Grunt War Hero

Level 24 Grunt Non-heroic Character (Unggoy/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 222 | Healing Threshold: 9 | Damage Threshold: 34 |
| Defense: 39 | Toughness: 42 | Resolve: 41 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +9 |
| Space: 1 square | Reach: 1 square | Initiative: +10 |
| Damage Resistance: 35 | | |

-Plasma Pistol w/ Dual-Wielding 1d20+23 accuracy x2, 41 damage, 5 strikes, 200 shots at medium range; *Special Traits:* Penetration 13, Plasma, Charged Shot, Overheat

-Pistol Whip 1d20+22 accuracy, 36 damage, 1 strike; *Special Traits:* Penetration 10

-Plasma Grenade 1d20+21 accuracy, 65 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 15, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +20, Athletics +21, Defensive Training 10, Durability 10, Endurance +22, Influence +23, Leadership +21, Lore +20, Melee 10, Mental Training 10, Perception +22, Pilot +22, Ranged 10, Stealth +20, Survival +22, Tactics +22

Perks: Stealth Focus, Extra Reactions (4), Improved Evasion, Action Move Specialist, Improved Wound 1

Strength: 10* **Instinct:** 8 **Agility:** 9 **Fortitude:** 8

Intelligence: 8 **Willpower:** 9

Gear: Special-Issue Plasma Pistol x2, Special-Issue Plasma Grenade x3, Reinforced Covenant Special Operations Unggoy Combat Harness, Equipment Belt x3, Medipack x3, Trauma Kit, Backpack, Methane Tank

Decorated Unggoy War Hero: Against all odds, the unggoy war hero has survived countless battles, and have the prowess to prove it. They gain +10 penetration with all attacks. They also gain +4 power ratings with all weapons, and +2 resistance ratings with their armor. They can also dual-wield two weapons without penalty and can hijack vehicles as per the Hijack talent. They gain hijack check bonus is +18..

Eager Fire: As a full-round action, the grunt war hero can fire both pistols at a single target twice, to a total of 4 attacks. These attacks gain the benefit of the Pinning Fire trait. If they hit a target with all four attacks without spending morale.

Pinning Fire: When an unggoy spec-ops deals damage with an attack on their own turn, the target gains the Dazed condition for 1 round. If they hit a target with the Dazed condition, the target gains Vulnerable (1) at the end of the grunt war heroes turn.

Survivor's Glee: The grunt war hero gains 3 morale and heals 30 hit points upon dropping a foe. All non-swarm grunts within 6 squares of them also gain 1 morale and heal 10 hit points when the war hero drops a foe.

Cloaking Field: Once per encounter, as a minor action, the grunt war hero can activate a personal cloaking field that lasts 3 rounds.

Grunt war heroes are the rare veteran grunts that have been skilled, and lucky, enough to survive countless battlegrounds. While technically just senior infantry amongst their own kind, war heroes have a legendary reputation amongst their kin and are even treated different by their commanders. War heroes still fight in battles as required, but are given some autonomy in how they accomplish their goals, for they have earned enough trust to have their own judgement.

Megalekgolo 'Hunters'

Hunters, or Megalekgolo, are a colonial organism created by the merging of numerous worm-like creatures. These creatures, known as Lekgolo, group and fuse together to increase their intelligence, strength, and maneuverability. Utilized by the Covenant, the Lekgolo form a Hunter when they merge together into a suit of battleship quality armor and assault cannon. These hunters are used as line breakers and heavy assault beasts by the Covenant.

Hunters are massive creatures that are nonetheless quite intelligent thanks to the collective intelligence of multiple Lekgolo worms. They are capable of limited communication despite their lack of mouths or vocal cords, by vibrations of the colony organisms. Covenant technologies allow hunters to translate these non-verbal communication attempts into a message that can be transmitted via the battle net. They rarely, if ever, communicate with their enemies.

Hunters are almost always found in pairs, also known as Bond Brothers. They are generally created when one megalekgolo grows too big, and sheds members of its colony to create another hunter. These hunters have a tight connection with one another and grieve deeply when their bond brother is killed.

Hunter

Level 12 Large-sized Non-Heroic Creature (Creature/ Megalekgolo/ Heavy), Extreme Threat

| | | |
|---------------------------------|------------------------------|-----------------------------|
| Hit Points: 390 | Healing Threshold: NA | Damage Threshold: NA |
| Defense: 29/17 | Toughness: 34 | Resolve: 30 |
| Speed: 7 | Shift Speed: 1 | Morale Bonus: NA |
| Space: 2 by 2 squares | Reach: 2 squares | Initiative: +6 |
| Damage Resistance: 41/31 | | |

-Hunter Smash 1d20+11 accuracy, 71 damage, 2 strikes; *Special Traits:* Penetration 5, Terrible Blow*

-Hunter Assault Cannon 1d20+10 accuracy, 110 damage, 1 strike, medium range; *Special Traits:* Penetration 40, Burst 2

-Hunter Assault Beam 1d20+6 accuracy, 110 damage, 1 strike, medium range; *Special Traits:* Penetration 40, Focusing Beam (max Hailfire 3)

Skills: Acrobatics +3, Athletics +8, Defensive Training 6, Durability 6, Endurance +18, Lore +6, Melee 6, Mental Training 6, Perception +11, Ranged 6, Science +6, Survival +12, Tactics +8

Talents: Empowered Attack, Fire Into Melee, Improved Wound 1, Cynic

Strength: 12 **Instinct:** 6 **Agility:** 4 **Fortitude:** 12

Intelligence: 2 **Willpower:** 7

Gear: Hunter Smash, Hunter Assault Cannon OR Hunter Assault Beam, Hunter Battle Armor, Hunter Deflection Shield

Terrible Blow: If the hunter's bash attack bypasses the toughness of the target, they are pushed 2 squares away from the hunter, knocked prone, and dazed and slowed for 1 round.

Bond Brothers: Hunters are always found in pairs: two linked hunters that serve as symbiotic linked organisms. As long as both hunters begin their turn within 3 squares of the other hunter, they gain 20 temporary hit points at the start of each turn, lasting for 1 round.

Rage of Mourning: When a hunter's bond brother is killed, the survivor enters a rage. When in a rage, they gain a +10 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts until either the end of combat or when the hunter is slain.

Hunter Battle Regalia: The hunter inhabits a suit of protective armor and carries a deflection shield. This armor gives the hunter +20 damage resistance with a +3 resistance rating, -3 defense penalty, and Extremely cumbersome. The shield gives the hunter an extra +12 defense and counts as cover against area of effect attacks, causing them to deal no damage against missed attacks. However, the shield does not apply against attacks while the hunter is flanked. Furthermore, the hunter's rear armor is also weaker, and it suffers -10 damage resistance while flanked.

Colony: The hunter is a collection of intelligent worms that have fused together for greater strength and intelligence. Because the hunter is multiple creatures instead of a single being, it does not suffer crippling wounds, has no damage threshold, and has no healing threshold. Wounded hunters regain hit points at a rate of 20 hit points per minute while outside combat.

Hunter Assault Cannon

Damage: 60 **Accuracy:** +2
RoF: Slow **Range:** Medium
Shots: Virtually Unlimited **Power Rating:** +10
Special Traits: Penetration (40), Burst (2)

Hunter Assault Beam

Damage: 60 **Accuracy:** -2
RoF: Slow **Range:** Medium
Shots: Virtually Unlimited **Power Rating:** +10
Special Traits: Penetration (40), Focusing Beam

Hunter Smash

Damage: 40 **Accuracy:** +5
RoF: Average **Range:** Melee
Power Rating: +5
Special Traits: Penetration (5)



Kig-Yar 'Jackals'

Kig-Yar are a species that thrives on capitalism, greed, piracy, smuggling, and raiding. Their society, before being pulled into the Covenant, was very mercenary. Within the Covenant, they are used as shock troopers, snipers, gunners, and ambushers. Kig-Yar are not true believers in the Covenant's Great Journey, but follow the Covenant regardless out of self-preservation.

Jackal Assassin

Level 24 Jackal Non-heroic Character (Kig-Yar/ Assassin), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 209 | Healing Threshold: 9 | Damage Threshold: 33 |
| Defense: 32 | Toughness: 32 | Resolve: 29 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +20 |
| Damage Resistance: 23 | | |

-**Carbine** 1d20+25 accuracy, 57 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 10, Rending 10, Bleed 5, Digital Scope

-**Rifle Butt** 1d20+22 accuracy, 46 damage, 1 strike; *Special Traits:* NA

-**Needler** 1d20+29 accuracy, 40 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 6, Needle Blast, Homing

-**Pistol Whip** 1d20+22 accuracy, 44 damage, 3 strikes; *Special Traits:* NA

-**Combat Knife** 1d20+24 accuracy, 43 damage, 5 strikes; *Special Traits:* Throwing

Skills: Acrobatics +23, Athletics +22, Defensive Training 10, Durability 9, Endurance +22, Influence +17, Lore +18, Melee 8, Mental Training 8, Perception +36, Pilot +24, Ranged 10, Stealth +23, Survival +28, Tactics +22

Perks: Fire Into Melee, Empowered Attack, Improved Wound 2, Stealth Focus

Strength: 8* **Instinct:** 12* **Agility:** 9 **Fortitude:** 8

Intelligence: 6 **Willpower:** 7

Gear: Special-Issue Carbine with 3 magazines, Special-Issue Needler, Special-Issue Combat Knife, Covenant Sniper Major Kig-Yar Combat Harness, Repair Kit, Backpack, Survival Kit, Medipack x2, Equipment Belt x2

Covenant Assassin: The jackal assassins is a gifted killer of the Covenant. They gain +2 attack accuracy, +6 penetration with pistol and rifle attacks, and +2 to all skill checks. They also gain +10 rending with rifle attacks, and all their attacks deal 5 bleed on hit.

Imperiling Shot: If the jackal assassin hits a target with an aimed rifle attack, the target gains the Dazed condition for 2 rounds.

Calibrated Shot: Before making an aimed rifle attack against a target, the jackal sniper can spend a move action to make a tactics check against a target's defense. The target gains any cover bonuses to defense they might have. If the jackal's tactics check equals or surpasses their defense, they gain +5 penetration and Hailfire (1) on their aimed attack against the target.

Vanish: The jackal assassin can make stealth checks to hide as a move action. They can make stealth checks to hide in combat, even while inside an enemy's line of sight, as long as they do not have an enemy within 3 squares of them.

Predatory: The jackal assassin deals +24 damage against flat-footed enemies.

Extra Senses: The assassin can spend a move action to make a detector action against all enemies within 24 squares.

Alternate Weapons: The jackal assassin can be equipped with one of the following weapons instead of a carbine: a special-issue needle rifle with 3 magazines, special-issue beam rifle with 2 magazines.

-**Needle Rifle** 1d20+29 accuracy, 40 damage, 5 strikes, 21 shots at distant range; *Special Traits:* Penetration 8, Rending 10, Bleed 5, Needle Blast, Digital Scope

-**Beam Rifle** 1d20+27 accuracy, 39 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 26, Rending 10, Bleed 5, Focusing Beam, Digital Scope

Jackal assassins are the most lethal killers of the Covenant. Peerless snipers, jackal assassins are stealthy hunters who lurk in the darkness for the opportunity to kill enemy commanders and politicians. Their greatest joy, however, is claiming Spartan kills amongst their tally. They are usually found alone, or at least supporting other troops from a long distance away.

***Ibie'shan Jackal Assassin:** If you are playing the assassin as the rarer Ibie'shan jackal, increase their maximum hit points to 267. However, also reduce the jackal's initiative to +12, and perception skill bonuses by +28, and remove the Extra Senses ability.



Jackal Crew Member

Level 1 Jackal Non-heroic Character (Kig-Yar), Trivial Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 23 | Healing Threshold: 5 | Damage Threshold: 20 |
| Defense: 15 | Toughness: 15 | Resolve: 11 |
| Speed: 5 | Shift Speed: 1 | Morale Bonus: +0 |
| Space: 1 square | Reach: 1 square | Initiative: +2 |
| Damage Resistance: 5 | | |

-**Plasma Pistol** 1d20+1 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+0 accuracy, 17 damage, 1 strikes; *Special Traits:* NA

Skills: Acrobatics +4, Athletics +3, Computers +3, Defensive Training 3, Melee 1, Pilot +5, Ranged 1, Science +3

Strength: 2 **Instinct:** 3 **Agility:** 3 **Fortitude:** 1

Intelligence: 2 **Willpower:** 1

Gear: Plasma Pistol, Protective Body Suit, Equipment Belt, Repair Kit, Communicator

Kig-Yar have a long history of space warfare, and this has not changed with them joining the Covenant. Many Covenant ships are swarmed with jackal crew members performing routine maintenance or manning batteries. The jackal crew member statistic can represent any jackal crew member, including skirmishers.

Jackal Pirate

Level 14 Jackal Non-heroic Character (Kig-Yar/ Soldier/ Strategist), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 171 | Healing Threshold: 8 | Damage Threshold: 32 |
| Defense: 25 | Toughness: 27 | Resolve: 23 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +12 |
| Damage Resistance: 19 | | |

-**Carbine** 1d20+15 accuracy, 33 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 9, Digital Scope
 -**Plasma Pistol** 1d20+14 accuracy, 23 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 8, Plasma, Charged Shot, Overheat
 -**Rifle Butt** 1d20+13 accuracy, 31 damage, 2 strikes; *Special Traits:* NA
 -**Combat Knife** 1d20+14 accuracy, 24 damage, 4 strikes; *Special Traits:* Throwing

Skills: Acrobatics +12, Athletics +11, Defensive Training 7, Durability 7, Influence +6, Leadership +6, Lore +6, Melee 7, Mental Training 6, Perception +19, Pilot +15, Ranged 7, Science +11, Stealth +12, Survival +14, Tactics +9

Perks: Fire into Melee, Fast Hands, Extra Reactions (3)

Strength: 6 **Instinct:** 8* **Agility:** 7 **Fortitude:** 6

Intelligence: 3 **Willpower:** 3

Gear: Carbine with 2 magazines, Plasma Pistol, Combat Knife, Reinforced Space Assault Kig-Yar Combat Harness, Repair Kit, Medipack, Equipment Belt x2

Aggressive Blasting: The jackal pirate gains +5 penetration with all ranged weapon attacks.

Counter Attack: If the jackal pirate is missed by an attack, they can make a ranged opportunity attack back at the attacker, as long as they were not flat-footed by the attack.

Hijack: The jackal pirate can try to hijack a huge-sized or smaller vehicle as a standard action as per the Hijack talent. They gain hijack check bonus is +13.

Extra Senses: The pirate can spend a move action to make a detector action against all enemies within 16 squares.

Predatory: The jackal pirate deals +14 damage against flat-footed enemies.

Strategist Abilities: A jackal pirate has 3 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-**Drop Shade Turret:** The jackal pirate orders a shade turret to be dropped on the battle. If, after 2 rounds, the jackal pirate is still alive, a shade turret drops to their chosen spot on the battlefield. This turret has the Twin Plasma Cannon and Extra Shielding Modifications.

-**Plasma Mortar Strike:** Targets a Burst (4) location within sight, roll 1d20, on a 15+, all targets in the area take 60 damage, Penetration (30).

-**Scramble Field:** Targets a Burst (6) location within sight, every target within the area must roll a d20, on a 10+ they take 50 EMP damage. Struck targets lose the benefit of their digital uplink and digital scope for 5 rounds.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Jackal pirates are senior jackal warriors who have a long history of performing ship-to-ship boarding actions and raids. As such, they are often tasked with ship raiding responsibilities for the Covenant and given tactical clearance upon doing so. Other times, jackal pirates are sent in as raiders to wipe out an enemy outpost, then secure it against being retaken.

***Ibie'shan Jackal Pirate:** If you are playing the pirate as the rarer Ibie'shan jackal, increase their maximum hit points to 209. However, also reduce the jackal's initiative to +8, and perception skill bonuses by +15, and remove the Extra Senses ability.

Jackal Raider

Level 5 Jackal Non-heroic Character (Kig-Yar/ Assassin), Low Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 63 | Healing Threshold: 6 | Damage Threshold: 25 |
| Defense: 19 | Toughness: 18 | Resolve: 15 |
| Speed: 6 | Shift Speed: 2 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +6 |
| Damage Resistance: 8 | | |

-**Carbine** 1d20+7 accuracy, 33 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Rifle Butt** 1d20+4 accuracy, 29 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+6 accuracy, 22 damage, 3 strikes; *Special Traits:* Throwing

Skills: Acrobatics +8, Athletics +6, Defensive Training 4, Durability 3, Lore +5, Melee 3, Mental Training 2, Perception +11, Pilot +11, Ranged 4, Survival +9, Tactics +7

Perks: Fire into Melee, Empowered Attack

Strength: 3 **Instinct:** 6* **Agility:** 5 **Fortitude:** 3

Intelligence: 3 **Willpower:** 2

Gear: Carbine with 2 magazines, Combat Knife, Kig-Yar Combat Harness, Repair Kit, Equipment Belt x2

Hijack: The jackal raider can try to hijack a huge-sized or smaller vehicle as a standard action as per the Hijack talent. They gain hijack check bonus is +6.

Overcharged Plasma Engines: When the jackal raider is piloting a covenant vehicle, the jackal raider overcharges the vehicles capabilities. The vehicle gains +10 acceleration rating, +2 defense active, and all plasma weapons gain +2 power ratings of damage and +4 penetration. However, the vehicle is prone to overheating and damage, and gains -10 damage threshold.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Jackal raider is a common term for a general jackal soldier, who enters into combat armed with a carbine. Jackal are back-line support for their forces, finding higher ground to pick at their foes with their carbines while the unggoy and other troops engage at base level. Pulled from the ranks of aspiring pirates, jackal raiders are also trained to hijack vehicles, although are rarely seen on vehicles in battle, usually pulling them back to their fortifications to be scrapped.



Jackal Ranger

Level 8 Jackal Non-heroic Character (Kig-Yar/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 84 | Healing Threshold: 7 | Damage Threshold: 27 |
| Defense: 24 | Toughness: 24 | Resolve: 21 |
| Speed: 9, fly 5 | Shift Speed: 2 | Morale Bonus: +3 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 12 | | |

-**Carbine** 1d20+10 accuracy, 29 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Rifle Butt** 1d20+7 accuracy, 27 damage, 2 strikes; *Special Traits:* NA

-**Combat Knife** 1d20+9 accuracy, 20 damage, 4 strikes; *Special Traits:* Throwing

-**Plasma Grenade** 1d20+7 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +10, Athletics +9, Defensive Training 5, Durability 4, Lore +8, Melee 4, Mental Training 4, Perception +13, Pilot +11, Ranged 5, Stealth +10, Survival +12, Tactics +8

Perks: Stealth Focus, Extra Reactions (3)

Strength: 5 **Instinct:** 7* **Agility:** 6 **Fortitude:** 4

Intelligence: 3 **Willpower:** 3

Gear: Carbine with 2 magazines, Combat Knife, Plasma Grenade, Covenant Ranger Kig-Yar Combat Harness, Repair Kit, Equipment Belt x2

Jet Pack: The jackal ranger can use the jet pack in their armor to fly. When spending a move action to fly, they can fly at a speed of 5 squares per round. They can hover in place when flying.

Outmaneuver: When the jackal ranger takes damage from an attack while on the ground, they can spend a reaction to perform a shift movement. If this movement ends with them having cover, but not total cover, they can make a ranged opportunity attack against their attacker, if they are still within line of sight.

Jump Evade: The jackal ranger gains +5 to acrobatics checks to evade. When they successfully evade, they can fly 5 squares instead of shifting normally to get away from the blast.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Jackal rangers are aids to the elite rangers, helping them in space combat. While the elite rangers attract enemy's attention and fight them head on, jackal rangers balance between hiding and taking opportunistic shots at enemies who forget about them. In addition, jackal rangers also use their jet packs to ambush enemies from unforeseen angles.



Jackal Shield Champion

Level 20 Jackal Non-heroic Character (Kig-Yar/ Soldier), Medium Threat

| | | |
|-----------------------------------|-----------------------------|-----------------------------|
| Hit Points: 217 | Healing Threshold: 8 | Damage Threshold: 34 |
| Defense: 31 (41 w/ shield) | Toughness: 33 | Resolve: 30 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1/6 square | Initiative: +16 |
| Damage Resistance: 31 | | |

-**Overcharged Plasma Pistol** 1d20+22 accuracy, 44 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 9, Plasma, Charged Shot, Double Ammunition Usage, Overheat +2

-**Pistol Whip** 1d20+20 accuracy, 41 damage, 2 strikes; *Special Traits:* NA

-**Plasma Grenade** 1d20+20 accuracy, 75 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +16, Athletics +16, Defensive Training 9, Durability 8, Lore +12, Melee 8, Mental Training 8, Perception +25, Ranged 9, Stealth +16, Survival +18, Tactics +15

Perks: Fire Into Melee, Fast Hands, Extra Reactions (4), Improved Wound 1, Wound Resilience 1

Strength: 8* **Instinct:** 10* **Agility:** 8 **Fortitude:** 7

Intelligence: 4 **Willpower:** 6

Gear: Special-Issue Overcharged Plasma Pistol, Special-Issue Plasma Grenade x2, Reinforced Covenant Major Kig-Yar Combat Harness, Directed Energy Heavy Shield, Equipment Belt, Medipack x2

Projected Threat: The shield champion has a reach of 6 for the purpose of enemies provoking opportunity attacks from their plasma pistol.

Counter Attack: If the jackal shield champion is missed by an attack, they can make a ranged opportunity attack back at the attacker, as long as they were not flat-footed by the attack.

Covenant Veteran: The jackal shield champions are the longest lasting members of their corps. They gain +2 attack accuracy, +6 penetration with pistol and rifle attacks, and +2 to all skill checks. They also gain +2 power ratings with all weapons, and +1 resistance rating with armor.

Extra Senses: The shield champion can spend a move action to make a detector action against all enemies within 20 squares.

Predatory: The jackal shield champion deals +20 damage against flat-footed enemies.

Directed Energy Heavy Shield: The heavy shield blocks attacks in a 180 degree arc of the shield minor's choosing. It gives the shield champion +10 defense against attacks in that arc, as marked with the Defense w/ Shield in the traits above. In addition, the shield counts as cover for reducing damage from missed area of effect attacks, making them deal no damage instead of half.

The shield can be attacked with Aim actions to perform a Called Shot. The shield has a defense of 15 and counts as an energy shield with 150 shield pool and 10 shield armor. It regains shield pool at 20 points per round after 2 rounds of not being hit.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Moving Shield Wall (Swarm Trait): A swarm of shield jackals always benefits from their directed energy heavy shield, with the shield no longer able to be destroyed and effecting every direction against every attack.

Shield champions are the most veteran jackal shield bearers in the Covenant. Having survived countless deadly battles, pushing against enemy ranks with their shields, these jackals have learned how to fight aggressively from behind their shields, instead of merely hiding behind them. Shield champions are loaned to fight with spec ops forces and honor guard battalions.

***Ibie'shan Jackal Shield Champions:** If you are playing the shield champion as the rarer Ibie'shan jackal, increase their maximum hit points to 277. However, also reduce the jackal's initiative to +10, and perception skill bonuses by +19, and remove the Extra Senses ability.

Jackal Shield Major

Level 10 Jackal Non-heroic Character (Kig-Yar/ Fighter), Low Threat

| | | |
|-----------------------------------|-----------------------------|-----------------------------|
| Hit Points: 145 | Healing Threshold: 7 | Damage Threshold: 29 |
| Defense: 27 (37 w/ shield) | Toughness: 26 | Resolve: 24 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +8 |
| Damage Resistance: 18 | | |

-**Plasma Pistol** 1d20+9 accuracy, 20 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+7 accuracy, 22 damage, 2 strikes; *Special Traits:* NA

-**Plasma Grenade** 1d20+7 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +10, Athletics +10, Defensive Training 6, Durability 5, Lore +7, Melee 5, Mental Training 5, Perception +14, Ranged 6, Stealth +9, Survival +13, Tactics +10

Perks: Fire into Melee, Extra Reactions (3), Wound Resilience 1

Strength: 6* **Instinct:** 8* **Agility:** 6 **Fortitude:** 5

Intelligence: 4 **Willpower:** 4

Gear: Plasma Pistol, Plasma Grenade x2, Covenant Major Kig-Yar Combat Harness, Directed Energy Heavy Shield, Equipment Belt, Medipack

Focused Attack: When the shield major attacks an enemy with a pistol, if their energy shield is still active, they can make two pistol attacks against the target.

Directed Energy Heavy Shield: The heavy shield blocks attacks in a 180 degree arc of the shield minor's choosing. It gives the shield major +10 defense against attacks in that arc, as marked with the Defense w/ Shield in the traits above. In addition, the shield counts as cover for reducing damage from missed area of effect attacks, making them deal no damage instead of half.

The shield can be attacked with Aim actions to perform a Called Shot. The shield has a defense of 15 and counts as an energy shield with 150 shield pool and 10 shield armor. It regains shield pool at 20 points per round after 2 rounds of not being hit.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Moving Shield Wall (Swarm Trait): A swarm of shield jackals always benefits from their directed energy heavy shield, with the shield no longer able to be destroyed and effecting every direction against every attack.

Alternate Weapons: The jackal shield major can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines.

-**Needler** 1d20+13 accuracy, 19 damage, 4 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

Jackal shield majors are the more veteran shield bearers in the Covenant's forces. Known for their red armor and yellow shields, shield majors are given more important tasks or are assigned to lead a handful of shield minors into battle. Shield minors are tremendously good at absorbing enemy fire from the front, and are best defeated with strategy rather than blunt aggression.



Jackal Shield Minor

Level 3 Jackal Non-heroic Character (Kig-Yar/ Fighter), Low Threat

| | | |
|-----------------------------------|-----------------------------|-----------------------------|
| Hit Points: 63 | Healing Threshold: 6 | Damage Threshold: 24 |
| Defense: 17 (27 w/ shield) | Toughness: 17 | Resolve: 15 |
| Speed: 6 | Shift Speed: 1 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +5 |
| Damage Resistance: 10 | | |

-**Plasma Pistol** 1d20+4 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+2 accuracy, 17 damage, 1 strikes; *Special Traits:* NA

Skills: Acrobatics +4, Athletics +3, Defensive Training 3, Durability 2, Melee 2, Mental Training 2, Perception +8, Ranged 3, Survival +7, Tactics +4

Perks: Fire into Melee

Strength: 3 **Instinct:** 5* **Agility:** 4 **Fortitude:** 3

Intelligence: 2 **Willpower:** 2

Gear: Plasma Pistol, Kig-Yar Combat Harness, Directed Energy Heavy Shield, Equipment Belt

Directed Energy Heavy Shield: The heavy shield blocks attacks in a 180 degree arc of the shield minor's choosing. It gives the shield minor +10 defense against attacks in that arc, as marked with the Defense w/ Shield in the traits above. In addition, the shield counts as cover for reducing damage from missed area of effect attacks, making them deal no damage instead of half.

The shield can be attacked with Aim actions to perform a Called Shot. The shield has a defense of 15, and counts as an energy shield with 50 shield pool and 10 shield armor. It regains shield pool at 20 points per round after 2 rounds of not being hit.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Moving Shield Wall (Swarm Trait): A swarm of shield jackals always benefits from their directed energy heavy shield, with the shield no longer able to be destroyed and effecting every direction against every attack.

Alternate Weapons: The jackal shield minor can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines.

-**Needler** 1d20+8 accuracy, 16 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

The jackal shield minor, with their gleaming blue shields, are a common sight in battles against the Covenant. Often coming in large numbers, shield minors absorb enemy fire, allowing their allies to push closer. They are commonly found with other Covenant minors of all types. Large battles might involve entire platoons of shield minors forming a shield wall in the middle of the battlefield.



Jackal Sniper

Level 10 Jackal Non-heroic Character (Kig-Yar/ Assassin), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 97 | Healing Threshold: 7 | Damage Threshold: 28 |
| Defense: 22 | Toughness: 21 | Resolve: 23 |
| Speed: 7 | Shift Speed: 2 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +6 |
| Damage Resistance: 12 | | |

-Carbine 1d20+12 accuracy, 37 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-Rifle Butt 1d20+9 accuracy, 33 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +11, Athletics +10, Defensive Training 5, Durability 5, Lore +10, Melee 5, Mental Training 6, Perception +18, Pilot +15, Ranged 6, Stealth +12, Survival +14, Tactics +12

Perks: Fire into Melee, Empowered Attack, Improved Wound I

Strength: 4 **Instinct:** 10* **Agility:** 6 **Fortitude:** 4

Intelligence: 4 **Willpower:** 4

Gear: Carbine with 3 magazines, Covenant Sniper Kig-Yar Combat Harness, Repair Kit, Equipment Belt x2

Calibrated Shot: Before making an aimed rifle attack against a target, the jackal sniper can spend a move action to make a tactics check against a target's defense. The target gains any cover bonuses to defense they might have. If the jackal's tactics check equals or surpasses their defense, they gain +5 penetration and Hailfire (1) on their aimed attack against the target.

Hide in Plain Sight: The jackal sniper can make stealth checks to hide in combat, even while inside an enemy's line of sight, as long as they do not have an enemy within 3 squares of them.

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make a number of extra ranged attacks as part of a standard action equal to their swarm tier. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Alternate Weapons: The jackal sniper can be equipped with one of the following weapons instead of a carbine: a needle rifle with 3 magazines, beam rifle with 2 magazines.

-Needle Rifle 1d20+15 accuracy, 25 damage, 4 strikes, 21 shots at distant range; *Special Traits:* Penetration 2, Needle Blast, Digital Scope

-Beam Rifle 1d20+13 accuracy, 24 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 20, Focusing Beam, Digital Scope

The Covenant fields large numbers of Covenant snipers, especially amongst attacks on cities. Usually found groups of 2-4, jackal snipers spread out on ledges or roof tops to create kill boxes, executing any human they see. These ruthless killers see this act as no more than big game hunting. While their aim is strong and they land deadly blows, these snipers are frail and fall quickly under sustained firepower.



T'vaoran Kig-Yar 'Skirmishers'

Skirmishers are a physically superior subspecies of Kig-Yar that serve the Covenant as mobile hit-and-run troops, as well as raiders. While they are powerful, possessing great speed and leaping ability, these Kig-Yar are rare enough that they are only deployed on select battlefields. They saw extensive action on the Battle for Reach, where they suffered heavy casualties, but have recently been seen in numbers again fighting for the Banished.

Skirmisher Champion

Level 24 Skirmisher Non-heroic Character (T'vaoran Kig-Yar/ Soldier/ Strategist), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 315 | Healing Threshold: 9 | Damage Threshold: 36 |
| Defense: 39 | Toughness: 38 | Resolve: 35 |
| Speed: 13 | Shift Speed: 2 | Morale Bonus: +8 |
| Space: 1 square | Reach: 1 square | Initiative: +18 |
| Damage Resistance: 32 | Layered Armor: 2 | |

-**Plasma Pistol** 1d20+25 accuracy, 32 damage, 6 strikes, 200 shots at medium range; *Special Traits:* Penetration 9, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+24 accuracy, 36 damage, 4 strikes; *Special Traits:* NA

-**Plasma Grenade** 1d20+23 accuracy, 65 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +20, Athletics +23, Computers +12, Defensive Training 10, Durability 9, Endurance +17, Influence +13, Leadership +13, Melee 10, Mental Training 10, Perception +30, Ranged 10, Science +13, Stealth +20, Survival +22, Tactics +16

Perks: Fire into Melee, Fast Hands, Extra Reactions (6), Improved Wound 1, Wound Resilience 1

Strength:10* **Instinct:** 12* **Agility:** 12* **Fortitude:** 8

Intelligence: 6 **Willpower:** 7

Gear: Special-Issue Plasma Pistol with 3 magazines, Special-Issue Plasma Grenade x2, Covenant War Master Kig-Yar Combat Harness, Equipment Belt x2, Medipack x2, Holographic Projector

Rapid Fire: The skirmisher champion can make two attacks as part of a standard action.

Triple Holograms: Once per 5 rounds, as a minor action, the skirmisher champion can create three holographic projections of itself next to it. Each hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot interact with anything. A detector action can be used to reveal that the decoy is an illusion. The holograms must remain within 30 squares of the skirmisher. The holographic projector lasts for 5 rounds or until taking a point of damage. It has the same defenses and damage resistance as the champion.

Distracting Mirage: All enemies within 3 squares of a skirmisher champion hologram are flat-footed against the champion's attacks.

Predatory: The skirmisher champion deals +24 damage against flat-footed enemies.

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 12 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, if they end their turn outside of line of sight and all enemies.

Covenant Veteran: The skirmisher champions are the longest lasting members of their corps. They gain +2 attack accuracy, +6 penetration with pistol and rifle attacks, and +2 to all skill checks. They also gain +2 power ratings with all weapons, and +1 resistance rating with armor.

Extra Senses: The skirmisher champion can spend a move action to make a detector action against all enemies within 24 squares.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Strategist Abilities: A skirmisher champion has X strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Orbital Flare:** The skirmisher champion orders a long distance orbital light flare to strike an area. This effects a Burst (6) area within line of sight. All within the area must make a DC 35 endurance check or be blinded for 1 round, +1 per 5 points they failed the check.

-**Plasma Mortar Bombardment:** Targets a Burst (4) location within sight, roll 2d20, on each 15+, targets in the area take 60 damage, Penetration (30).

-**Skirmisher Ambush:** Summons a Group of Skirmisher Mummillos to appear on the battlefield, somewhere on either the edge of the battlefield or outside of line of sight of the enemies. This can only be used once per encounter per skirmisher champion.

Alternate Weapons: The skirmisher major can be equipped with one of the following weapons instead of a plasma pistol: a special-issue needler with 2 magazines, a special-issue beam rifle with 2 magazines, a special-issue carbine with 2 magazines, or a special-issue needle rifle with 2 magazines.

-**Needler** 1d20+27 accuracy, 31 damage, 6 strikes, 20 shots at medium range; *Special Traits:* Penetration 6, Needle Blast, Homing

-**Beam Rifle** 1d20+27 accuracy, 30 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 26, Focusing Beam, Digital Scope

-**Carbine** 1d20+26 accuracy, 45 damage, 4 strikes, 18 shots at long range; *Special Traits:* Penetration 10, Digital Scope

-**Needle Rifle** 1d20+29 accuracy, 31 damage, 6 strikes, 21 shots at distant range; *Special Traits:* Penetration 8, Needle Blast, Digital Scope

-**Rifle Butt** 1d20+24 accuracy, 42 damage, 1 strike; *Special Traits:* NA

The skirmisher champions are the warlords of the T'vaoan jackals. Easily recognized by their heavy, golden armor, these skirmishers possess great battlefield ability in combination with a large number of tactical resources to overwhelm their foes, such as releasing hosts of holograms, ordering orbital flares, and organizing skirmisher ambushes at unsuspecting foes. Skirmisher champions fight alongside the other great champions of the Covenant, in small kill squads with other champions, or leading less-experienced skirmishers.



~Skirmisher Champion (left)

~Skirmisher Commando (right)

Skirmisher Commando

Level 20 Skirmisher Non-heroic Character (T'vaoran Kig-Yar/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 177 | Healing Threshold: 8 | Damage Threshold: 34 |
| Defense: 36 | Toughness: 40 | Resolve: 36 |
| Speed: 11 | Shift Speed: 3 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +9 |
| Damage Resistance: 28 | | |

-Needle Rifle 1d20+26 accuracy, 31 damage, 5 strikes, 21 shots at distant range; *Special Traits:* Penetration 6, Needle Blast, Digital Scope

-Rifle Butt 1d20+20 accuracy, 37 damage, 1 strike; *Special Traits:* NA

-Plasma Grenade 1d20+20 accuracy, 65 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +23, Athletics +26, Computers +14, Defensive Training 9, Durability 8, Endurance +19, Leadership +16, Melee 8, Mental Training 8, Perception +24, Ranged 9, Science +14, Stealth +24, Survival +20, Tactics +17

Perks: Stealth Focus, Extra Reactions (4), Improved Evasion, Action Move Specialist, Improved Wound 1

Strength: 9* **Instinct:** 10* **Agility:** 10* **Fortitude:** 7

Intelligence: 4 **Willpower:** 6

Gear: Special-Issue Needle Rifle with 3 magazines, Special-Issue Plasma Grenade x2, Covenant Ultra Reinforced Kig-Yar Combat Harness, Equipment Belt x2, Medipack x2, Laser Cutter, Holographic Projector

Prey Upon Confidence: The skirmisher commando gains +3 accuracy and damage for every positive morale the target possesses with its attacks. If its attack hits a target's defense and resolve, the target loses all positive morale.

Holographic Projection: Once per encounter, as a minor action, the skirmisher commando can create a holographic projection of itself next to it. The hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot interact with anything. A detector action can be used to reveal that the decoy is an illusion. The hologram must remain within 30 squares of the skirmisher. The holographic projector lasts for 5 rounds or until taking a point of damage. It has the same defenses and damage resistance as the commando.

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 9 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, as long as they end their turn outside of line of sight and all enemies.

Covenant Elite Killers: Skirmisher commandos are highly trained, Covenant operatives that fight in devastating units. They gain +2 attack accuracy, +2 defense, +2 toughness, +2 resolve, +4 penetration with pistol and rifle attacks, and +2 to all skill checks. They also gain +2 power ratings with all weapons, and +1 resistance rating with their armor.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Alternate Weapons: The skirmisher commando can be equipped with one of the following weapons instead of a needle rifle: a special-issue beam rifle with 2 magazines

-Beam Rifle 1d20+24 accuracy, 30 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 24, Focusing Beam, Digital Scope

Skirmisher commandos fill the skirmisher roles for both spec-ops and rangers, being mobile assassins that hunt down vital foes for extermination as part of a larger operation. Possessing the legendary athletic abilities of all T'vaoran jackals alongside holographic projectors, skirmisher commandos are tricky enemies that can easily disorient and confuse their foes, making them vulnerable to sniping attacks.

Skirmisher Major

Level 10 Skirmisher Non-heroic Character (T'vaoan Kig-Yar/ Guerilla), Low Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 95 | Healing Threshold: 7 | Damage Threshold: 28 |
| Defense: 26 | Toughness: 25 | Resolve: 22 |
| Speed: 9 | Shift Speed: 2 | Morale Bonus: +3 |
| Space: 1 square | Reach: 1 square | Initiative: +7 |
| Damage Resistance: 15 | | |

-**Plasma Pistol** 1d20+11 accuracy, 20 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+8 accuracy, 21 damage, 2 strikes; *Special Traits:* NA

-**Plasma Grenade** 1d20+9 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics +13, Athletics +16, Computers +7, Defensive Training 5, Durability 4, Endurance +9, Leadership +9, Melee 4, Mental Training 4, Perception +14, Ranged 6, Science +7, Stealth +13, Survival +13, Tactics +9

Perks: Stealth Focus, Extra Reactions (3), Improved Evasion

Strength: 5* **Instinct:** 7* **Agility:** 7 **Fortitude:** 5

Intelligence: 3 **Willpower:** 3

Gear: Plasma Pistol, Plasma Grenade x2, Covenant Major Kig-Yar Combat Harness, Equipment Belt x2, Medipack

Stealth Attack: When the skirmisher major attacks an enemy while hidden, they make 2 attacks against the target instead of 1.

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 7 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, as long as they end their turn outside of line of sight and all enemies.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Alternate Weapons: The skirmisher major can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, a beam rifle with 2 magazines, a carbine with 2 magazines, or a needle rifle with 2 magazines.

-**Needler** 1d20+13 accuracy, 19 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Beam Rifle** 1d20+13 accuracy, 18 damage, 1 strike, 10 shots at distant range; *Special Traits:* Penetration 20, Focusing Beam, Digital Scope

-**Carbine** 1d20+12 accuracy, 29 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Needle Rifle** 1d20+15 accuracy, 19 damage, 3 strikes, 21 shots at distant range; *Special Traits:* Penetration 2, Needle Blast, Digital Scope

-**Rifle Butt** 1d20+8 accuracy, 27 damage, 1 strike; *Special Traits:* NA

Skirmisher majors are more veteran skirmisher troops that have tactical command over groups of minors. They frequently use the skirmisher minors as distractions, while they get into position to unleash killing blows on their foes. Skirmisher majors excel at launching surprise attacks against forces that are already engaged with standard troops, such as grunts or elites.



Skirmisher Minor

Level 3 Skirmisher Non-heroic Character (T'vaoan Kig-Yar/ Guerilla), Low Threat

| | | |
|-----------------------------|-----------------------------|-----------------------------|
| Hit Points: 56 | Healing Threshold: 7 | Damage Threshold: 25 |
| Defense: 18 | Toughness: 17 | Resolve: 15 |
| Speed: 8 | Shift Speed: 2 | Morale Bonus: +2 |
| Space: 1 square | Reach: 1 square | Initiative: +4 |
| Damage Resistance: 9 | | |

-**Plasma Pistol** 1d20+4 accuracy, 17 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+2 accuracy, 17 damage, 2 strikes; *Special Traits:* NA

Skills: Acrobatics +6, Athletics +9, Defensive Training 3, Durability 2, Melee 2, Mental Training 2, Perception +6, Ranged 3, Stealth +6, Tactics +4

Perks: Stealth Focus

Strength: 3 **Instinct:** 4* **Agility:** 5 **Fortitude:** 4

Intelligence: 2 **Willpower:** 2

Gear: Plasma Pistol, Kig-Yar Combat Harness, Equipment Belt x2

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 5 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, as long as they end their turn outside of line of sight and all enemies.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Alternate Weapons: The skirmisher minor can be equipped with one of the following weapons instead of a plasma pistol: a needler with 2 magazines, a carbine with 2 magazines, or a needle rifle with 2 magazines.

-**Needler** 1d20+8 accuracy, 16 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-**Carbine** 1d20+5 accuracy, 25 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-**Needle Rifle** 1d20+8 accuracy, 16 damage, 3 strikes, 21 shots at distant range; *Special Traits:* Penetration 2, Needle Blast, Digital Scope

-**Rifle Butt** 1d20+2 accuracy, 23 damage, 1 strike; *Special Traits:* NA

Skirmisher minors are the lowest ranked warriors of the T'vaoan jackal caste. They are mobile, lightly armed troops that fight in small squads that split, surround, and overwhelm the enemy with attrition fire. Skirmishers use their mobility to leap from place to place, hiding as needing and getting vantage points when they can.



~Skirmisher Minor (left)



~Skirmisher Murmillo (right)

Skirmisher Murmillo

Level 13 Skirmisher Non-heroic Character (T'vaoran Kig-Yar/ Fighter), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 229 | Healing Threshold: 8 | Damage Threshold: 36 |
| Defense: 36 | Toughness: 29 | Resolve: 26 |
| Speed: 9 | Shift Speed: 2 | Morale Bonus: +4 |
| Space: 1 square | Reach: 1 square | Initiative: +12 |
| Damage Resistance: 22 | | |

-**Plasma Pistol** 1d20+14 accuracy, 26 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Charged Shot, Overheat

-**Needler** 1d20+18 accuracy, 25 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 4, Needle Blast, Homing

-**Pistol Whip** 1d20+15 accuracy, 28 damage, 2 strikes; *Special Traits:* Penetration 4

Skills: Acrobatics +12, Athletics +16, Defensive Training 7, Durability 7, Endurance +12, Melee 7, Mental Training 6, Perception +15, Ranged 7, Stealth +11, Tactics +8

Perks: Fire Into Melee, Extra Reactions (3), Wound Resilience 1

Strength: 6 **Instinct:** 8* **Agility:** 7 **Fortitude:** 6

Intelligence: 2 **Willpower:** 4

Gear: Plasma Pistol, Needler, Directed Energy Light Shield x2, Kig-Yar Combat Harness, Equipment Belt x2

Pistol Fusillade: Instead of attacking normally, the skirmisher murmillo can, as a standard action, make an attack with both pistols at every target within 6 squares of them.

Dual-Weapon Skill: The skirmisher murmillo can attack with two one-handed weapons with no attack penalty.

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 8 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, as long as they end their turn outside of line of sight and all enemies.

Predatory: The skirmisher murmillo deals +13 damage against flat-footed enemies.

Gladiator Training: The murmillo has extensive combat training from fighting in Kig-yar arenas. They gain +3 attack accuracy, +3 defense, +2 power ratings of damage, +4 penetration, and +4 damage threshold.

Extra Senses: The skirmisher murrmillo can spend a move action to make a detector action against all enemies within 16 squares.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Murmillo Mob (Swarm Trait): A swarm of murmillo skirmishers gains improved effectiveness with their Pistol Fusillade. For every tier of the swarm, the Pistol Fusillade gains +3 square range and +1 hailfire.

Murmillo's are specially trained skirmishers born as fighting slaves, a process encouraged by the Covenant to produce superior warriors to aid their conquests. Murmillos fight with two light shields, blocking attacks against them in combat, while firing their pistols wildly against all nearby foes. These ruthless troops dive into combat and constantly move about their foes, keeping them flanked, unprepared, and off-guard against future attacks.

Skirmisher Murmillo Victor

Level 21 Skirmisher Non-heroic Character (T'vaoan Kig-Yar/ Fighter), Medium Threat

| | | |
|------------------------------|-----------------------------|-----------------------------|
| Hit Points: 335 | Healing Threshold: 9 | Damage Threshold: 40 |
| Defense: 44 | Toughness: 38 | Resolve: 35 |
| Speed: 10 | Shift Speed: 2 | Morale Bonus: +7 |
| Space: 1 square | Reach: 1 square | Initiative: +15 |
| Damage Resistance: 32 | | |

-Plasma Pistol w/ Dual-Wielding 1d20+20 accuracy, 32 damage, 5 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Charged Shot, Overheat

-Pistol Whip 1d20+18 accuracy, 35 damage, 3 strikes; *Special Traits:* Penetration 4

Skills: Acrobatics +16, Athletics +16, Defensive Training 9, Durability 9, Endurance +15, Melee 9, Mental Training 9, Perception +25, Ranged 9, Stealth +14, Tactics +12

Perks: Fire Into Melee, Extra Reactions (4), Wound Resilience 2, Improved Wound 1

Strength: 9* **Instinct:** 10* **Agility:** 9 **Fortitude:** 8

Intelligence: 4 **Willpower:** 6

Gear: Special-Issue Plasma Pistol x2, Directed Energy Light Shield x2, Covenant Major Kig-Yar Combat Harness, Equipment Belt x2

Reckless Pistol Fusillade: Instead of attacking normally, the skirmisher murmillo can, as a standard action, make an attack with both pistols at every target within 6 squares of them. If they hit at least 3 targets, they can make the attack again.

Defensive Stance: At the end of every turn, the murmillo gains temporary hit points 2 temporary hit points for each of the following: every enemy within 6 squares, and every enemy they with an attack on their turn.

Dual-Weapon Skill: The skirmisher murmillo can attack with two one-handed weapons with no attack penalty.

Leap: Once every other round, as a move action, the skirmisher minor can leap up to 11 squares horizontally, vertically, or a combination of both. This otherwise functions as the Leap talent. However, if they end their jump out of line sight of all enemies, they gain the Hidden condition.

Predatory: The skirmisher murmillo victor deals +21 damage against flat-footed enemies.

Skirmisher Step: When the skirmisher is hidden, they can perform an action move without losing the hidden condition or being partially revealed, as long as they end their turn outside of line of sight and all enemies.

Gladiator Training: The murmillo has extensive combat training from fighting in Kig-yar arenas. They gain +3 attack accuracy, +3 defense, +2 power ratings of damage, +4 penetration, and +4 damage threshold.

Extra Senses: The skirmisher murmillo can spend a move action to make a detector action against all enemies within 20 squares.

Ambush Party (Swarm Trait): A swarm of skirmishers gains +5 defense per tier of the swarm. Moreover, enemies are always flat-footed against skirmisher swarm attacks.

Murmillo Mob (Swarm Trait): A swarm of murmillo skirmishers gains improved effectiveness with their Pistol Fusillade. For every tier of the swarm, the Pistol Fusillade gains +3 square range and +1 hailfire.

Murmillo victors have not only served the arena, but have fought in numerous conflicts on behalf of their Covenant overlords. Victors engage their enemy, dropping numerous enemy troops in a single salvo, while whirling and dancing to avoid incoming attacks. Victors are prized to spearhead counter-strikes, where they set the enemy off-balance for when the larger strike force moves.

Example Swarms

Larger engagements and forces arrayed against higher level players will typically form swarms, or tight units, to overwhelm foes. Swarms use all the rules of the 'Swarm Template' in the Core Rulebook. The following is a list of example swarms, of the most common types of Covenant swarm encounters in the game.

Grunt Swarms

Group of Grunt Minors

Level 8 Grunt Large-Sized Group of Characters (Unggoy/ Tier 1 Swarm), Low Threat

Hit Points: 555

Defense: 8

Speed: 5

Space: 2 by 2 square

Damage Resistance: 8

Toughness: 40

Shift Speed: 1

Reach: 1 square

Resolve: 12

Initiative: +3

-**Plasma Pistol** 1d20+12 accuracy, 27 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+10 accuracy, 26 damage, 1 strike; *Special Traits:* Hailfire 1

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Horde of Grunt Minors

Level 14 Grunt Huge-Sized Group of Characters (Unggoy/ Tier 2 Swarm), Medium Threat

Hit Points: 925

Defense: 6

Speed: 5

Space: 4 by 4 squares

Damage Resistance: 8

Toughness: 44

Shift Speed: 1

Reach: 2 squares

Resolve: 12

Initiative: +3

-**Plasma Pistol** 1d20+22 accuracy, 27 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+20 accuracy, 26 damage, 1 strike; *Special Traits:* Hailfire 2

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Legion of Grunt Minors

Level 20 Grunt Gargantuan-Sized Group of Characters (Unggoy/ Tier 3 Swarm), Medium Threat

Hit Points: 1480

Defense: 4

Speed: 5

Space: 8 by 8 squares

Damage Resistance: 8

Toughness: 52

Shift Speed: 1

Reach: 3 squares

Resolve: 12

Initiative: +3

-**Plasma Pistol** 1d20+32 accuracy, 34 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 2, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+30 accuracy, 32 damage, 1 strike; *Special Traits:* Hailfire 2

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize

combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Group of Grunt Suiciders

Level 8 Grunt Large-Sized Group of Characters (Unggoy/Tier 1 Swarm), Low Threat

Hit Points: 555

Defense: 8

Toughness: 40

Resolve: 12

Speed: 5

Shift Speed: 1

Space: 2 by 2 squares

Reach: 1 square

Initiative: +3

Damage Resistance: 8

-Suicide Explosion 1d20+15 accuracy, 70 damage, 1 strike, special; *Special Traits:* Penetration 5, Burst 4, Hailfire 3, Lose 185 health

-Unarmed 1d20+10 accuracy, 21 damage, 2 strikes; *Special Traits:* Hailfire 1

Horde of Grunt Suiciders

Level 14 Grunt Huge-Sized Group of Characters (Unggoy/Tier 2 Swarm), Medium Threat

Hit Points: 925

Defense: 6

Toughness: 44

Resolve: 12

Speed: 5

Shift Speed: 1

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +3

Damage Resistance: 8

-Suicide Explosion 1d20+25 accuracy, 90 damage, 1 strike, special; *Special Traits:* Penetration 5, Burst 6, Hailfire 5, Lose 308 health

-Unarmed 1d20+20 accuracy, 21 damage, 2 strikes; *Special Traits:* Hailfire 2

Legion of Grunt Suiciders

Level 20 Grunt Gargantuan-Sized Group of Characters (Unggoy/Tier 3 Swarm), Medium Threat

Hit Points: 1480

Defense: 4

Toughness: 52

Resolve: 12

Speed: 5

Shift Speed: 1

Space: 8 by 8 squares

Reach: 3 squares

Initiative: +3

Damage Resistance: 8

-Suicide Explosion 1d20+35 accuracy, 120 damage, 1 strike, special; *Special Traits:* Penetration 5, Burst 8, Hailfire 6, Lose 493 health

-Unarmed 1d20+30 accuracy, 22 damage, 2 strikes; *Special Traits:* Hailfire 2

Group of Grunt Majors

Level 14 Grunt Large-Sized Group of Characters (Unggoy/ Tier 1 Swarm), Low Threat

Hit Points: 1260

Defense: 19

Toughness: 48

Resolve: 17

Speed: 6

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +5

Damage Resistance: 15

-Plasma Pistol 1d20+19 accuracy, 30 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Charged Shot, Overheat

-Pistol Whip 1d20+15 accuracy, 31 damage, 1 strike; *Special Traits:* Hailfire 1

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize

combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Horde of Grunt Majors

Level 20 Grunt Huge-Sized Group of Characters (Unggoy/ Tier 2 Swarm), Medium Threat

Hit Points: 2100

Defense: 17

Toughness: 52

Resolve: 17

Speed: 6

Shift Speed: 2

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +5

Damage Resistance: 15

-**Plasma Pistol** 1d20+29 accuracy, 30 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+25 accuracy, 31 damage, 1 strike; *Special Traits:* Hailfire 2

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Legion of Grunt Majors

Level 26 Grunt Gargantuan-Sized Group of Characters (Unggoy/ Tier 3 Swarm), Medium Threat

Hit Points: 3360

Defense: 15

Toughness: 60

Resolve: 17

Speed: 6

Shift Speed: 2

Space: 8 by 8 squares

Reach: 3 squares

Initiative: +5

Damage Resistance: 15

-**Plasma Pistol** 1d20+39 accuracy, 40 damage, 2 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 2, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+35 accuracy, 42 damage, 1 strike; *Special Traits:* Hailfire 2

Fearful (Swarm Trait): Unggoy swarms tend to fracture and break when they see allies dying. Whenever an ally dies within 6 squares of an unggoy swarm, the swarm suffers 50 damage. In addition, unggoy swarms can be subjected to demoralize combat influence actions. If hit by a demoralize combat influence action, the swarm suffers damage equal to the influence check result if it surpassed their resolve.

Group of Grunt Heavies

Level 15 Grunt Large-Sized Group of Characters (Unggoy/ Tier 1 Swarm), Medium Threat

Hit Points: 1155

Defense: 15

Toughness: 48

Resolve: 18

Speed: 6

Shift Speed: 1

Space: 2 by 2 squares

Reach: 1 square

Initiative: +4

Damage Resistance: 18

-**Plasma Pistol** 1d20+17 accuracy, 37 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+13 accuracy, 38 damage, 2 strikes; *Special Traits:* Hailfire 1

-**Fuel Rod Gun** 1d20+16 accuracy, 100 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 40, Burst 1, Hailfire 1, High Explosive, Projectile

Horde of Grunt Heavies

Level 21 Grunt Huge-Sized Group of Characters (Unggoy/ Tier 2 Swarm), High Threat

Hit Points: 1925

Defense: 13

Toughness: 52

Resolve: 18

Speed: 6

Shift Speed: 1

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 18

-**Plasma Pistol** 1d20+27 accuracy, 37 damage, 3 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Hailfire 2, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+23 accuracy, 38 damage, 2 strikes; *Special Traits*: Hailfire 2

-**Fuel Rod Gun** 1d20+26 accuracy, 100 damage, 1 strike, 5 shots at medium range; *Special Traits*: Penetration 40, Burst 2, Hailfire 2, High Explosive, Projectile

Group of Grunt Ultra

Level 26 Grunt Large-Sized Group of Characters (Unggoy/ Ultra / Tier 1 Swarm), Low Threat

Hit Points: 3420

Defense: 27

Toughness: 59

Resolve: 28

Speed: 8

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +9

Damage Resistance: 29

-**Plasma Rifle** 1d20+29 accuracy, 45 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits*: Penetration 8, Hailfire 1, Plasma, Overheat

-**Rifle Butt** 1d20+28 accuracy, 54 damage, 1 strike; *Special Traits*: Penetration 5, Hailfire 1

Grunt Spec-Ops

Level 22 Grunt Large-Sized Group of Characters (Unggoy/ Tier 1 Swarm), Medium Threat

Hit Points: 2700

Defense: 33

Toughness: 61

Resolve: 34

Speed: 8

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +16

Damage Resistance: 20

-**Plasma Rifle** 1d20+30 accuracy, 36 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits*: Penetration 7, Hailfire 1, Plasma, Overheat

-**Rifle Butt** 1d20+28 accuracy, 40 damage, 1 strike; *Special Traits*: Hailfire 1

Jackal Swarms

Group of Jackal Shield Minors

Level 9 Jackal Large-Sized Group of Characters (Kig-Yar/ Tier 1 Swarm), Medium Threat

Hit Points: 630

Defense: 25

Toughness: 41

Resolve: 15

Speed: 6

Shift Speed: 1

Space: 2 by 2 square

Reach: 1 square

Initiative: +5

Damage Resistance: 10

-**Plasma Pistol** 1d20+14 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+12 accuracy, 27 damage, 1 strikes; *Special Traits*: N/A

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 1 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Horde of Jackal Shield Minors

Level 15 Jackal Huge-Sized Group of Characters (Kig-Yar/ Tier 2 Swarm), High Threat

Hit Points: 1260

Defense: 23

Toughness: 45

Resolve: 15

Speed: 6

Shift Speed: 1

Space: 4 by 4 square

Reach: 2 squares

Initiative: +5

Damage Resistance: 10

-**Plasma Pistol** 1d20+24 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+22 accuracy, 27 damage, 1 strikes; *Special Traits*: Hailfire 1

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 2 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Legion of Jackal Shield Minors

Level 21 Jackal Gargantuan-Sized Group of Characters (Kig-Yar/ Tier 3 Swarm), High Threat

Hit Points: 1890

Defense: 21

Toughness: 53

Resolve: 15

Speed: 6

Shift Speed: 1

Space: 8 by 8 square

Reach: 3 squares

Initiative: +5

Damage Resistance: 10

-**Plasma Pistol** 1d20+34 accuracy, 34 damage, 3 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+32 accuracy, 34 damage, 1 strikes; *Special Traits*: Hailfire 1

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 3 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Group of Jackal Shield Majors

Level 16 Jackal Large-Sized Group of Characters (Kig-Yar/ Tier 1 Swarm), Medium Threat

Hit Points: 1450

Defense: 35

Toughness: 50

Resolve: 24

Speed: 7

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +8

Damage Resistance: 18

-**Plasma Pistol** 1d20+19 accuracy, 30 damage, 4 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+17 accuracy, 32 damage, 2 strikes; *Special Traits*: NA

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 1 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Horde of Jackal Shield Majors

Level 22 Jackal Huge-Sized Group of Characters (Kig-Yar/ Tier 2 Swarm), High Threat

Hit Points: 2900

Defense: 33

Toughness: 54

Resolve: 24

Speed: 7

Shift Speed: 2

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +8

Damage Resistance: 18

-**Plasma Pistol** 1d20+29 accuracy, 30 damage, 4 strikes, 200 shots at medium range; *Special Traits*: Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+27 accuracy, 32 damage, 2 strikes; *Special Traits*: Hailfire 1

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 2 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Legion of Jackal Shield Majors

Level 28 Jackal Gargantuan-Sized Group of Characters (Kig-Yar/ Tier 3 Swarm), High Threat

Hit Points: 4350

Defense: 31

Speed: 7

Space: 8 by 8 squares

Damage Resistance: 18

Toughness: 62

Shift Speed: 2

Reach: 3 squares

Resolve: 24

Initiative: +8

-**Plasma Pistol** 1d20+39 accuracy, 40 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+37 accuracy, 44 damage, 2 strikes; *Special Traits:* Hailfire 1

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 3 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Group of Jackal Shield Champions

Level 26 Jackal Large-Sized Group of Characters (Kig-Yar/ Tier 1 Swarm), High Threat

Hit Points: 2170

Defense: 39

Speed: 8

Space: 2 by 2 squares

Damage Resistance: 31

Toughness: 57

Shift Speed: 2

Reach: 1 square

Resolve: 30

Initiative: +16

-**Overcharged Plasma Pistol** 1d20+32 accuracy, 54 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 9, Plasma, Charged Shot, Double Ammunition Usage, Overheat +2

-**Pistol Whip** 1d20+30 accuracy, 51 damage, 2 strikes; *Special Traits:* NA

Eager Hunting Pack (Swarm Trait): A swarm of jackals can make 1 extra ranged attacks as part of a standard action. Only 2 attacks can be made against a single target, however, no matter the number of attacks.

Skirmisher Swarms

Group of Skirmisher Minors

Level 9 Skirmisher Large-Sized Swarm of Characters (T'vaoan Kig-Yar/ Tier 1 Swarm), Medium Threat

Hit Points: 560

Defense: 21

Speed: 8

Space: 2 by 2 squares

Damage Resistance: 9

Toughness: 41

Shift Speed: 2

Reach: 1 square

Resolve: 15

Initiative: +4

-**Plasma Pistol** 1d20+14 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat, Flat-Footed

-**Pistol Whip** 1d20+12 accuracy, 27 damage, 2 strikes; *Special Traits:* Flat-Footed

Horde of Skirmisher Minors

Level 15 Skirmisher Huge-Sized Swarm of Characters (T'vaoran Kig-Yar/ Tier 2 Swarm), High Threat

Hit Points: 1120

Defense: 24

Speed: 8

Space: 4 by 4 squares

Damage Resistance: 9

Toughness: 45

Shift Speed: 2

Reach: 2 square

Resolve: 15

Initiative: +4

-**Plasma Pistol** 1d20+24 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat, Flat-Footed

-**Pistol Whip** 1d20+22 accuracy, 27 damage, 2 strikes; *Special Traits:* Hailfire 1, Flat-Footed

Legion of Skirmisher Minors

Level 21 Skirmisher Gargantuan-Sized Swarm of Characters (T'vaoran Kig-Yar/ Tier 3 Swarm), High Threat

Hit Points: 1680

Defense: 27

Speed: 8

Space: 8 by 8 squares

Damage Resistance: 9

Toughness: 53

Shift Speed: 2

Reach: 3 square

Resolve: 15

Initiative: +4

-**Plasma Pistol** 1d20+34 accuracy, 34 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat, Flat-Footed

-**Pistol Whip** 1d20+32 accuracy, 34 damage, 2 strikes; *Special Traits:* Hailfire 1, Flat-Footed

Group of Skirmisher Majors

Level 16 Skirmisher Large-Sized Swarm of Characters (T'vaoran Kig-Yar/ Tier 1 Swarm), Medium Threat

Hit Points: 950

Defense: 29

Speed: 9

Space: 2 by 2 squares

Damage Resistance: 15

Toughness: 49

Shift Speed: 2

Reach: 1 square

Resolve: 22

Initiative: +7

-**Plasma Pistol** 1d20+21 accuracy, 30 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat, Flat-footed

-**Pistol Whip** 1d20+18 accuracy, 31 damage, 2 strikes; *Special Traits:* Flat-Footed

Horde of Skirmisher Majors

Level 22 Skirmisher Huge-Sized Swarm of Characters (T'vaoran Kig-Yar/ Tier 2 Swarm), High Threat

Hit Points: 1900

Defense: 32

Speed: 9

Space: 4 by 4 squares

Damage Resistance: 15

Toughness: 53

Shift Speed: 2

Reach: 2 squares

Resolve: 22

Initiative: +7

-**Plasma Pistol** 1d20+31 accuracy, 30 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat, Flat-footed

-**Pistol Whip** 1d20+28 accuracy, 31 damage, 2 strikes; *Special Traits:* Hailfire 1, Flat-Footed

Legion of Skirmisher Majors

Level 28 Skirmisher Gargantuan-Sized Swarm of Characters (T'vaoan Kig-Yar/ Tier 3 Swarm), High Threat

Hit Points: 2850

Defense: 35

Speed: 9

Space: 8 by 8 squares

Damage Resistance: 15

Toughness: 61

Shift Speed: 2

Reach: 3 squares

Resolve: 22

Initiative: +7

-**Plasma Pistol** 1d20+41 accuracy, 40 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat, Flat-footed

-**Pistol Whip** 1d20+38 accuracy, 42 damage, 2 strikes; *Special Traits:* Hailfire 1, Flat-Footed

Group of Skirmisher Murmillos

Level 19 Skirmisher Large-Sized Swarm of Characters (T'vaoan Kig-Yar/ Tier 1 Swarm), High Threat

Hit Points: 2290

Defense: 39

Speed: 9

Space: 2 by 2 squares

Damage Resistance: 22

Toughness: 53

Shift Speed: 2

Reach: 1 square

Resolve: 26

Initiative: +12

-**Plasma Pistol** 1d20+24 accuracy, 36 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Plasma, Charged Shot, Overheat, Flat-Footed

-**Needler** 1d20+28 accuracy, 35 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 4, Needle Blast, Homing, Flat-Footed

-**Pistol Whip** 1d20+25 accuracy, 38 damage, 2 strikes; *Special Traits:* Penetration 4, Flat-Footed

Pistol Fusillade: Instead of attacking normally, the group of skirmisher murmillos can, as a standard action, make an attack with both pistols at every target within 9 squares of them with +1 hailfire.

Horde of Skirmisher Murmillos

Level 25 Skirmisher Huge-Sized Swarm of Characters (T'vaoan Kig-Yar/ Tier 2 Swarm), Extreme Threat

Hit Points: 4580

Defense: 42

Speed: 9

Space: 4 by 4 squares

Damage Resistance: 22

Toughness: 57

Shift Speed: 2

Reach: 2 squares

Resolve: 26

Initiative: +12

-**Plasma Pistol** 1d20+34 accuracy, 36 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 7, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat, Flat-Footed

-**Needler** 1d20+38 accuracy, 35 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Penetration 4, Hailfire 1, Burst 1, Needle Blast, Homing, Flat-Footed

-**Pistol Whip** 1d20+35 accuracy, 38 damage, 2 strikes; *Special Traits:* Penetration 4, Hailfire 1, Flat-Footed

Pistol Fusillade: Instead of attacking normally, the group of skirmisher murmillos can, as a standard action, make an attack with both pistols at every target within 12 squares of them with +2 hailfire.

Drone Swarms

Group of Drone Minors

Level 8 Drone Large-Sized Swarm of Characters (Drone/ Tier 1 Swarm), Low Threat

Hit Points: 330

Defense: 16

Speed: 7, fly 15

Space: 2 by 2 squares

Damage Resistance: 6

Toughness: 40

Shift Speed: 2

Reach: 1 square

Resolve: 14

Initiative: +3

-**Plasma Pistol** 1d20+12 accuracy, 27 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+14 accuracy, 23 damage, 4 strikes; *Special Traits:* Penetration 3

Defensive Flight: While flying, the group of drone minors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The group of drone minors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Horde of Drone Minors

Level 14 Drone Huge-Sized Swarm of Characters (Drone/ Tier 2 Swarm), Medium Threat

Hit Points: 660

Defense: 14

Speed: 7, fly 15

Space: 4 by 4 squares

Damage Resistance: 6

Toughness: 44

Shift Speed: 2

Reach: 2 square

Resolve: 14

Initiative: +3

-**Plasma Pistol** 1d20+22 accuracy, 27 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+24 accuracy, 23 damage, 4 strikes; *Special Traits:* Penetration 3, Hailfire 1

Defensive Flight: While flying, the horde of drone minors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The horde of drone minors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Legion of Drone Minors

Level 20 Drone Gargantuan-Sized Swarm of Characters (Drone/ Tier 3 Swarm), Medium Threat

Hit Points: 990

Defense: 12

Speed: 7, fly 15

Space: 8 by 8 squares

Damage Resistance: 6

Toughness: 52

Shift Speed: 2

Reach: 3 square

Resolve: 14

Initiative: +3

-**Plasma Pistol** 1d20+32 accuracy, 34 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat

-**Drone Claw** 1d20+34 accuracy, 26 damage, 4 strikes; *Special Traits:* Penetration 3, Hailfire 1

Defensive Flight: While flying, the legion of drone minors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The legion of drone minors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Group of Drone Majors

Level 14 Drone Large-Sized Swarm of Characters (Drone/ Tier 1 Swarm), Low Threat

Hit Points: 840

Defense: 24

Toughness: 48

Resolve: 24

Speed: 10, fly 18

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +4

Damage Resistance: 16

-Plasma Pistol 1d20+16 accuracy, 30 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-Drone Claw 1d20+19 accuracy, 27 damage, 4 strikes; *Special Traits:* Penetration 3

Defensive Flight: While flying, the group of drone majors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The group of drone majors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Horde of Drone Majors

Level 20 Drone Huge-Sized Swarm of Characters (Drone/ Tier 2 Swarm), Medium Threat

Hit Points: 1680

Defense: 22

Toughness: 52

Resolve: 24

Speed: 10, fly 18

Shift Speed: 2

Space: 4 by 4 squares

Reach: 2 squares

Initiative: +4

Damage Resistance: 16

-Plasma Pistol 1d20+26 accuracy, 30 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat

-Drone Claw 1d20+29 accuracy, 27 damage, 4 strikes; *Special Traits:* Penetration 3, Hailfire 1

Defensive Flight: While flying, the horde of drone majors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The horde of drone majors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity

Legion of Drone Majors

Level 26 Drone Gargantuan-Sized Swarm of Characters (Drone/ Tier 3 Swarm), Medium Threat

Hit Points: 2520

Defense: 20

Toughness: 60

Resolve: 24

Speed: 10, fly 18

Shift Speed: 2

Space: 8 by 8 squares

Reach: 3 squares

Initiative: +4

Damage Resistance: 16

-Plasma Pistol 1d20+36 accuracy, 40 damage, 4 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat

-Drone Claw 1d20+39 accuracy, 34 damage, 4 strikes; *Special Traits:* Penetration 3, Hailfire 1

Defensive Flight: While flying, the legion of drone majors suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The legion of drone majors gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity.

Group of Drone Ultras

Level 26 Drone Large-Sized Swarm of Characters (Drone/ Tier 1 Swarm), Medium Threat

Hit Points: 1550

Defense: 31

Speed: 9, fly 15

Space: 1 square

Damage Resistance: 33

Toughness: 66

Shift Speed: 3

Reach: 1 square

Resolve: 37

Initiative: +9

-Plasma Pistol 1d20+32 accuracy, 42 damage, 5 strikes maximum, 200 shots at medium range; *Special Traits:* Penetration 8, Plasma, Charged Shot, Overheat

-Drone Claw 1d20+33 accuracy, 38 damage, 5 strikes; *Special Traits:* Penetration 8

Defensive Flight: While flying, the group of drone ultras suffers no penalties when doing an action move while flying. If they are missed by a ranged attack while flying, they can perform an instant shift action.

Swarm Maneuvers (Swarm Trait): Drones function very well in tight units. The group of drone ultras gains a +5 cover bonus against all attacks. Because this is a cover bonus, it means area attacks do not deal half damage to them on a miss. In addition, the drone swarm makes a standard action attack against any enemy that attacks them, directly after the attacker performs their attack. This is an instant action attack, and not an attack of opportunity.

Elite Swarms

Group of Elite Minors

Level 9 Elite Large-Sized Swarm of Characters (Sangheili/ Tier 1 Swarm), High Threat

Hit Points: 1500

Defense: 15

Speed: 8

Space: 2 by 2 squares

Damage Resistance: 10

Toughness: 47

Shift Speed: 1

Reach: 1 square

Resolve: 16

Initiative: +4

-Plasma Pistol 1d20+20 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 5, Plasma, Charged Shot, Overheat

-Pistol Whip 1d20+18 accuracy, 29 damage, 2 strikes; *Special Traits:* Penetration 2

Challenge Accepted: When the group of elite minors is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The group of elite minors can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Horde of Elite Minors

Level 15 Elite Huge-Sized Swarm of Characters (Sangheili/ Tier 2 Swarm), Extreme Threat

Hit Points: 3000

Defense: 13

Toughness: 51

Resolve: 16

Speed: 8

Shift Speed: 1

Space: 4 by 4 squares

Reach: 2 square

Initiative: +4

Damage Resistance: 10

-**Plasma Pistol** 1d20+35 accuracy, 27 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 5, Hailfire 1, Burst 1, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+33 accuracy, 29 damage, 2 strikes; *Special Traits:* Penetration 2, Hailfire 1

Challenge Accepted: When the horde of elite minors is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The horde of elite minors can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Legion of Elite Minors

Level 21 Elite Gargantuan-Sized Swarm of Characters (Sangheili/ Tier 3 Swarm), Extreme Threat

Hit Points: 4500

Defense: 11

Toughness: 59

Resolve: 16

Speed: 8

Shift Speed: 1

Space: 8 by 8 squares

Reach: 3 square

Initiative: +4

Damage Resistance: 10

-**Plasma Pistol** 1d20+50 accuracy, 34 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 5, Hailfire 1, Burst 2, Plasma, Charged Shot, Overheat

-**Pistol Whip** 1d20+48 accuracy, 38 damage, 2 strikes; *Special Traits:* Penetration 2, Hailfire 1

Challenge Accepted: When the legion of elite minors is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The legion of elite minors can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Group of Elite Ranger Specialists

Level 18 Elite Large-Sized Swarm of Characters (Sangheili/ Tier 1 Swarm), Extreme Threat

Hit Points: 3000

Defense: 28

Toughness: 57

Resolve: 28

Speed: 12, fly 5

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +7

Damage Resistance: 17

-**Plasma Repeater** 1d20+30 accuracy, 36 damage, full auto, 200 shots at medium range; *Special Traits:* Penetration 11, Plasma, Recoil, Scope, Overheat

-**Rifle Butt** 1d20+28 accuracy, 42 damage, 1 strike; *Special Traits:* Penetration 6

Challenge Accepted: When the group of elite ranger specialists is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The group of elite ranger specialists can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Group of Elite Majors

Level 16 Elite Large-Sized Swarm of Characters (Sangheili/ Tier 1 Swarm), High Threat

Hit Points: 2910

Defense: 26

Toughness: 52

Resolve: 23

Speed: 10

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +5

Damage Resistance: 20

-Plasma Rifle 1d20+29 accuracy, 33 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Plasma, Overheat

-Rifle Butt 1d20+28 accuracy, 43 damage, 1 strike; *Special Traits:* Penetration 10

Challenge Accepted: When the group of elite majors is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The group of elite majors can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Horde of Elite Majors

Level 22 Elite Huge-Sized Swarm of Characters (Sangheili/ Tier 2 Swarm), Extreme Threat

Hit Points: 5820

Defense: 24

Toughness: 56

Resolve: 23

Speed: 10

Shift Speed: 2

Space: 4 by 4 squares

Reach: 2 square

Initiative: +5

Damage Resistance: 20

-Plasma Rifle 1d20+44 accuracy, 33 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 9, Hailfire 1, Burst 1, Plasma, Overheat

-Rifle Butt 1d20+43 accuracy, 43 damage, 1 strike; *Special Traits:* Penetration 10, Hailfire 1

Challenge Accepted: When the horde of elite majors is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The horde of elite majors can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Group of Elite Ultras

Level 28 Elite Large-Sized Swarm of Characters (Sangheili/ Tier 1 Swarm), High Threat

Hit Points: 4280

Defense: 40

Toughness: 67

Resolve: 36

Speed: 11

Shift Speed: 3

Space: 2 by 2 squares

Reach: 1 square

Initiative: +10

Damage Resistance: 33

-Plasma Rifle 1d20+44 accuracy, 48 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 18, Plasma, Overheat

-Rifle Butt 1d20+44 accuracy, 59 damage, 1 strike; *Special Traits:* Penetration 15

Ultimate Challenge Accepted: When the group of elite ultras is attacked by an enemy within 30 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The group of elite ultras can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Group of Elite Spec-Ops

Level 22 Elite Large-Sized Swarm of Characters (Sangheili/ Tier 1 Swarm), High Threat

Hit Points: 3660

Defense: 35

Toughness: 59

Resolve: 29

Speed: 11

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +16

Damage Resistance: 24

-**Plasma Rifle** 1d20+38 accuracy, 39 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 15, Plasma, Overheat

-**Energy Sword** 1d20+37 accuracy, 95 damage, 1 strike; *Special Traits:* Penetration 28, Plasma

Challenge Accepted: When the group of elite spec-ops is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make a standard action attack back at their attacker.

Tactical Step: The horde of elite spec-ops can shift as a minor action once per round and suffers no accuracy penalty on an action move.

Execution: When a group of elite spec-ops deals damage to a Vulnerable target with an attack on their own turn, the target is tormented for 1 round afterwards the attack.

Art of the Ambush: The spec-ops fighter can always act on a surprise round, even if there would not normally be one. Their base initiative score is also equal to their instinct + tactics ranks.

Bute Swarms

Group of Brute Minors

Level 9 Brute Large-Sized Swarm of Characters (Jiralhanae/ Tier 1), High Threat

Hit Points: 1170

Defense: 14

Toughness: 46

Resolve: 15

Speed: 5

Shift Speed: 1

Space: 2 by 2 squares

Reach: 1 square

Initiative: +3

Damage Resistance: 15

-**Spiker** 1d20+20 accuracy, 36 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Bladed Rifle Butt** 1d20+20 accuracy, 48 damage, 1 strike; *Special Traits:* Penetration 2

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The group of brute minors gains 20 temporary hit points at the start of each turn.

Horde of Brute Minors

Level 15 Brute Huge-Sized Swarm of Characters (Jiralhanae/ Tier 2), Extreme Threat

Hit Points: 2340

Defense: 12

Toughness: 50

Resolve: 15

Speed: 5

Shift Speed: 1

Space: 4 by 4 squares

Reach: 2 square

Initiative: +3

Damage Resistance: 20

-**Spiker** 1d20+35 accuracy, 41 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4, Hailfire 1, Burst 1

-**Bladed Rifle Butt** 1d20+35 accuracy, 53 damage, 1 strike; *Special Traits:* Penetration 2, Hailfire 1

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The horde of brute minors gains 40 temporary hit points at the start of each turn.

Legion of Brute Minors

Level 21 Brute Gargantuan-Sized Swarm of Characters (Jiralhanae/ Tier 3), Extreme Threat

Hit Points: 3510

Defense: 10

Speed: 5

Space: 8 by 8 squares

Damage Resistance: 25

Toughness: 58

Shift Speed: 1

Reach: 2 square

Resolve: 15

Initiative: +3

-**Spiker** 1d20+50 accuracy, 57 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4, Hailfire 1, Burst 2

-**Bladed Rifle Butt** 1d20+50 accuracy, 81 damage, 1 strike; *Special Traits:* Penetration 2, Hailfire 1

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The legion of brute minors gains 60 temporary hit points at the start of each turn.

Group of Brute Majors

Level 16 Brute Large-Sized Swarm of Characters (Jiralhanae/ Tier 1), High Threat

Hit Points: 2450

Defense: 19

Speed: 6

Space: 2 by 2 squares

Damage Resistance: 32

Toughness: 58

Shift Speed: 2

Reach: 1 square

Resolve: 24

Initiative: +6

-**Brute Plasma Rifle** 1d20+24 accuracy, 34 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Spiker** 1d20+27 accuracy, 45 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Bladed Rifle Butt** 1d20+27 accuracy, 50 damage, 1 strike; *Special Traits:* Penetration 2

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The group of brute majors gains 20 temporary hit points at the start of each turn.

Horde of Brute Majors

Level 22 Brute Huge-Sized Swarm of Characters (Jiralhanae/ Tier 2), Extreme Threat

Hit Points: 4900

Defense: 17

Speed: 6

Space: 4 by 4 squares

Damage Resistance: 37

Toughness: 62

Shift Speed: 2

Reach: 2 square

Resolve: 24

Initiative: +6

-**Brute Plasma Rifle** 1d20+39 accuracy, 39 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 1, Plasma, Overheat

-**Spiker** 1d20+42 accuracy, 50 damage, 3 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4, Hailfire 1, Burst 1

-**Bladed Rifle Butt** 1d20+42 accuracy, 55 damage, 1 strike; *Special Traits:* Penetration 2, Hailfire 1

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The horde of brute majors gains 40 temporary hit points at the start of each turn.

Group of Brute Ultra

Level 26 Brute Large-Sized Swarm of Characters (Jiralhanae/ Tier 1 Swarm), High Threat

Hit Points: 4150

Defense: 26

Toughness: 67

Resolve: 34

Speed: 7

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +9

Damage Resistance: 49

-**Carbine** 1d20+38 accuracy, 80 damage, 4 strikes or automatic, 18 shots at long range; *Special Traits:* Penetration 9

-**Spiker** 1d20+38 accuracy, 63 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 7, Rending 4

-**Rifle Butt** 1d20+36 accuracy, 75 damage, 1 strike; *Special Traits:* Penetration 5

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The group of brute ultras gains 20 temporary hit points at the start of each turn.

Group of Brute Jumpers

Level 18 Brute Large-Size Swarm of Characters (Jiralhanae/ Tier 1 Swarm), Extreme Threat

Hit Points: 2800

Defense: 23

Toughness: 61

Resolve: 31

Speed: 8

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +4

Damage Resistance: 28

-**Brute Plasma Rifle** 1d20+25 accuracy, 47 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Spiker** 1d20+28 accuracy, 45 damage, 4 strikes or automatic, 40 shots at short range; *Special Traits:* Penetration 2, Rending 4

-**Bladed Rifle Butt** 1d20+27 accuracy, 60 damage, 1 strike; *Special Traits:* Penetration 2

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The group of brute jumpers gains 20 temporary hit points at the start of each turn.

Jump Pack: The brute has a jump pack that allows massive rocket jumps and increased speed. Once per round, the group of brute jumpers can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. If the user ends their turn in the air, where they are not touching ground, they can instead hover in place and not fall; this does not require an action.

Jump Assault: If the group of brute jumpers uses their jump pack to fly, and are adjacent to a character at the end of their movement, their next attack against them gains +10 damage.

Group of Brute Stalkers

Level 22 Brute Large-Sized Group of Character (Jiralhanae/ Tier 1), Extreme Threat

Hit Points: 3690

Defense: 24

Toughness: 60

Resolve: 29

Speed: 8

Shift Speed: 2

Space: 2 by 2 squares

Reach: 1 square

Initiative: +8

Damage Resistance: 35

-**Brute Plasma Rifle** 1d20+29 accuracy, 56 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Plasma, Overheat

-**Rifle Butt** 1d20+30 accuracy, 61 damage, 1 strike; *Special Traits:* NA

Brute Pack (Swarm Trait): Brute packs can be nearly unstoppable. The group of brute stalkers gains 20 temporary hit points at the start of each turn.

Covenant Piloted Vehicles

These are common examples of Covenant vehicles NPCs, where the vehicle is pre-generated with one or more example pilots. When a command power will call upon an example NPC piloted vehicle, it will usually call one of the following, unless the GM decides otherwise.

Elite Banshee

Level 7 Elite in Huge-sized Vehicle, Extreme Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 275 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 29 | Toughness: 45 | Resolve: 24 |
| Acceleration Rating: 50 | Max Speed: 100 | Morale Bonus: +5 |
| Space: 4 by 4 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 15 | | |

-**Vehicular Plasma Cannon** 1d20+12 accuracy, 42 damage, 4 strikes, unlimited shots at long range; *Special Traits:* Penetration 13

-**Fuel Rod Cannon** 1d20+11 accuracy, 110 damage, 1 strike, 20 shots at remote range; *Special Traits:* Penetration 45, Burst 1, Projectile

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +16, Ranged 6, Stealth +12, Tactics +17

Strength: 10 **Instinct:** 7 **Agility:** 8* **Fortitude:** 4
Intelligence: 5 **Willpower:** 5

Brute Banshee

Level 7 Brute in Huge-sized Vehicle, Extreme Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 275 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 24 | Toughness: 45 | Resolve: 24 |
| Acceleration Rating: 50 | Max Speed: 100 | Morale Bonus: +5 |
| Space: 4 by 4 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 15 | | |

-**Vehicular Plasma Cannon** 1d20+12 accuracy, 42 damage, 3 strikes, unlimited shots at long range; *Special Traits:* Penetration 8

-**Fuel Rod Cannon** 1d20+10 accuracy, 110 damage, 1 strike, 20 shots at remote range; *Special Traits:* Penetration 40, Burst 1, Projectile

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Strength: 10 **Instinct:** 6 **Agility:** 5 **Fortitude:** 8
Intelligence: 4 **Willpower:** 4

Evasive Maneuvers: If the pilot makes a bob and weave action on their turn, the vehicle gains +4 defense instead of the normal +2. When they bob and weave, it is difficult to land a target lock against the banshee. Anyone trying to make a target lock must make an opposed pilot skill check against the banshee to successfully make the target lock.

Flying Vehicle: The banshee is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel, atmospheric reentry, or operating in space.

Focused Brutality (Brute Banshee Only): Brutes can enter a state of focused brutality as a free action. When using focused brutality, the brute cannot use combat augmentations or combat behaviors other than aim. They gain a +6 accuracy and damage and Twin-Linked with all vehicle weapons. They increase their acceleration in vehicles by 20. However, in focused brutality, the banshee suffers -4 defense. This focused brutality state lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Banshees are the common in-atmosphere superiority fighters for the Covenant, deployed in huge numbers. The elite banshee is piloted by an elite pilot. The brute banshee is piloted by a brute aggressor.

Brute Chopper

Level 4 Brute in Huge-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 250 | Healing Threshold: NA | Damage Threshold: 45 |
| Defense: 13 | Toughness: 45 | Resolve: 15 |
| Acceleration Rating: 20 | Max Speed: 70 | Morale Bonus: +2 |
| Space: 3 by 3 squares | Reach: NA | Initiative: +3 |
| Damage Resistance: 23 | | |

-Twin Jiralhanae Autocannon 1d20+5 accuracy, 30 damage, 3 strikes, 100 shots at long range; *Special Traits:* Penetration 10, Burst 1, Twin-linked

Skills: Acrobatics +4, Athletics +10, Defensive Training 3, Durability 3, Endurance +10, Melee 3, Mental Training 2, Perception +5, Pilot +5, Ranged 3, Stealth +5, Survival +5

Strength: 12 **Instinct:** 3 **Agility:** 3 **Fortitude:** 6
Intelligence: 2 **Willpower:** 2

Veteran Brute Chopper

Level 7 Brute in Huge-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 250 | Healing Threshold: NA | Damage Threshold: 45 |
| Defense: 20 | Toughness: 45 | Resolve: 24 |
| Acceleration Rating: 20 | Max Speed: 70 | Morale Bonus: +4 |
| Space: 3 by 3 squares | Reach: NA | Initiative: +4 |
| Damage Resistance: 23 | | |

-Twin Jiralhanae Autocannon 1d20+12 accuracy, 30 damage, 3 strikes, 100 shots at long range; *Special Traits:* Penetration 10, Burst 1, Twin-linked

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Strength: 12 **Instinct:** 6 **Agility:** 5 **Fortitude:** 8
Intelligence: 4 **Willpower:** 4

Open Topped: The chopper is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the pilot does not injury the pilot unless they were targeted. If they are targeted, the pilot gains improved cover against all attacks.

Spinning Blades: The front of the vehicle has a large wheel with bladed coverings that makes the vehicle very deadly when performing ramming attacks. This vehicle deals +40 damage and Penetration (10), when initiating a ramming attack or when being rammed in the front arc.

Focused Brutality (Veteran Brute Chopper Only): Brutes can enter a state of focused brutality as a free action. When using focused brutality, the brute cannot use combat augmentations or combat behaviors other than aim. They gain a +6 accuracy and damage and Twin-Linked with the twin autocannon. They increase their acceleration in vehicles by 20. However, in focused brutality, the chopper suffers -4 defense. This focused brutality state lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Choppers are the scouting and assault vehicles used by the jiralhanae. The brute chopper is piloted by a brute minor. The veteran brute chopper is piloted by a brute aggressor.

Grunt Ghost

Level 6 Grunt in Large-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 155 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 22 | Toughness: 45 | Resolve: 15 |
| Acceleration Rating: 30 | Max Speed: 120 | Morale Bonus: +2 |
| Space: 2 by 2 squares | Reach: NA | Initiative: +5 |
| Damage Resistance: 15 | | |

-Focused Plasma Cannon 1d20+10 accuracy, 38 damage, 4 strikes, Unlimited shots at long range; *Special Traits:* Penetration 8, Plasma

Skills: Athletics +5, Acrobatics +6, Defensive Training 4, Durability 3, Influence +6, Melee 2, Mental Training 3, Perception +11, Pilot +16*, Ranged 4, Stealth +6, Tactics +9

Strength: 6 **Instinct:** 5 **Agility:** 4 **Fortitude:** 4
Intelligence: 4 **Willpower:** 2

Elite Ghost

Level 4 Elite in Large-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 155 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 19 | Toughness: 45 | Resolve: 15 |
| Acceleration Rating: 20 | Max Speed: 70 | Morale Bonus: +2 |
| Space: 2 by 2 squares | Reach: NA | Initiative: +4 |
| Damage Resistance: 15 | | |

-Focused Plasma Cannon 1d20+6 accuracy, 30 damage, 3 strikes, Unlimited shots at long range; *Special Traits:* Penetration 8, Plasma

Skills: Acrobatics +4, Athletics +6, Defensive Training 3, Durability 3, Endurance +5, Leadership +3, Melee 2, Mental Training 3, Perception +5, Pilot +8*, Ranged 3, Tactics +5

Strength: 6 **Instinct:** 4 **Agility:** 4* **Fortitude:** 4
Intelligence: 2 **Willpower:** 2

Elite Veteran Ghost

Level 7 Elite in Large-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 155 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 31 | Toughness: 45 | Resolve: 15 |
| Acceleration Rating: 20 | Max Speed: 70 | Morale Bonus: +5 |
| Space: 2 by 2 squares | Reach: NA | Initiative: +5 |
| Damage Resistance: 15 | | |

-Focused Plasma Cannon 1d20+14 accuracy, 38 damage, 4 strikes, Unlimited shots at long range; *Special Traits:* Penetration 8, Plasma

Skills: Acrobatics +4, Athletics +6, Defensive Training 3, Durability 3, Endurance +5, Leadership +3, Melee 2, Mental Training 3, Perception +5, Pilot +8*, Ranged 3, Tactics +5

Strength: 6 **Instinct:** 4 **Agility:** 4* **Fortitude:** 4
Intelligence: 2 **Willpower:** 2

Open Topped: The ghost is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the pilot does not injury the pilot unless they were targeted. If they are targeted, the pilot gains improved cover against all attacks.

Maximum Thrust: The pilot can choose to, instead of firing the weapon, gain +30 acceleration rating on their turn.

Hover: The ghost has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

Low in the Seat (Grunt Ghost Trait): When piloting any vehicle, including an open-topped vehicle, the grunt pilot cannot be targeted by attacks or take damage from attacks directed towards the vehicle. They can still be struck by Hijack actions from the Hijack talents, however.

Ghosts are the classic scouting or light armored assault vehicle for the Covenant. The grunt ghost is piloted by a grunt pilot. The Elite ghost is piloted by an elite minor. The elite veteran ghost is piloted by an elite pilot.

Elite Phantom

Level 11 Elite in Colossal-sized Vehicle, Formidable Threat

| | | |
|--------------------------------|------------------------------|--|
| Hit Points: 1,220 | Healing Threshold: NA | Damage Threshold: 107 (reinforcement 1) |
| Defense: 24 | Toughness: 97 | Resolve: 24 |
| Acceleration Rating: 60 | Max Speed: 750 | Morale Bonus: +5 |
| Space: 20 by 20 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 30 | | |

-**Heavy Plasma Cannon** 1d20+20 accuracy, 55 damage, 3 strikes, Unlimited shots at long range; *Special Traits:* Penetration 17, Burst 1, Projectile, Plasma

-**Plasma Cannon Turret** 1d20+13 accuracy, 37 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Plasma

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +16, Ranged 6, Stealth +12, Tactics +17

Strength: 25 **Instinct:** 7 **Agility:** 8* **Fortitude:** 4
Intelligence: 5 **Willpower:** 5

Brute Phantom

Level 11 Brute in Colossal-sized Vehicle, Formidable Threat

| | | |
|--------------------------------|------------------------------|--|
| Hit Points: 1,220 | Healing Threshold: NA | Damage Threshold: 107 (reinforcement 1) |
| Defense: 16 | Toughness: 97 | Resolve: 24 |
| Acceleration Rating: 60 | Max Speed: 750 | Morale Bonus: +4 |
| Space: 20 by 20 squares | Reach: NA | Initiative: +4 |
| Damage Resistance: 30 | | |

-**Heavy Plasma Cannon** 1d20+17 accuracy, 60 damage, 2 strikes, Unlimited shots at long range; *Special Traits:* Penetration 12, Burst 1, Projectile, Plasma

-**Plasma Cannon Turret** 1d20+13 accuracy, 37 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Plasma

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Strength: 25 **Instinct:** 6 **Agility:** 5 **Fortitude:** 8
Intelligence: 4 **Willpower:** 4

Plasma Cannon Turrets: The phantom has two plasma cannon turrets on either side of the vessel that are manual fired by gunners. Each plasma cannon turret has a 180-degree firing arc on either side of the vehicle. The heavy plasma cannon has a complete 360-degree firing arc and is controlled by the pilot and co-pilot.

Scanners: The pilot or co-pilot can spend a standard action to scan a Burst (10) area within distant range. This is a detector action against all targets within the area. This information can be broadcast to the digital uplink of any allied soldiers within distant range. In addition, any artillery strikes the targeted area for the next minute gain +5 accuracy.

Detach Vehicle: As a standard action, the pilot or co-pilot can detach an attached vehicle held by the gravity lifts on the bottom of the vessel. The vehicle falls straight down, in a location of the pilot's choosing that is fully within the space of the phantom.

Disembark: Passengers on the phantom can disembark from either the right or left hatches. The phantom has minor gravity projectors that allows the passengers to fall up to 5 squares from the ship without taking falling damage. All passengers emerging from the bay land within the space on that side of the vessel. For example, passengers emerging from the right landing bay land in the right-most squares of the phantom, while the passengers emerging from the left bay emerge in the left-most squares of the phantom. The phantom also has a 2 by 2 ventral gravity lift that allows passengers to embark or disembark from the bottom of the ship. This can only be done when there is not an attached vehicle on the bottom of the vehicle. The pilot can deploy the gravity lift as a standard action while the ship is stationary.

Focused Brutality (Brute Phantom Only): Brutes can enter a state of focused brutality as a free action. When using focused brutality, the brute cannot use combat augmentations or combat behaviors other than aim. They gain a +6 accuracy and damage and Twin-Linked with the heavy plasma cannon. They increase their acceleration in vehicles by 20. However, in focused brutality, the phantom suffers -4 defense. This focused brutality state lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Flying Vehicle: The phantom is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel but can perform atmospheric reentry.

Phantoms are the primary transport and dropship for the Covenant, especially in the later days of the Covenant war, where they replaced spirits. The elite phantom is piloted by an elite pilot. The brute phantom is piloted by a brute aggressor. Both craft have grunt heavies manning the port and starboard plasma cannon turrets.



Brute Prowler

Level 9 Brute in Huge-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 340 | Healing Threshold: NA | Damage Threshold: 40 |
| Defense: 20 | Toughness: 58 | Resolve: 24 |
| Acceleration Rating: 10 | Max Speed: 70 | Morale Bonus: +4 |
| Space: 4 by 4 squares | Reach: NA | Initiative: +4 |
| Damage Resistance: 26 | | |

-Overcharged Plasma Cannon 1d20+14 accuracy, 42 damage, Automatic or 3 strikes, Unlimited shots at long range; *Special Traits:* Penetration 10, Plasma

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Strength: 13 **Instinct:** 6 **Agility:** 5 **Fortitude:** 8
Intelligence: 4 **Willpower:** 4

Low Maneuverability: The prowler's combat speed is only double its acceleration rating, instead of triple.

Open Topped: The prowler has room for the pilot, the gunner, and 2 passengers. It is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the prowler does not injury the passengers unless they were targeted, in which case it would affect all passengers. If they are targeted, the pilot and gunner gain improved cover against all attacks. The passengers on the sides of the vehicle gain no cover.

The prowler is a transport and multi-person assault vessel used by the jiralhane. It is piloted by a brute aggressor, with a brute major controlling the turret. It has two additional passengers slots on the vehicle.



Mamua'uda-pattern Shade Turret

Large-sized Vehicle, High Threat

Elite Minor/ Brute Minor: Level 3

Grunt Minor: Level 2

Grunt Major: Level 5

Hit Points: 120

Healing Threshold: NA

Damage Threshold: 40 (Reinforcement 2)

Defense: 6

Toughness: 30

Resolve: 16

Acceleration Rating: NA

Max Speed: NA

Morale Bonus: +2

Space: 2 by 2 squares

Reach: NA

Initiative: +4

Damage Resistance: 33

-Elite Minor w/ Heavy Plasma Cannon 1d20+5 accuracy, 40 damage, 2 strikes, Unlimited shots at long range; *Special Traits:* Penetration 12, Burst 1, Projectile, Plasma, 4 Max Attack Overages

-Brute Minor w/ Heavy Plasma Cannon 1d20+3 accuracy, 45 damage, 1 strike, Unlimited shots at long range; *Special Traits:* Penetration 12, Burst 1, Projectile, Plasma, 3 Max Attack Overages

-Grunt Minor w/ Heavy Plasma Cannon 1d20+2 accuracy, 40 damage, 1 strike, Unlimited shots at long range; *Special Traits:* Penetration 12, Burst 1, Projectile, Plasma, 3 Max Attack Overages

-Grunt Major w/ Heavy Plasma Cannon 1d20+9 accuracy, 45 damage, 2 strikes, Unlimited shots at long range; *Special Traits:* Penetration 12, Burst 1, Projectile, Plasma, 5 Max Attack Overages

Rizsheda-pattern Shade Turret

Level 3 Elite in Large-sized Vehicle, High Threat

Elite Minor/ Brute Minor: Level 3

Grunt Minor: Level 2

Grunt Major: Level 5

Hit Points: 120

Healing Threshold: NA

Damage Threshold: 40 (Reinforcement 2)

Defense: 6

Toughness: 30

Resolve: 16

Acceleration Rating: NA

Max Speed: NA

Morale Bonus: +2

Space: 2 by 2 squares

Reach: NA

Initiative: +4

Damage Resistance: 33

-Elite Minor w/ Twin Plasma Cannon 1d20+5 accuracy, 25 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Twin-linked, Plasma, 4 Max Attack Overages

-Brute Minor w/ Twin Plasma Cannon 1d20+3 accuracy, 29 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Twin-linked, Plasma, 3 Max Attack Overages

-Grunt Minor w/ Twin Plasma Cannon 1d20+2 accuracy, 25 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Twin-linked, Plasma, 3 Max Attack Overages

Grunt Major w/ Twin Plasma Cannon 1d20+9 accuracy, 29 damage, Fully-Automatic, Unlimited shots at long range; *Special Traits:* Penetration 8, Twin-linked, Plasma, 5 Max Attack Overages

Turret: The shade is a turret, not a vehicle. Therefore, it does not move, have an acceleration rating, or a max speed. It cannot perform ram actions, does not have a training requirement, and is crewed only by a gunner that directs the cannon. Either the turret or its gunner can be attacked. The turret has a defense of 6 against ranged attacks and melee attacks automatically hit it. The gunner uses their normal defense, minus their agility but gaining a +5 cover bonus. The turret itself has a 360 degree firing arc.

Shielded (Rizsheda-pattern Shade Turret): This shade turret has extra shielding, providing improved cover (+10 cover bonus) against attacks in their 180-degree front arc. This arc is determined at the end of the user's turn.

The many varieties of shade turrets are common sights in Covenant territory, as they can be quickly reproduced, deployed, and set up as a perimeter defense. Any Covenant warrior can use a shade turret, and weapon statistics were given for two variants based on the most common users: elite minors, brute minors, grunt minors, and grunt majors.

Elite Spectre

Level 9 Elite in Huge-sized Vehicle, High Threat

| | | |
|--------------------------------|------------------------------|-----------------------------|
| Hit Points: 300 | Healing Threshold: NA | Damage Threshold: 46 |
| Defense: 27 | Toughness: 36 | Resolve: 24 |
| Acceleration Rating: 30 | Max Speed: 120 | Morale Bonus: +5 |
| Space: 4 by 4 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 18 | | |

-Overcharged Plasma Cannon 1d20+17 accuracy, 38 damage, Automatic or 4 strikes, Unlimited shots at long range; *Special Traits:* Penetration 10, Plasma

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +18*, Ranged 6, Stealth +12, Tactics +17

Strength: 11 **Instinct:** 7 **Agility:** 8* **Fortitude:** 4
Intelligence: 5 **Willpower:** 5

Open Topped: The chopper is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the spectre does not injure the passengers unless they were targeted, in which case it would affect all passengers. If they are targeted, the pilot gains improved cover against all attacks. The passenger and the gunner only have normal cover.

Maneuverable: The spectre always benefits from moving at combat speed, no matter how fast they are moving.

Hover: The spectre has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

The spectre is the sangheili equivalent to the UNSC warthog; a fast, mobile, armed weapons platform that can also provide troops transportation. It is piloted by an elite pilot, with an elite major as the gunner, and two other passenger slots.



Spirit

Level 10 Elite in Colossal-sized Vehicle, Formidable Threat

| | | |
|--------------------------------|------------------------------|--|
| Hit Points: 1,300 | Healing Threshold: NA | Damage Threshold: 105 (Reinforcement 2) |
| Defense: 19 | Toughness: 95 | Resolve: 24 |
| Acceleration Rating: 30 | Max Speed: 120 | Morale Bonus: +5 |
| Space: 20 by 20 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 40 | | |

-Heavy Plasma Cannon 1d20+18 accuracy, 55 damage, 3 strikes, Unlimited shots at long range; *Special Traits:* Penetration 17, Burst 1, Projectile, Plasma

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +18*, Ranged 6, Stealth +12, Tactics +17

Strength: 20 **Instinct:** 7 **Agility:** 8* **Fortitude:** 4
Intelligence: 5 **Willpower:** 5

Detach Vehicle: As a minor action, the spirit can detach an attached vehicle held by the gravity lifts on the bottom of the vessel. The vehicle falls straight down, in a location of the pilot's choosing that is fully within the space of the spirit.

Passenger Bays: The spirit has two passenger bays, one on the right and one on the left. As a standard action, the pilot can open either passenger bay and let the troops disembark. The spirit has minor gravity projectors that allows the passengers to fall up to 5 squares from the bay without taking falling damage. All passengers emerging from the bay land within the space on that side of the vessel. For example, passengers emerging from the right landing bay land in the right-most squares of the spirit, while the passengers emerging from the left bay emerge in the left-most squares of the spirit.

Flying Vehicle: The phantom is a flying vehicle that follows all the rules for an aircraft. It can hover and rotate in place but cannot travel across the ground. It is not capable of slip-space travel but can perform atmospheric reentry.

Spirits are an older Covenant primary dropship, largely replaced by the time of the Great Schism. Regardless, some Covenant factions continue to use spirits, as they are more heavily armored than phantoms. The spirit is controlled by an elite pilot.



Elite Wraith

Level 12 Elite in Gargantuan-sized Vehicle, Formidable Threat

| | | |
|--------------------------------|------------------------------|---|
| Hit Points: 950 | Healing Threshold: NA | Damage Threshold: 95 (Reinforcement 1) |
| Defense: 23 | Toughness: 36 | Resolve: 24 |
| Acceleration Rating: 10 | Max Speed: 70 | Morale Bonus: +5 |
| Space: 5 by 5 squares | Reach: NA | Initiative: +7 |
| Damage Resistance: 33 | | |

-**Wraith Plasma Mortar** 1d20+17 accuracy, 90 damage, 1 strike, Unlimited shots at remote range; *Special Traits:* Penetration 35, Burst 6, Grenade

-**Anti-Air Wraith Fuel Cannon Array** 1d20+18 accuracy, 110 damage, 1 strike, Unlimited shots at remote range; *Special Traits:* Penetration 45, Burst 1, Triple-Linked, Projectile, Aerial Shot

-**Overcharged Plasma Cannon Turret** 1d20+23 accuracy, 38 damage, Automatic or 4 strikes, Unlimited shots at long range; *Special Traits:* Penetration 10, Plasma

Skills: Acrobatics +16, Athletics +12, Defensive Training 6, Durability 5, Endurance +12, Lore +13, Melee 5, Mental Training 6, Perception +16, Pilot +18*, Ranged 6, Stealth +12, Tactics +17

Strength: 21 **Instinct:** 7 **Agility:** 8* **Fortitude:** 4
Intelligence: 5 **Willpower:** 5

Brute Wraith

Level 12 Elite in Gargantuan-sized Vehicle, Formidable Threat

| | | |
|--------------------------------|------------------------------|---|
| Hit Points: 950 | Healing Threshold: NA | Damage Threshold: 95 (Reinforcement 1) |
| Defense: 20 | Toughness: 36 | Resolve: 24 |
| Acceleration Rating: 10 | Max Speed: 70 | Morale Bonus: +4 |
| Space: 5 by 5 squares | Reach: NA | Initiative: +4 |
| Damage Resistance: 33 | | |

-**Wraith Plasma Mortar** 1d20+16 accuracy, 100 damage, 1 strike, Unlimited shots at remote range; *Special Traits:* Penetration 30, Burst 6, Grenade

-**Anti-Air Wraith Fuel Cannon Array** 1d20+17 accuracy, 120 damage, 1 strike, Unlimited shots at remote range; *Special Traits:* Penetration 40, Burst 1, Triple-Linked, Projectile, Aerial Shot

-**Overcharged Plasma Cannon Turret** 1d20+20 accuracy, 46 damage, Automatic or 3 strikes, Unlimited shots at long range; *Special Traits:* Penetration 10, Plasma

Skills: Acrobatics +7, Athletics +20, Defensive Training 4, Durability 6, Endurance +19, Lore +8, Melee 6, Mental Training 5, Perception +13, Pilot +14, Ranged 6, Stealth +7, Survival +14, Tactics +12

Strength: 21 **Instinct:** 6 **Agility:** 5 **Fortitude:** 8
Intelligence: 4 **Willpower:** 4

Wraith Variations: Two different variations of wraiths exist; the common battlefield tank equipped with a Wraith Plasma Mortar, or the anti-air variation equipped with a Fuel Cannon Array. Whichever variation it is, the primary weapon is fired by the pilot, while the plasma cannon is fired by a gunner.

Hover: The wraith has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines. In addition, when at combat speed, the vehicle can move any direction without needing to turn or rotate, but non-forward movement costs 2 squares of movement per square moved.

Aerial Shot (Anti-Air Wraith): The Fuel Cannon array can only target enemies that are at least 6 squares off the ground or above the wraith.

Focused Brutality (Brute Wraith): Brutes can enter a state of focused brutality as a free action. When using focused brutality, the brute cannot use combat augmentations or combat behaviors other than aim. They gain a +6 accuracy and damage and Twin-Linked with the plasma mortar or fuel cannon array. They increase their acceleration in vehicles by 20. However, in focused brutality, the wraith suffers -4 defense. This focused brutality state lasts for 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

The wraith is the primary battle tank of the Covenant. The elite wraith is piloted by an elite pilot, with an elite major gunner. The brute wraiths is controlled by a brute aggressor, and a brute aggressor gunner.



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