

The United Nations Space Command Handbook

Leovaunt's Halo RPG

~By Leovaunt



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Chapter 1: Creating a UNSC Character

Character Creation Basics

These are the rules for creating a UNSC 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: Chose 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. Three possible species are listed here: Human, Spartan, and AI.

Step 3: Determine your background, if you chose human.

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! Also spend your starting credits if you choose, especially if you are a Vigilante character.

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. Chose a race, then background, then all the specializations you qualify for, then spend characteristic points and so on.

Human

Characteristic Points: 2

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

Background: While humans fight together in their war for humanity's survival, they come from many different branches of service. While many humans are part of the marines or navy, others come from specialist schools such as officer training or naval intelligence. Others aren't registered members of the military at all. At character creation, all heroic humans pick a background from those listed later in the chapter. This determines many of their starting attributes, including their requisition, squad, and command points. Every human background cost a varying number of characteristic points to purchase. Heroic humans must purchase a background from the list.

Adaptability: Humans are an adaptable and intuitive race. Against all odds, they have survived and persevered in a galaxy that has set out to destroy them. As such, humans gain +1 skill point whenever they spend characteristic points to purchase skills.

Description: Humanity are an adaptive, intuitive species that have stretched throughout the galaxy despite infighting, endless wars, and constant conflict. Almost faced with utter destruction by the Covenant, humanity prevailed and is coming back stronger than ever.

Humanity was a stellar power in ancient times, before they were extinguished by the forerunners. Upon the activation of the halo rings ages ago, they were resettled back on Earth and forced to rebuild their society. Only the most knowledgeable humans now have an idea that their forebearers once ruled the cosmos, and they are just now reclaiming their power.

The greatest human military power is the United Nations Space Command. Deploying fleets of ships and armies of marines, the UNSC holds a tight grip of mankind to prevent humanity's extinction from alien menace. As soldiers of the UNSC, players must do their best to follow the orders from command and fight with valor and distinction. The smallest failed mission can have disastrous effects for the defense of an entire world, and every human soldier knows to fight as if their species was dependent on their success.



Human Backgrounds

Marine Maverick

Characteristic Points: 8

Ability Score: +1 strength, +1 fortitude, +1 instinct, +1 agility, -1 willpower

Average Requisition: The marine maverick uses the average requisition table

Average Command: The marine maverick gains command points equal to 3+ Intelligence + ½ their ranks in Tactics.

Special Ability (Heroic Stand): The marine maverick has such incredibly tenacity that they can endure endless fire in dire circumstances. They reduce all hailfire against them and their squad by half, to a minimum of hailfire 0 (and thus no damage multiplier. Missed attacks against them never gain hailfire on the maverick and their unit.

Description: Mavericks are heroic marines that excel at combat, becoming some of the best soldier's mankind has to offer without being a spartan. They have strength, ferocity, and cunning that makes them formidable soldiers. However, maverick's do best on their own, and while effective combatants, often have trouble with rules and regulations. Therefore, they do not have the rank that more orthodox soldiers possess.

Marine Field Commander

Characteristic Points: 8

Ability Score: +1 instinct, +1 willpower

Average Requisition: The marine field commander uses the average requisition table to determine the amount of gear they can order. They also gain +5 requisition to spend on purchasing squad members.

Average Command: The marine field commander gains command points equal to their 3+ Intelligence + ½ their ranks in Tactics.

Special Ability (Whip them into Shape): The marine field commander makes sure their soldiers are in tip-top form. All their squad members gain +1 life and +2 damage threshold.

Description: The field commander is a heroic marine that has proven themselves as loyal, obedient, and disciplined soldiers. Even fresh out of training, they have proven worthy of commanding their fellows and are usually promoted to corporal. Dedicated field commanders that live through combat soar through the ranks, eventually joining the ranks of commissioned officers.

Officer

Characteristic Points: 10

Ability Score: +1 intelligence

High Requisition: The officer uses the high requisition table to determine the amount of gear they can order. They also gain +5 requisition to spend on purchasing squad members.

Good Command: The officer gains command points equal to 3+ their Intelligence + their ranks in Tactics.

Special Ability (Seniority): The officer always has seniority over all other characters. When the party is indecisive of their next course of action, the officer has the final say, unless there are multiple officers in the party. Meanwhile, all officer's start with a Officer's Uniform as personal equipment. They do not need to wear it in battle, however, and can still requisition gear as normal.

Special Ability (Honor Guard): The officer can have 1 additional squad member in their unit, bringing them to a maximum of 4 without any other modifiers. In addition, they gain advantage on leadership checks to rally, and their rally actions are not capped at DC 25. Therefore, they can generate more than 3 morale points from a rally action.

Description: Officers begin their military career young, as the children of other officers or other aristocrats that put their children into an advanced military academy as youths. Officers are groomed from a young age to be the greatest military minds of humanity and lead them in their quest for survival. Officers often enter service at a high rank that is unfitting of their limited experience, so they must work and fight hard to prove themselves worthy of their position.

ONI Operative

Characteristic Points: 9

Ability Score: +1 agility, +1 instinct, +1 willpower

High Requisition: The operative uses high requisition table to determine the amount of gear they can order. In addition, they gain +5 requisition for purchasing gear and vehicles. However, ONI operatives cannot purchase squad members.

Excellent Command: The operative gains command points equal to 3+ their Instinct + Intelligence + their ranks in Tactics.

No Squad Members: The ONI operative works with a skilled fireteam but does not micromanage soldiers or fight in a tight squadron. An ONI operative cannot requisition squad members cannot form a squadron.

Special Ability (Secret Orders): ONI Operatives have a very high security clearance and are often given information that is restricted to other agents. During mission preparation, operatives may be given secret orders or extra information that is not divulged to the rest of the party. The operative may need to keep this information secret while pushing their companions in the right direction.

Special Ability (Tricks of the Trade): Every member of ONI has a few tricks to take advantage of. An ONI Operative gains an extra minor action every round. In addition, ONI agents reduce the command point cost of all command call-downs by 1, to a minimum of 0. They reduce the cost of command powers by an additional 1 per 10 levels. Finally, they gain a +5 bonus to the artillery strike accuracy hit roll.

Description: The Office of Naval Intelligence is the UNSC's reconnaissance and espionage division. An ONI operative is a spy, scout, or covert operative that undertakes classified missions for the UNSC, beyond the clearance of the rank and file marine. Operatives are not leaders, but highly trained individuals who work on their own while being covered and supported by an attached protective detail that protects them and helps fulfill their orders.

Orbital Drop Shock Trooper

Characteristic Points: 15

Ability Score: +1 fortitude, +1 instinct, +1 agility

High Requisition: The ODST has a high requisition value. In addition, they always requisition ODST Battle Armor for no cost.

Average Command: The marine maverick gains command points equal to 3+ their Intelligence + ½ their ranks in Tactics.

No Squad Members: An ODST operates with their equally skilled squad members. They function as a team, not generally leading lesser troops in battle. An ODST cannot requisition squad members and cannot generally form a squadron.

Elite Troopers: The ODSTs have special training that sets them apart from most of humanity's soldiers. They gain +1 to the following attributes: defense, toughness, resolve, initiative, and attack accuracy. These bonuses increase by 1 for every 5 levels they possess.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check. If they get at least a 20, they can perform a standard action in the surprise round. If they get a 30, they can perform a standard and a minor in the surprise round.

Orbital Drop: If the situation permits, an ODST can deploy into a mission area via an orbital drop pod, rather than via a transport or through foot slogging. If in a party with non-ODSTs, they can be held in reserve until they are ready to deploy into battle. At the start of any encounter round, or any time outside an encounter, they can announce that they deploy into battle that moment. Their pod arrives at any exposed, outdoor location in a battlefield that does not have anti-air cover. The pod occupies a 2 by 2 area that must be unoccupied. The ODST instantly emerges from the pod and performs two full round actions, the rolls initiative. As this requires deployment from an orbital vessel, it can only be performed once per mission.

Fireteam Role: When in the preparation and requisition phase of a mission, every ODST in a party must chose a field role. They gain a bonus based on which role they chose. Each role can only be chosen by one ODST, unless there are more than 5 ODST players in a group. Then, up to 2 ODST players can assume the same role. The benefits for the role only last for the mission, after which new roles are determined for the next mission (you can always choose the previous role again).

-Leader: The leader role provides tactical authority and leadership over their squad. The leader has a Good Command value instead of average. In addition, when using a leadership combat augmentation over allied ODST characters, they can employ three different leadership combat augmentations with the same dice roll.

-Assault: The assault role is for the ODSTs wanting to push towards the enemy ranks. In a turn that the assault ODST moves, they gain bonus ranged weapon accuracy equal to the number of squares they moved.

-Heavy: The heavy role is for the armored heavy weapons specialist ODSTs. In a turn that the ODST does not move, they gain +2 accuracy with heavy weapons and +3 damage resistance.

-Sniper: The sniper role is for characters that provide long ranged fire support. If a sniper ODST is prone, aiming using a scope or digital scope, does not move on their turn, and spends a move action to aim, and firing a single shot, they gain +1 hailfire with their attack.

-Recon: The sniper role is for the fireteam's stealth specialist. At the start of an encounter, if the recon ODST succeeds their Shock Assault tactics check to get an action, and there is other allies within the enemies line of sight, they are Hidden at the start of the encounter. In addition, recon ODSTs gain flanking bonuses to attack against an enemy that is within 2 squares of an ally and 6 squares of themselves.

-Medic: The medic attends to the team's wounds. The medic can perform first aid on an ally as a move action, and heal 10 additional hit points on first aid checks. When using first aid on an ODST ally, they also give them 10 temporary hit points. These hit points do not stack.

-Vehicle Specialist: The vehicle specialist handles transportation and heavy equipment. The vehicle specialist gains +2 accuracy and +1 power rating with vehicle weapons, gains +2 defense with piloted vehicles, and increases vehicle maximum speed by 10%.

Description: Orbital Drop Shock Troopers are a special order of elite military operatives that serve as a special force's unit. Known as helljumpers, ODSTs deploy into battlefields via drop pods launched from high orbit. Once they arrive, they act as an elite unit to turn the tide of battle through precision application of force and tactics. ODSTs function best in squads with other orbital drop shock troopers, where each one can fulfill a role in the squad that complements each other. ODSTs formed elite units of peers with one squad leader, and do not lead squadrons of ordinary soldiers most of the time.

Pilot

Characteristic Points: 9

Ability Score: +1 instinct, +1 agility

Average Requisition: The pilot uses the average requisition table to determine the amount of gear they can order. In addition, they gain +8 requisition value that they can only spend on purchasing vehicles

Average Command: The pilot gains command points equal to their 3+ Intelligence + ½ their ranks in Tactics.

Special Ability (Vehicular Expertise): The pilot counts their Pilot skill as 4 higher for matching the training requirements on vehicles and for determining what pilot maneuvers they can use. In addition, they can take an automatic 10 on any pilot check instead of rolling. In addition, upon reaching level 5, they gain the Hijack talent for free, even if they do not meet the requirements. Upon reaching level 15, they gain the Tank Hijack talent for free.

Description: Cadets with a knack for vehicular combats are often recruited as dedicated pilots. Pilots most often provide air support for missions, flying hornets or pelicans, but when attached to other units will also pilot ground vehicles such as warthogs and scorpions. Good pilots are a vital resource, as they are more difficult to replace than the ships they fly. Therefore, protecting a pilot is always a high priority.

Scientist

Characteristic Points: 8

Ability Score: +2 intelligence, +2 willpower, -1 strength

Average Requisition: The scientist uses the average requisition table to determine the amount of gear they can order. In addition, they gain +3 requisition for purchasing armor and supply kits.

Average Command: The scientist gains command points equal to 3+ their Intelligence + ½ their ranks in Tactics.

Special Ability (Academic Training): At character creation, the scientist gains a free skill focus in the following skills: Computers, Lore, Medicine, and Science.

Special Ability (Master of Gadgets): A scientist character always has access to Basic Science Devices as if they have the tinker specialization. If they also have the tinker specialization, they roll a natural d20 whenever they deploy a battlefield device. On a 14+, they do not use up the device and can use it again. In addition, for every specialization from the Battlefield Engineer specialization theme that they have, their intelligence counts as 1 higher for determining the effects of battlefield gadgets.

Description: Members of science teams are often requested to join military units in combat. Most of these scientists are esteemed graduates of the most prestigious academies. They accompany military units to provide knowledge and expertise to battlefield operations, dealing with alien technology, new inventions, strategic analysis, and general intellectual expertise. Scientists who serve in combat operations long enough eventually learn a bit about fighting and defending themselves but are unlikely to ever have the expertise of a dedicated marine.

Vigilante

Characteristic Points: 4

Ability Score: +2 to two attributes of the player's choice, +1 to two attributes of the player's choice

Independent Operative: The vigilante does not gain command or requisition points. They are not part of the military and cannot requisition equipment from the military. They do not have a salary, either.

Special Ability (Civilian): The vigilante is a civilian and not a member of the military. Therefore, they have no weight in commanding military forces, therefore cannot recruit a squad, issue orders, or requisition gear. If they are within a party with military heroes, their presence exists at the pleasure of their comrades and they have no authority over said comrades. However, their raw skill and attributes should make them a vital member of any team, and their advice and assistance should be worthy of respect.

Special Ability (Scavenging): While the vigilante does not have a requisition value or a salary, they begin game with 5x the normal amount of credits. In addition, as non-military personnel, they are not beholden to any laws involving collecting arms from the battlefield. They can collect whatever treasures they want, keep them, sell them, or do whatever else they want with what they scavenge from the battlefield with no fallout from any command line.

Description: War does not spare civilian centers and the innocent. Many common folks rise to fight the alien menace along with the soldiers. The most exceptional civilian soldiers are known as vigilantes. Vigilantes possess no rank or part in the military hierarchy but are heroic individuals that will not lay down and die without a fight. Militaries that are desperate or short staffed will allow vigilantes to fight with them in combat, so long as they obey orders.

Spartan

Characteristic Points: 22

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

Bonus Talents: Jaded

Spartan Focus: Spartans have a unique mechanic known as Focus. Spartans gain focus by eliminating enemies and hyper concentration. Spartans begin combat with no focus. They gain a focus the first time they reduce an enemy to 0 hit points in a turn, or if they spend a full-round action channeling their focus. They can have a maximum of 3 focus points at a time.

Focus can be used on the Spartan's turn to enact ONE of the following effects:

- Assault:** Instantly make a standard action attack
- Tactical Movement:** Move equal to their movement speed or shift their shift speed
- Heightened Concentration:** Gain +10 on their next attack or skill check
- Spartan Vigor:** Spend a healing threshold to recover 5x Fortitude hit points

Using Spartan Focus requires no actions. Spartans only gain focus while within an encounter and lose all focus once outside an encounter. They begin every encounter with 0 focus. A Spartan cannot gain a focus from an action that they spend a focus on.

Giants Amongst Men: Spartans are literally larger than life, towering over other humans. Spartans are giant-sized characters. As such they gain +2 toughness 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.

Inhuman Resilience: Spartans can survive conditions far beyond ordinary beings. They gain advantage on all Endurance skill checks. They can hold their breath three times longer than their fortitude would normally allow. They also suffer half damage from poison, suffocation, and falling, rounded down. They gain +10 damage threshold.

Military Authority: Spartans are designed to be one-man (or woman) armies that do not rely on numbers to overcome their foes. Therefore, Spartans cannot requisition squad members. They possess a high requisition value to determine their gear. Finally, Spartans can call in some support. They have an average command value, giving them command points equal to 3+ their intelligence + ½ their ranks in the tactics skill.

MJOLNIR Armor Focus: All Spartans have a personal suit of MJOLNIR armor that they can use without having to purchase it with requisition or salary. Their armor is like a second skin for them and they become more proficient with it as they become more skilled in battle. The MJOLNIR armor of a spartan has a base damage resistance value of 13. Similarly, the armor provides an energy shield of 60. The shield has 5 shield armor, and regenerates 20 shield points per round after the user has not been hit or damaged by an attack for at least 2 rounds.

Enhanced Martial Prowess: As a Spartan gains' levels, they become closer to maximizing their true potential. The Spartan gains a bonus to many combat attributes as they increase levels. This comes from them making better use of their implements, improved physique, combat training, and powered armor.

-**Precision Firearm Training:** The Spartan gains +1 accuracy and penetration with ranged weapons for every 5 levels they possess, starting at level 5. This does not apply to area of effect weapons, such as explosives, bursts, or cone weapons. It does apply to bursts that come from automatic fire, however.

-**Hyper Tuned Muscles:** The Spartan gains +1 to athletics and acrobatics checks for every 3 levels they possess, starting at level 3.

-**Improved Reaction Time:** The Spartan gains an additional reaction each turn at levels 7, 14, and 21.

-**Calibrated Shields:** The Spartan's MJOLNIR armor gains +10 shield pool, and restores an additional 5 points per round when recharging, at level 5 and every 5 levels afterwards.

-**MJOLNIR Proficiency:** Expert usage of the MJOLNIR armor improves its base damage resistance by 1 ever 4 levels, starting at level 4.

-**Enhanced Concentration:** Enhanced combat experience allows better concentration, causing the Spartan to gain a free Spartan focus at the end of a turn. At level 10, the Spartan gains a Spartan focus at the end of every turn in an encounter. Their maximum Spartan Focus also increases by 1. At level 20, this increases to 2 Spartan focus at the end of every turn, and +2 maximum Spartan focus. At level 30, this increases to 3 Spartan focus at the end of every turn, and +3 maximum Spartan Focus.

-Spartan Veterancy: At level 12, a Spartan can use two Spartan focus in a single turn, but they must each be different Spartan focus options. For example, they cannot use Assault twice in a turn, but they can use Assault and Heightened Concentration in the same turn, assuming they have enough focus. At level 24, they can spend 3 Spartan focus in a single turn, following the previously listed restrictions.

Enhanced Martial Prowess Quick Table

Level	Precision Firearm Training	Hyper Tuned Muscles	Improved Reaction Time	Calibrated Shields	MJOLNIR Proficiency	Enhanced Concentration	Spartan Veterancy
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	+1	-	-	-	-	-
4	-	+1	-	--	+1	-	-
5	+1	+1	-	+10 shield pool, +5 recovery	+1	-	-
6	+1	+2	-	+10 shield pool, +5 recovery	+1	-	-
7	+1	+2	+1 reaction	+10 shield pool, +5 recovery	+1	-	-
8	+1	+2	+1 reaction	+10 shield pool, +5 recovery	+2	-	-
9	+1	+3	+1 reaction	+10 shield pool, +5 recovery	+2	-	-
10	+2	+3	+1 reaction	+20 shield pool, +10 recovery	+2	+1 focus	-
11	+2	+3	+1 reaction	+20 shield pool, +10 recovery	+2	+1 focus	-
12	+2	+4	+1 reaction	+20 shield pool, +10 recovery	+3	+1 focus	2 focus
13	+2	+4	+1 reaction	+20 shield pool, +10 recovery	+3	+1 focus	2 focus
14	+2	+4	+2 reactions	+20 shield pool, +10 recovery	+3	+1 focus	2 focus
15	+3	+5	+2 reactions	+30 shield pool, +15 recovery	+3	+1 focus	2 focus
16	+3	+5	+2 reactions	+30 shield pool, +15 recovery	+4	+1 focus	2 focus
17	+3	+5	+2 reactions	+30 shield pool, +15 recovery	+4	+1 focus	2 focus
18	+3	+6	+2 reactions	+30 shield pool, +15 recovery	+4	+1 focus	2 focus
19	+3	+6	+2 reactions	+30 shield pool, +15 recovery	+4	+1 focus	2 focus
20	+4	+6	+2 reactions	+40 shield pool, +20 recovery	+5	+2 focus	2 focus
21	+4	+7	+3 reactions	+40 shield pool, +20 recovery	+5	+2 focus	2 focus
22	+4	+7	+3 reactions	+40 shield pool, +20 recovery	+5	+2 focus	2 focus
23	+4	+7	+3 reactions	+40 shield pool, +20 recovery	+5	+2 focus	2 focus
24	+4	+8	+3 reactions	+40 shield pool, +20 recovery	+6	+2 focus	3 focus
25	+5	+8	+3 reactions	+50 shield pool, +25 recovery	+6	+2 focus	3 focus
26	+5	+8	+3 reactions	+50 shield pool, +25 recovery	+6	+2 focus	3 focus
27	+5	+9	+3 reactions	+50 shield pool, +25 recovery	+6	+2 focus	3 focus
28	+5	+9	+3 reactions	+50 shield pool, +25 recovery	+7	+2 focus	3 focus
29	+5	+9	+3 reactions	+50 shield pool, +25 recovery	+7	+2 focus	3 focus
30	+6	+10	+3 reactions	+60 shield pool, +30 recovery	+7	+3 focus	3 focus

Spartan Is and IIs

The rules listed here for playable Spartans is best used to describe third and fourth generation Spartans. They are the most numerous generations and consist of most Spartans by the end of the Human-Covenant War. Players may inquire about playing a first- or second-generation Spartan, however. If they do, there are a few guidelines to remember.

There are very few SPARTAN-IIs in service, especially after the end of the war. These Spartans would all be Epic Heroic characters at a minimum level of 10 BEFORE the war began. They might even possess additional heroic traits that would make them larger than life and extraordinary even amongst Spartans.

First generation Spartans were from an older program that pre-dated the usage of MJOLNIR armor and the full regiment of genetic modification. These Spartans would follow the rules for humans, not Spartans. However, it should be mentioned that survivors of this ancient program are even rarer than 2nd generation Spartans. They generally should not be playable. If your GM decides they are, they should have the Inhuman Resilience trait to notate their genetic modification.

More rules on playable Spartan variants will show up in future supplements.

Description: Spartans are genetically engineered, and enhanced humans designed to be the greatest fighting force in the galaxy. The SPARTAN program first gained prominence with the SPARTAN-II program, where infant children with exceptional attributes were taken from their families and forced to undergo genetic enhancements and extreme training regiments. The few that survived back humanity's ultimate warriors as the war between humans and covenant began. Without the Spartans, humanity would have been surely wiped out.

As the war went on, the process of creating Spartans became more effective, increasing the number of candidates that could apply for Spartan transformation. The SPARTAN-III program expanded to include large numbers of war orphans, not just ones who showed incredible traits. The SPARTAN-IV program, designed after the war, allowed full grown adults to undergo the Spartan transformation. This project was frequently used for decorated soldiers and spies who wanted to dedicate their lives towards protecting humanity. However, none of these later projects matched the exceptional, disciplined, and lethal agents produced by the SPARTAN-II program.

Outside of their armor, Spartans appear identical to regular humans, except that they stand about a foot taller on average. After the Human-Covenant war, most Spartans belong to a separate branch of the military known as Spartan Command. With the ability to create Spartans from fully grown humans, Spartans are more common than ever. However, they are still much rarer than human soldiers and an outfit is lucky to have one or more Spartans serving with them.



Artificial Intelligence

Characteristic Points: 12

Ability Score: 3 Instinct, 4 Intelligence, 2 Willpower

Brilliance: Artificial Intelligence are brilliant constructs with deductive and processing abilities beyond what most mortals can match. They gain +3 maximum instinct, intelligence, and willpower. They also gain +3 maximum ranks in all skills.

Lack of a Body: AIs lack a physical body. They are intelligent, self-aware computer programs that have their own identity and personality. They are transported through a data disk, which is inserted into objects so they can use its systems and interact with them. The AI can only control systems that they are plugged into, unless their source has a connection to other networks, including a link to wireless networks. In a Halo party, AIs are usually inserted into a party member's armor or the controls of a vehicle. If they are inserted into an ally's armor, that character is known as the Host, and receives many benefits from the AI's abilities. If they are inserted into a vehicle, they can control the vehicle as if they were the pilot.

Because an AI lacks a physical body, they do not have a strength, agility, or fortitude ability score. They can gain access to physical skills, such as athletics and endurance, but generally cannot make such skill checks. They can possess these skills for special AI abilities. If they do make a skill check that uses strength, endurance, or agility, they add their instinct to those ability scores instead of their normal statistics.

In addition, an AI lacks all following combat statistics: hit points, healing thresholds, damage threshold, defense toughness, speed, shift speed, space, reach, and damage resistance. If the AI is controlling a host vehicle, it will use those statistics for their own. AIs only destroyed if their host is completely destroyed, not just reduced to 0 hit points. For example, if an AI is piloting a vehicle that explodes, they would be destroyed. If an AI is in the armor of a Spartan reduced to 0 hit points, they are still alive. If that spartan is disintegrated, however, the AI would be destroyed as well.

While an AI does not possess a physical body, it does possess a very sharp mind. It still has a resolve, morale bonus, and initiative score. Smart AI's possess a personality and emotions and are thus susceptible to positive and negative morale like any other character. However, it is very difficult to target an AI with combat influence, because they are invisible, and attackers are often unaware of their presence.

Despite not having physical bodies, AIs still count as a participant in combat and experience is split with them as normal.

No Specializations and Limited Actions: AIs do not gain specializations like other characters. Instead they gain AI abilities. They also cannot use combat behaviors or combat augmentations unless they have an AI ability that specifically allows them to.

AI Abilities: Instead of the normal action economy shared with other species, Artificial Intelligences have a standard action and a minor action to use every turn. They gain an additional standard action every turn on levels 10, 20, and 30. They gain an additional minor action on levels 5, 15, and 25. Therefore, a level 20 AI would have 3 standard action and 3 minor actions.

In addition, AI's gain abilities that they can use to support their allies in battle. They begin at level 1 with the Pilot and Hack AI abilities along with 4 other abilities of their choice. They gain another ability on every level up. This does not require spending characteristic points; it is automatic upon level up. Therefore, a level 5 AI character should choose 8 AI abilities in addition to Pilot and Hack. See the next section for AI abilities.

Cyberwarfare Unit: AIs are the ultimate participants in cyber warfare and hacking combat. For every 3 levels an artificial intelligence possesses, they gain +1 to the following hacking combat values: computer offense, computer defense, and core integrity.

Military Authority: AI do not have requisition points, and cannot requisition gear, vehicles, or squadron members. They do not use or benefit from the requisition system. The AI can gain command authority if they chose the Tactical Command AI ability. If they do, they have a good command value, giving them command points equal to their intelligence + their ranks in the tactics skill.

Description: 'Smart' Artificial Intelligences are heuristic, self-aware programs that possess identity, the ability to learn, and a personality. They are designed to run complex functions, anything from overseeing logistic operations to managing the systems of a star cruiser or city. Smart AIs are some of the most brilliant and knowledgeable entities in the Halo Universe, as they possess intellectual and processing abilities beyond what is possible for a mortal mind.

Unlike robots, such as forerunner constructs, AIs do not have a permanent physical body. Instead, they are transported via data disks that contain their core heuristics. However, while they do not have a body, most Smart AI's create a digital avatar for themselves that they manifest via holographic projectors. An AI chooses its own avatar based on its mindset, beliefs and personality.

Smart AI's are intellectually superior and able to learn exponentially and apply free thought and creative to what they learn. However, this is also their downfall. Over time, these intelligences learn so much and process so much information that they start to burn out like a star. They lose control over their thoughts and emotions and begin to break down. This is known as rampancy and signals the end of an AI's life cycle. Rampancy usually sets in after about seven years of life. AIs that begin to go rampant are retired and shut down before their instability can become a threat to others.

Player AIs are usually attachments to specialist or elite squads of soldiers, particularly Spartans. They can use their intelligence to guide and advise soldiers while hacking enemy communications, bypassing security measures, and discerning weaknesses in enemy ranks. They are valuable assistants to have with a combat unit and many wouldn't know how to wage war without such guidance.



Artificial Intelligence Abilities

This section will detail all the possible AI abilities, their benefits, and their requirements. Future supplement may include additional AI abilities.

Behavioral Study

Action Type: Minor

Requirements: Willpower 4/6/8, Influence 3/6/9

Rank 1: The AI spends a standard action analyzing the target's behavior and speech patterns. Afterwards, either the AI or one ally within 10 squares gains a +5 bonus on influence checks against the target for 1 minute. This can be used for combat influence or ordinary, out of combat, persuasion.

Rank 2: The bonus increases to +10.

Rank 3: When a character utilizing this feature demoralizes a target, they deal 1 additional negative morale marker.

Coordinated Fire

Action Type: Standard

Requirements: Instinct 4/8/12, Ranged 4/8/12

Rank 1: The AI spends a standard action coordinating an ambush between their host and another ally. If both individuals are flanking a single enemy, if one makes an attack against the target, their flanking partner can attack them as well out of sequence. If the flanking partner is a unit, only the unit leader and his aids using the same weapon can make this free attack.

Rank 2: When the allies are flanking together, their attacks gain +3 accuracy and penetration.

Rank 3: When the allies are flanking together, the accuracy and penetration bonus increases to +6.

Cyber Fortress

Action Type: Standard

Requirements: Intelligence 4/8/12, Computers 3/6/9

Rank 1: When engaged in hacking combat, the AI can spend a standard action on their turn to empower their defenses. They reduce all damage received against their core integrity and security wall by 3 every round they sustain this effect.

Rank 2: When this effect is sustained, the character also gains +3 to their computer defenses.

Rank 3: This effect is activated and sustained as a minor action.

Cycle Shields

Action Type: Minor

Requirements: Intelligence 4/6/8, Defensive Training 3/6/9

Rank 1: The AI spends an action to help the host recover their shields faster. This functions when inside a vehicle with shields or while within a host soldier with personal shields. If the character regains shields on their next turn, they regain +20 shield points. If the character does not recover shields on their turn, such as if they suffer a hit, then this has no effect. This can be used multiple times per turn; the effects stack.

Rank 2: This benefit increases to +40 shield points.

Rank 3: This benefit further increases to +60 shield points.

Direct Attack

Action Type: Standard

Requirements: Instinct 4/6/8, Ranged 3/6/9

Rank 1: The AI takes a direct hand in aiding and guiding their host in battle. They point out a target and allow their host to instantly attack them out of turn sequence. They host can use any form of attack they have readied but must attack the target chosen by the AI. This can only be used once per turn.

Rank 2: The host gains an accuracy bonus on the attack roll equal to 1/2 the AI's ranged skill.

Rank 3: The host can perform a shift action before or after the directed attack.

Encouragement

Action Type: Minor

Requirements: Willpower 4/6/8, Leadership 3/6/9

Rank 1: The AI has mastered the human art of encouragement and leadership and can now perform leadership combat augmentations, including rally actions.

Rank 2: The AI can use rally actions on allies that are affected by their leadership combat augmentations, or are affected by another character's leadership, and can even rally units.

Rank 3: Allies that receive a morale point from this character's rally actions gain temporary hit points equal to the AI's leadership. This does not affect minions within units.

Guiding Hand

Action Type: Standard

Requirements: Instinct 6/9/12, Intelligence 6/9/12

Rank 1: The AI is constantly supporting their allies with advice and guidance. By using this ability, the AI can make an assisted skill check for every skill check an ally makes within 10 squares for the next round, except prowess skill checks and attack rolls. Therefore, if an ally tries to make athletics check or perception check, the AI can assist those checks, giving a +2 bonus if they succeed a DC 15 check of the same skill.

Rank 2: The bonus on the assisted check is equal to $\frac{1}{2}$ the AI's intelligence, rather than 2.

Rank 3: If the AI successfully assists in the skill check, the boosted character gains advantage on their check.

Hack

Action Type: Minor

Requirements: Intelligence 4/6/8

Rank 1: The AI can initiate a hack or perform a maneuver in a hacking encounter. They can use this ability multiple times in a single turn, possibly making a flurry of attacks or defenses in a hacking conflict.

Rank 2: When involved in a hacking conflict, the AI adds $\frac{1}{2}$ their instinct to their computer offense.

Rank 3: When the AI deals damage to the core integrity of a rival program, they gain access equal to $\frac{1}{4}$ of the damage that they dealt.

Harden Shields

Action Type: Minor

Requirements: Willpower 4/6/8, Defensive Training 3/6/9

Rank 1: If the AI is piloting a vehicle with shields or is within a host soldier with personal shields, they can spend an action to harden those barriers, giving +5 shield armor.

Rank 2: The bonus increases to +10 shield armor.

Rank 3: While the AI is with the host, they gain +50 maximum shield pool. This does not require an action and is a passive benefit of having the AI onboard.

Logistics

Action Type: Minor

Requirements: Intelligence 4/8/12

Rank 1: An AI can spend an action using tactical data and communication systems to ease the logistics of pushing command call-down effects into action. When using this ability, all order call-down effects issued by any member of the party arrive 1 round sooner. If the duration is reduced to 0, they arrive at the start of the initiating character's next turn. This can only be done once per turn

Rank 2: In addition to reducing the execution time of all the party's orders by 1 round, a single order has its execution time reduced by 2 instead, chosen by the player when they make the action.

Rank 3: This ability reduces the execution time of all orders the party has called down by 2 rounds instead of 1.

Medical Scan

Action Type: Minor

Requirements: Intelligence 4/6/8, Medicine 3/6/9

Rank 1: The AI performs a medical scan on a wounded ally within 10 squares as a standard action. Anyone who performs first aid on that target within the next turn gains +25 to their medicine check.

Rank 2: The bonus to medicine the AI provides increases to +50. In addition, if the ally naturally rolls a 12 or higher on their first aid check, they also heal a crippling wound.

Rank 3: The bonus to medicine the AI provides increases to +75. In addition, if the ally naturally rolls a 16 or higher on their first aid check, the healed ally does not spend a healing threshold.

Pilot

Action Type: Minor

Requirements: Instinct 3/6/8, Pilot 3/6/9

Rank 1: When inserted into the controls of a vehicle, the AI can pilot the vehicle as a full pilot. They must, however, meet the training requirements of the vehicle to control it. They use instinct instead of agility to determine the vehicle's defense. They

must spend a minor action each round to pilot and control the vehicle, and a standard action to fire each weapon system the vehicle has. They can fire a built-in weapon system even if they were not normally controlled by the pilot, but by a gunner or co-pilot.

Rank 2: The AI is a very effective pilot, and gains a bonus on vehicle defense, accuracy, and pilot skill checks equal to ½ their intelligence.

Rank 3: The AI automatically succeeds pilot checks to perform maneuvers. In addition, their strategic piloting gives the vehicles temporary hit points at the start of each turn equal to 2x the AI instinct.

Predict Attack Pattern

Action Type: Standard

Requirements: Intelligence 4/6/8, Defensive Training 3/6/9

Rank 1: The AI spends a standard action to watch out for threats to their host. If an enemy attack the host, the AI can decide to react to that threat and give defensive advice against that foe. The host gains a bonus to their defense equal to 1/2 the AI's defensive training, but only against that foe and until the start of the AI's next turn. They also gain that bonus on acrobatics test to evade the target's attacks. The AI can only perform this action once per turn.

Rank 2: Once predicting an enemies attack and applying the defense bonus, if the host avoids all damage from the attacker, they can instantly make an attack action back at their attacker.

Rank 3: Every turn this ability is used, the AI can mark those two targets for the host to gain defensive bonuses from their attacks.

Probability

Action Type: Standard

Requirements: Intelligence 6/10/14

Rank 1: The AI can run the odds and probability of different circumstances and dangers, giving advice to all allies within 10 squares. As usual, this is used as a standard action. Upon performing this action, the AI chooses any skill and makes a DC 20 skill check. If they succeed the skill check, all allies gain a bonus on checks using that skill equal to the amount the AI surpassed the DC of the check. For example, if the AI makes a piloting skill check and scores a 27, all allies within 10 squares gain +7 to pilot checks until the start of their next turn. The AI can use this feature more than once in a round, each time they select a different skill to boost.

Rank 2: The Probability power effects all allies within 20 squares.

Rank 3: Enhanced probability algorithms reduce the base DC to 15.

Repairs

Action Type: Minor

Requirements: Pilot 3/6/9, Science 3/6/9

Rank 1: When inserted into the controls of a vehicle, the AI make automated repairs on a vehicle of gargantuan-sized or smaller if they have been inside the vehicle for 30 minutes or longer. Every round the AI performs this action, the vehicle recovers hit points equal to 2x their science ranks.

Rank 2: The healing increases to 3x their science.

Rank 3: The healing increases to 4x their science.

Scan

Action Type: Minor

Requirements: Perception 3/6/9, Instinct 4/6/8

Rank 1: The AI can spend a standard action to make a spotter action against all targets within 5x instinct squares.

Rank 2: The spotter action also locates secret doors, strange architecture, wireless networks, and hidden passages within the range of effect.

Rank 3: The scan is a detector action instead of a spotter action.

Stabilize

Action Type: Minor

Requirements: Pilot 3/6/9, Science 3/6/9, Defensive Training 3/6/9

Rank 1: The AI knows how to manage subsystems in vehicles to maintain their structural integrity. By spending this action, the AI chooses 1 crippling wound location for the vehicle. The vehicle cannot suffer crippling wounds to that location while protected and ignores the effects of all crippling wound points dealt to that location while being sustained. This action can only be done once per round.

Rank 2: The AI can protect their vehicle from wounds dealt to two locations with a single action.

Rank 3: The AI can protect their vehicle from wounds dealt to four locations with a single action.

Supplemental Tactics

Action Type: Minor

Requirements: Tactics 3/6/9

Rank 1: The AI can supplement their host or vehicle with additional tactics effects. They can make a tactics combat augmentation and can apply it either to their host or vehicle they are controlling. If they place it on their host, these tactics are in addition to any other tactic combat augmentations they applied to themselves. They do not stack with the host's tactics. For example, they cannot both apply Precision Aim.

Rank 2: The AI can apply two separate tactics effects onto themselves or their host.

Rank 3: The AI or host gains different benefits based on what tactics they have applied through this ability.

Combat Augmentation	Benefit
Precision Aim	Attack penetration equal to accuracy bonus
Defensive Stance	+5 to acrobatics tests to evade
Fast March	+1 shift speed
Long Shot	Reduces range penalties to -2 per past increment
Hardiness	+5 toughness

Tactical Command

Action Type: Minor

Requirements: Instinct 4/6/8, Ranged 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to make command orders, based on their own tactical clearance and command points.

Rank 2: Whenever they issue an order, the AI gains +5 to their tactics checks to place the order. The artillery strikes they order gain +2 accuracy.

Rank 3: Whenever the AI orders a command call-down, the execution time is half the normal wait time.

Tactical Guidance

Action Type: Standard

Requirements: Ranged 3/6/9, Defensive Training 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to actively support the combat actions of nearby allies. They can only use Tactical Guidance once per round. When they do, all allies within 10 squares gains +2 accuracy, defense, and tactics.

Rank 2: This ability empowers to a +3 bonus, effecting allies within 15 squares.

Rank 3: This ability empowers to a +4 bonus, effecting allies within 20 squares.

Targeted Strike

Action Type: Minor

Requirements: Ranged 3/6/9, Tactics 3/6/9

Rank 1: The AI can spend an action to calibrate incoming artillery strikes. When they use this ability, they chose 1 allied artillery strike that will arrive in the next round. That artillery strike gains +2 hit accuracy. This can only be applied once to an artillery strike.

Rank 2: The bonus accuracy increases to +3 hit accuracy.

Rank 3: The bonus accuracy increases to +4 hit accuracy.

Vigor

Action Type: Minor

Requirements: Medicine 3/6/9, Survival 3/6/9

Rank 1: If the AI's host is a spartan, they can use the suit's systems and their own medical knowledge as a standard action to give the Spartan extra life from the Spartan ferocity ability. When the Spartan recovers life via Spartan Ferocity, they regain extra hit points equal to 2x the AI's medicine score.

Rank 2: The bonus increases to 4x the AI's medicine score.

Rank 3: Regaining health from Spartan Ferocity does not use up a healing threshold.

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, most 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 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 statistic 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 Heroic Humans)

40 + 3 x Fortitude. In addition, character gains 5 + 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

Psionic Resistance

3 x Willpower + Psi Level + one-half their Mental Training

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: UNSC Equipment

UNSC 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 recon 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 UNSC soldier. For the full rules on how equipment and requisition functions, see the Halo Core Rulebook.



UNSC 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

Sidearm: Your pistol or knife

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: If you are allowed to do so, you can hire a Human Marine squad member to form a squadron with you, up to your maximum number of squad members (usually 3). Note that there are no longer different types of squad members for you to place in your squad; you just gain Human Marines. However, these marines scale with you based on level, and can be given specializations to fine tune their role. More on this will be discussed later.

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: assault rifle, battle rifle, combat shotgun, tactical shotgun, submachine gun, or designated marksmanship rifle.

Secondary Weapon: There is no free secondary weapon.

Sidearm: For your sidearm, you can choose to have either a magnum handgun or a combat knife. If you are a Spartan, you can choose a combat blade instead of these options.

Armor: For your body armor, most UNSC characters gain battle armor automatically. Spartan characters gain their MJOLNIR armor instead. ODSTs gain ODST Battle armor as standard gear. Scientist and ONI characters gain light battle armor automatically.

Supply Kits: Every character starts with 1 equipment belt with 4 slots of ammunition for any of their weapons, 1 fragmentation grenade, and a holster for their sidearm.

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.

Grenade Launcher: +5

Railgun: +15

Sniper Rifle: +5

SAW: +8

Flamethrower: +12

Heavy Machine Gun: +10

Rocket Launcher: +10

Spartan Laser: +20

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.

Assault Rifle: +5
 Battle Rifle: +5
 Combat Shotgun: +5
 Tactical Shotgun: +5
 Submachine Gun: +5

Designated Marksmanship Rifle: +5
 Grenade Launcher: +10
 Railgun: +20
 Sniper Rifle: +10
 SAW: +13

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 fragmentation grenades

Explosives Kit

Requisition Cost 2
 Equipment Belt with 6 inventory slots of fragmentation grenades, breaching charges, demolition charges, land mines, smoke grenades, flash grenades, and remote detonators

Medical Kit

Requisition Cost 1
 Equipment Belt with 6 inventory slots of medipacks, painkillers, or stimulants

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, binoculars, flare guns, handcuffs, navigation units, or rations

Engineer's Kit

Requisition Cost 2
 Equipment Belt with 6 inventory slots of plasma torches, repair kits, data disks, hacking tools, and PDAs. 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

Every UNSC character starts with a backpack in which to store supplies for long term missions. The backpack comes with nothing but can be filled. By default, you can fill the backpack with additional supply kits. A backpack can support 12 inventory slots, which usually means two supply kits. If you fill your backpack with a supply kit, you pay the requisition cost for the supplies but do not gain the equipment belt. For example, you can purchase a medical kit for 1 requisition point, and put 6 medipacks in your backpack, and still have the space for. You can still purchase 1 more supply kit to put in your backpack.

Alternatively, you can purchase larger items to fill your backpack with. For every 2 requisition points you spend, up to 4 requisition points, you can fill 6 inventory slots of your backpack with any combination of the following items: beacon, trauma kit, grappling hook launcher, medipack, repair kit, survival gear, or science devices (any type allowed by specialization, including master).

Finally, you have two options to replace your backpack, and thus your storage capacity, with the following:

- Replace your backpack with a military transmitter for 3 requisition points
- Replace your backpack with a jetpack for 6 requisition points

Armor

Standard allotment gives all character's battle armor. Human characters can switch out their armor for the following options: Spartan characters always have MJOLNIR armor and cannot change it. Similarly, ODST characters always have ODST Battle Armor and cannot change it.

Marines Mavericks, Marine Field Commanders, Officers, and Pilots

Battle Armor: Standard Gear Allotment
 Environmental Armor: 1 requisition point
 Light Battle Armor: -2 requisition points
 Officer's Uniform (Officer background only): -2 requisition points

ONI Operatives and Scientists

Light Battle Armor: Standard Gear Allotment
 Environmental Armor or Battle Armor: 2 requisition points
 Protective Vest or Hazard Suits: 0 requisition points

Squad Requisition: UNSC Marines

Most human player characters can also recruit squad members to fight in battle alongside. This is crucial for humans to match the power of sinister foes or fight on the same level as a Spartan. Your exact squad allowance is determined by your human background d. As a human character, your only options for a squad member is the human marine. You can purchase a human marine squad member for 5 requisition points, up to your maximum squad value (normally 3). You form a unit as before with your marines. You can also customize your marines with additional upgrades and job roles. This will be covered in the UNSC 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 belts limit'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 UNSC character has 4 inventory slots that can 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 or 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 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. 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.

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.

UNSC Weapons

Soldiers need weapons to fight their enemies with. This section details the most commonly requisitioned or famous weapons in the UNSC marine corps.

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, than 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
Heavy Handgun	20	Medium	+1	Fast	12	1,000
Magnum Handgun	22	Medium	+1	Average	12	2,000
Sporting Handgun	18	Short	+1	Fast	15	500

Heavy Handgun

One-handed Pistol

Base Cost: 1,000 credits

Damage: 20

RoF: Fast

Shots: 12 HP Rounds

Magazine Credit Cost: 36 credits

Special Traits: Fast Reload

Accuracy: +1

Range: Medium

Power Rating: +3

Magazine Inventory Slots: 1

Weight: 0.5 lbs.

Description: The heavy handgun is a civilian model of handgun designed for those who want to kill or intimidate. While most UNSC forces prefer the magnum handgun, the heavy handgun still has some users who prize its high rate of fire.

Magnum Handgun

One-handed Pistol

Base Cost: 2,000 credits

Damage: 22

RoF: Average

Shots: 12 MP Rounds

Magazine Credit Cost: 60 credits

Special Traits: Penetration (2)

Accuracy: +1

Range: Medium

Power Rating: +3

Magazine Inventory Slots: 1

Weight: 1 lbs.

Description: The M6 pistol is the mainstay side arm of the UNSC. With considerable firepower for such a small weapon, this weapon is effective even against armored opponents. The weapon has such considerable power that even Spartans are known to carry at least one as a sidearm.



~Magnum Pistol

Sporting Handgun

One-handed Pistol

Base Cost: 500 credits

Damage: 18

RoF: Fast

Shots: 15 LP Rounds

Magazine Credit Cost: 45 credits

Special Traits: Fast Reload, Concealable

Accuracy: +1

Range: Short

Power Rating: +3

Magazine Inventory Slots: 1.

Weight: 0.5 lbs

Description: The sporting handgun is a civilian model designed for personnel protection. It is ineffective compared to military based firepower, but it is commonly available. It's one noteworthy trait is that it is small and easily concealable, making it popular with those who want to smuggle a weapon into a secure area.

Rifles

Rifles include most two-handed ranged weapons, but beyond that they vary greatly. The rifles category includes sniper rifles, shotguns, assault rifles, and submachine guns. 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
Assault Rifle	20	Medium	+1	Auto	36	3,000
Battle Rifle	20	Long	+1	Average	36	3,500
Combat Shotgun	20	Short	+0	Average	12	5,000
Designated Marksman Rifle	22	Distant	+2	Fast	14	3,000
Grenade Launcher	40	Medium	+1	Slow	1	10,000
Railgun	60	Distant	+3	Slow	1	40,000
Sniper Rifle	30	Distant	+2	Slow	4	12,000
Squad Automatic Weapon	25	Short	+1	Fully Automatic	72	15,000
Submachine Gun	20	Short	+1	Automatic	60	3,000
Tactical Shotgun	23	Medium	+0	Average	6	6,000

Assault Rifle

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 20

RoF: Automatic

Shots: 36 AR Rounds

Magazine Credit Cost: 150 credits

Special Traits: Ammunition Display

Description: The MA5D Assault Rifle is the assault weapon of the marine corps. This weapon is a gas-operated automatic rifle fed with a magazine with a built-in ammunition indicator. In addition to its combat effectiveness, it is prized for its rugged design and hardy manufacture.

Accuracy: +1

Range: Medium

Power Rating: +3

Magazine Inventory Slots: 2

Weight: 7 lbs.

Battle Rifle

Two-handed Rifle

Base Cost: 3,500 credits

Damage: 20

RoF: Average

Shots: 36 BR Rounds

Magazine Credit Cost: 150 credits

Special Traits: Burst Fire, Scope

Description: The BR55 Battle Rifle is a common UNSC weapon prized for its flexibility and range. Equipped with a scope, the battle rifle fires in 3 round bursts every time they trigger is squeezed, allowing it deal lethal, precision damage. This weapon is a solid, all-around choice for marines in the UNSC.

Accuracy: +1

Range: Long

Power Rating: +3

Magazine Inventory Slots: 2

Weight: 3 lbs.



~Assault Rifle



~Battle Rifle



~Designated Marksman Rifle



~Tactical Shotgun



~Grenade Launcher



~Railgun



~Sniper Rifle



~Combat Shotgun



~Squad Assault Weapon



~Submachine Gun

Combat Shotgun

Two-handed Rifle

Base Cost: 5,000 credits

Damage: 20

RoF: Average

Shots: 12 Shells

Magazine Credit Cost: 120 credits

Special Traits: Spread, Close Quarters, Gradual Reload

Accuracy: +0

Range: Short

Power Rating: +3

Magazine Inventory Slots: 2

Weight: 6 lbs.

Description: The M90 CAWS shotgun is a powerful, close ranged weapon system specializing in indoor combat. Like all shotguns, they release a spread of tiny shots with every shell fired. This allows the weapon to deal considerable damage to close targets, whom are hit by more pellets. The weapon is pump action and must have new ammunition hand fed, making it slow to reload.

Designated Marksman Rifle

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 22

RoF: Fast

Shots: 14 AR Rounds

Magazine Credit Cost: 56 credits

Special Traits: Penetration (2), Scope, Fast Reload

Accuracy: +2

Range: Distant

Power Rating: +4

Magazine Inventory Slots: 1

Weight: 3 lbs.

Description: The M395 DMR is an effective weapon lying between the battle rifle and the sniper rifle for effectiveness. The marksman rifle fires high powered, precision shots at long range with built in scope. While it can function as an anti-light personnel sniper rifle, it can also be used in medium ranged combat with great precision.

Grenade Launcher

Two-handed Rifle

Base Cost: 10,000 credits

Damage: 40

RoF: Slow

Shots: 1 grenade

Magazine Credit Cost: 200 credits

Special Traits: Penetration (5), Burst (2), High Explosive, Grenade, Delay, Long Reload

Accuracy: +1

Range: Medium

Power Rating: +5

Magazine Inventory Slots: 1

Weight: 8 lbs.

Description: The M319 grenade launcher fires 40mm grenades at long range. The grenade launcher is significantly more accurate and longer range than simply heaving grenades, and it makes a solid assault weapon and way to force enemies out of cover or breaks ranks. It only contains a single grenade at once and needs to be reloaded between each shot, so it is typically fired once before switching to a secondary weapon.

Railgun

Two-handed Rifle

Base Cost: 30,000 credits

Damage: 60

RoF: Slow

Shots: 1 Rail Slug

Magazine Credit Cost: 2,000 credits

Special Traits: Penetration (40), Charge Time (2)

Accuracy: +3

Range: Distant

Power Rating: +5

Magazine Inventory Slots: 2

Weight: 33 lbs.

Description: The ARC-920 railgun is a result of scientific breakthroughs at the end of the Human-Covenant War. The revelations in electromagnetic launching systems produced a weapon that can fire charged projectiles without the massive mass of a MAC cannon. The weapon uses parallel conducting rails to accelerate high explosive rounds and hurl them with incredible precision towards a target. In addition to their power, these rounds explode in a small burst that makes them effective against closely packed squads.

Sniper Rifle

Two-handed Rifle

Base Cost: 12,000 credits

Damage: 30

RoF: Slow

Shots: 4 SR Rounds

Magazine Credit Cost: 120 credits

Special Traits: Penetration (10), Rending (2), Digital Scope

Accuracy: +2

Range: Distant

Power Rating: +5

Magazine Inventory Slots: 3

Weight: 34 lbs.

Description: The SR99 Anti-Material rifle is a powerful, extremely high powered and accuracy weapon designed to quickly eliminate vital targets and is even effective against light vehicles. It is the most powerful small arms weapon in the UNSC arsenal and popular with Spartans that provide sniper support for the rest of their unit.

Squad Automatic Weapon

Two-handed Rifle

Base Cost: 15,000 credits

Damage: 25

RoF: Fully Automatic

Shots: 72 AR Rounds

Magazine Credit Cost: 300 credits

Special Traits: Long Reload, Ammunition Display, Recoil

Accuracy: +1

Range: Short

Power Rating: +3

Magazine Inventory Slots: 3

Weight: 21 lbs.

Description: The M739 Light Machine Gun, also known as the SAW (Squad Automatic Weapons) is a portable light machine gun. In many ways, it is an upgrade to the common MA5D Assault Rifle, with improved rate of fire, but the weapon's bulk and recoil makes it less effective at long range. This is frequently compensated with improved rate of fire, however.

Submachine Gun

Two-handed Rifle

Base Cost: 3,000 credits

Damage: 20

RoF: Automatic

Shots: 60 Caseless Rounds

Magazine Credit Cost: 180 credits

Special Traits: Compact, Fast Reload

Accuracy: +1

Range: Short

Power Rating: +3

Magazine Inventory Slots: 1

Weight: 2 lbs.

Description: The M7/Caseless Submachine Gun is a personal defense weapon commonly used by UNSC forces. Marines use them as a versatile close-range automatic weapon, while pilots and naval forces use them for personal defense in case they are caught out in the open or their ships are boarded. Spartans, taking advantage of their size, dual-wield the weapons with one in each hand. Helljumpers and ONI Operatives often mount suppressors on their weapons, to maximize their effectiveness in stealth operations.

Tactical Shotgun

Two-handed Rifle

Base Cost: 6,000 credits

Damage: 23

RoF: Average

Shots: 6 Shells

Magazine Credit Cost: 60 credits

Special Traits: Spread, Close Quarters, Gradual Reload, Recoil

Accuracy: +0

Range: Medium

Power Rating: +3

Magazine Inventory Slots: 2

Weight: 7 lbs.

Description: The M45 Tactical Shotgun is a shotgun variant that has improved firepower and longer projected range. It is a vital weapon for quickly eliminating high threat targets in ship combat, such as elites or brutes. The downside is the weapon only carries 6 shells and has a noticeable recoil, making it difficult to use in prolonged engagements.

Heavy Weapon

Heavy weapons include some of the largest and most powerful portable weaponry such as heavy machine guns, flamethrowers, and rocket launchers. 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
Flamethrower	24	Cone 6	+0	Fast	20	30,000
Heavy Machine Gun	26	Long	+1	Full Auto	200	25,000
Rocket Launcher	50	Distant	+0	Slow	2	25,000
Spartan Laser	90	Medium	+6	Slow	5	75,000

Flamethrower

Two-handed Heavy Weapon

Base Cost: 30,000 credits

Damage: 24

Accuracy: +0

RoF: Fast

Range: Cone (6)

Shots: 20 fuel

Power Rating: +4

Weight: 100 lbs.

Magazine Credit Cost: 1,000 credits

Magazine Inventory Slots: 6

Special Traits: Penetration (4), Cone (6), Hailfire (1), High Explosive, Flames, Close Quarters, Heavy, Overheat, Energy Damage

Description: The M7057 Flamethrower is an incredibly powerful and heavy weapon that fires a curtain of destructive flames in a cone away from it. This devastating weapon is uncannily lethal, able to vaporize entire squads in gouts of destructive flame.

Those that survive quickly burn to death. The flamethrower does have the downside of being incredibly heavy and hard to use.

Heavy Machine Gun

Two-handed Heavy Weapon

Base Cost: 25,000 credits

Damage: 26

Accuracy: +1

RoF: Fully-Automatic

Range: Long

Shots: 200 AR Rounds

Power Rating: +4

Weight: 50 lbs.

Magazine Credit Cost: 800 credits

Magazine Inventory Slots: 6

Special Traits: Penetration (5), Heavy, Extremely Long Reload

Description: The AIE-486 Heavy Machine Gun is a powerful fully automatic gatling machine gun that typically sits mounted on a mount and is used as a stationary defensive weapon. Occasionally, the HMG is removed from its mount and carried as a mobile weapon's platform. This weapon is extraordinarily powerful for a carryable weapon and can deal considerable damage to light vehicles and infantry. When away from a mount, it does go through ammunition very quickly, but the devastation it causes is usually worth it.

Rocket Launcher

Two-handed Heavy Weapon

Base Cost: 25,000 credits

Damage: 50

Accuracy: +0

RoF: Slow

Range: Distant

Shots: 2 Anti-Armor Rockets

Power Rating: +5

Weight: 25 lbs.

Magazine Credit Cost: 500 credits

Magazine Inventory Slots: 4

Special Traits: Penetration (20), Burst (1), High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload

Description: The M41 Rocket Launcher is a surface to air ordinance weapon designed to take out aircraft. Capable of placing target locks on enemy aircraft and firing a missile designed to pierce heavy armor, this weapon is the marine's answer to banshee and phantom covenant aircraft. This weapon is ungainly to use against infantry and slow to reload, making it primarily useful against enemy vehicles.

Spartan Laser

Two-handed Heavy Weapon

Base Cost: 75,000 credits

Damage: 90

RoF: Slow

Shots: 5 SP Cells

Magazine Credit Cost: 10,000 credits

Magazine Inventory Slots: 6

Special Traits: Penetration (50), Unstoppable, Charge Time (4)

Description: The M6 G/GNR 'Spartan Laser' is the ultimate personnel anti-vehicle weapon. After it charges, this weapon can punch clear through a tank in a single shot and still pass through to strike the targets behind it. This weapon is very rare and exclusive, and is usually carried by Spartans, hence the name. It is a purely energy weapon and relies on specialty battery cells instead of projectile ammunition.

Accuracy: +6

Range: Medium

Power Rating: +10

Weight: 42 lbs.



~Flamethrower



~Heavy Machine Gun



~Rocket Launcher



~Spartan Laser

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
Breaching Charge	60	Planted	1d20+8	1,000
Demolition Charge	70	Short or Planted	-2 or 1d20+12 when planted	2,000
Flash Grenade	---	Short	-2	250
Fragmentation Grenade	40	Short	-2	500
Land Mine	40	Planted	1d20+8	500
Smoke Grenade	---	Short	-2	100
Tear Gas Grenade	---	Short	-2	300

Breaching Charge

Planted Explosive

Base Cost: 1,000 credits

Damage: 60

Accuracy: 1d20+8

RoF: Planted

Range: Planted

Shots: 1 (Consumable)

Power Rating: +10

Weight: 1 lb.

Special Traits: Burst (1), Timed Explosion, Piercing, Planted Explosive, Destructible

Description: Breaching Charges are used for penetrating bulkheads and fortress walls. Working as a timed explosion, the breaching charge explodes when directed, causing a powerful yet directed explosion that breaches surfaces regardless of their thickness.

Demolition Charge

Thrown or Planted Explosive

Base Cost: 2,000 credits

Damage: 70

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 (4), Penetration (10), Unstable Explosion, Destructible, Timed Explosive

Description: Demolition Charges are planted or thrown charges that were intended to be used to destroy defenses and fortifications such as guard towers. Either thrown or planted in place, these charges are known to be unpredictable and utterly destructive, and in untrained hands, they often explode prematurely, taking their user with them.

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.

Fragmentation 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 (2), Penetration (5), Grenade, Delay

Description: The infamous frag grenade is the primary explosive of the UNSC. Tossed behind cover or into groups of enemies, it can do substantial damaged to entrenched forces or tight clusters of enemies. Every marine entering into combat makes sure to carry at least 1 or 2 fragmentation grenades on them at all times.

Land 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 (2), Penetration (5), Land Mine, Planted Explosive, Destructible, Hidden

Description: The land 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. While taking some preparation, the surprise nature of these weapons makes them one of the hardest explosives to survive encountering.

Smoke Grenade

Thrown Explosive

Base Cost: 100 credits

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5lbs

Special Traits: Burst (3), Smoke, Grenade, Delay

Description: Smoke Grenades are invaluable tools used to cover an area with thick smoke, making attacks difficult and breathing hazardous for those within. They are often used to scatter enemies out of cover, or as a defensive screening to protect retreating allies.

Tear Gas Grenade

Thrown Explosive

Base Cost: 300 credits

Damage: NA

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: NA

Weight: 0.5lbs

Special Traits: Burst (3), Blinding Gas, Grenade, Delay

Description: Tear Gas grenades are used for crowd control, to provide cover and debilitate targets. They are often used instead of fragmentation grenades as a non-lethal explosive. Most often, they are used by security personnel to control angry citizens and contain riots.

Melee

While melee combat has waned in the far future, when war goes to hell many soldiers will resort to their fists, bayonets, and combat knives. Melee weapons require enemies to be within your melee reach and generally do not use ammunition or limited number of strikes before expiring. All human characters have an Unarmed attack that they can always make. All Spartan characters have a Spartan Unarmed attack they can make. Melee weapons use the Melee skill to determine their accuracy.

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
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
Unarmed. Spartan	13	Melee	+1	Fast	NA	---

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. Most often, combat blades are used by Spartans who want a more-size appropriate weapon to replace their combat knife for executing foes. Occasionally, they will be kept by humans who want a substantial blade for dueling the enemy in close quarters combat.

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.

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.

Unarmed, Spartan**Unarmed Melee Attack****Base Cost:** NA**Damage:** 13**Accuracy:** +1**RoF:** Fast**Range:** Melee**Shots:** NA**Power Rating:** +3**Weight:** NA**Special Traits:** Smashing, Unarmed

Description: This is the unarmed attack profile used by a Spartan within their Mjolnir armor. The extra weight of the armor gives them heavy striking power.

UNSC Armor

Armor is just as important as weapons. For a Spartan it is perhaps more so, because their Mjolnir armor is part of what makes them a super soldier. This section lists the most common weapons utilized by the UNSC.

Cost

The armor entry begins with the name and class of armor it is, whether it is Light, Heavy, or Super Heavy armor. 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 wearing 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	Credit
Battle Armor	Heavy	7	+3	-2	2,000
Environmental Armor	Heavy	5	+4	-2	750
Hazard Suit	Heavy	1	+1	-3	1,200
Light Battle Armor	Heavy	5	+3	-2	1,500
Mjolnir Powered Assault Armor	Super Heavy	13+	+10	-2	Priceless
ODST Battle Armor	Heavy	11	+5	-3	15,000
Officer's Uniform	Light	2	+4	-0	1,000
Padded Jacket	Light	2	+2	-0	100
Protective Vest	Light	5	+3	-1	250

Armor Details

Battle Armor

Heavy Armor

Base Cost: 2,000 credits

Damage Resistance: 7

Resistance Rating: +3

Mounted Gear: Flashlight, Digital Uplink, Radio

Ability Score Bonuses: None

Weight: 20 lbs

Special Traits: Very Cumbersome

Defense Penalty: -2

Damage Threshold: +3

Description: Battle armor is the standard combat armor for the UNSC marine corps. The armor contains substantial physical protection while also providing a tactical uplink, radio, and heads-up display. The armor comes in a wide variety of camouflage coloration depending on the environment being fought over. No marine should head into battle without this sort of protection!



Environmental Armor

Heavy Armor

Base Cost: 750 credits

Damage Resistance: 5

Resistance Rating: +3

Mounted Gear: Flashlight

Ability Score Bonuses: None

Weight: 15 lbs

Special Traits: Elemental Protection, Very Cumbersome

Description: Environmental armor is a fully enclosed outfit that provides protection from the elements. It is equivalent to a protective vest that also includes warmers and full body covering. It is commonly used by personnel that are forced to survive prolonged exposure in freezing environments.



Hazard Suit

Heavy Armor

Base Cost: 1,200 credits

Damage Resistance: 1

Resistance Rating: +3

Mounted Gear: Flashlight

Ability Score Bonuses: None

Weight: 8 lbs

Special Traits: Elemental Protection, Radiation Shielding, Oxygen Supply, Very Cumbersome

Description: The hazard suit is a civilian outfit designed to function in hostile environments, including radiation leaks, outer space, and unbearably hot or cold climates. These bulky suits provide very little protection against weapon fire, and thus are not intended for combat. Most often, science teams don hazards suits to perform machine repairs in places too hostile to survive.

Light Battle Armor

Heavy Armor

Base Cost: 1,500 credits

Damage Resistance: 5

Resistance Rating: +3

Mounted Gear: Flashlight, Digital Uplink, Radio

Ability Score Bonuses: None

Weight: 8 lbs

Special Trait: None

Description: Light battle armor is a scaled down variation of the standard battle dress of the marine corps. While it has less plating and protection, light battle armor is also less restrictive on movement. It is commonly worn by recon scouts, snipers, and pilots who need lighter armor for their delicate tasks.

Mjolnir Powered Assault Armor

Super Heavy Armor

Base Cost: Priceless

Damage Resistance: 13+

Defense Penalty: -2

Resistance Rating: +3

Damage Threshold: +10

Mounted Gear: Flashlight, Digital Uplink, Radio, Gravity Boots, Equipment Belt

Ability Score Bonuses: Strength +5, Agility +2

Weight: 1,000 lbs. (weight does not count when properly worn)

Special Traits: Elemental Protection, Oxygen Supply, Radiation Shielding, Fall Protection, Spartan Energy Shield*, Spartan Armor*, Extreme Weight*

Description: The legendary MJOLNIR armor is the great second-skin of the Spartan super-soldier. Spartans are never found without their mighty armor. There is no rival in personal protection to Mjolnir. Spartans accept this powered combat armor as part of their being, and extensively practice with making the best use out of its systems. For that reason, the most experienced Spartans make better use out of their armor's system' than more novice Spartans, letting the personal energy shields last longer and absorbs more powerful hits. In addition to its protective value, Mjolnir armor provides greatly enhanced strength and speed, further surpassing a Spartan's legendary abilities. Spartans are genetically designed to wear this armor as fluidly as light clothing.

Spartan Energy Shield: Mjolnir armor possesses a default energy shield. This shield has a pool of 60 points. The shield recovers shield points after the user has not been hit or damaged for 2 turns, recovering 20 shield points per round. The energy has 5 shield armor. Every 5 levels the Spartan possesses, starting at level 5, their energy shields gain +10 shield pool and restore an additional 5 shield pool per round.

Spartan Armor: Only a Spartan can use Mjolnir armor. Even then, there is such variation in Spartans that they can only use armor specifically crafted for them. Mjolnir armor cannot be purchased by any means, but all Spartans automatically requisition their personalized suit of Mjolnir armor for them. Mjolnir armor has a base damage resistance of 13. Every 4 levels that the Spartan possesses, starting at level 4, the Spartan improves their armor's base damage resistance by 1.

Extreme Weight: Mjolnir armor is incredibly heavy, though when piloted a Spartan does not feel it at all. Between its advanced systems and strength enhancements, it does not have any cumbersome penalties when piloted by a Spartan. However, its incredible weight does pose problems. The armor makes it impossible to swim, although walking across the bottom of an ocean is possible. In addition, sensitive terrain features made of rickety materials, such as ice or wood, might break under the Spartan's weight. This is up the GM discretion.



ODST Battle Armor

Heavy Armor

Base Cost: 15,000 credits

Damage Resistance: 11

Defense Penalty: -3

Resistance Rating: +3

Damage Threshold: +5

Mounted Gear: Flashlight, Digital Uplink, Radio, Gravity Boots

Ability Score Bonuses: None

Weight: 25 lbs

Special Traits: Layered Armor (1), Very Cumbersome, Elemental Protection, Oxygen Supply, Fall Protection, Radiation Shielding

Description: ODST Battle Armor is the signature war gear of the orbital drop shock troopers, the elite soldiers of the UNSC.

ODST's receive their name because they enter combat from orbit, quickly entering combat via drop pods. Because of their specialty, they are given armor with additional protection given their high-risk assignments, with built in air supply and environmental protection given their need to operate in space, if necessary.



Officer's Uniform

Light Armor

Base Cost: 1,000 credits (generally not for sale)

Damage Resistance: 2

Defense Penalty: -0

Resistance Rating: +2

Damage Threshold: +4

Mounted Gear: None

Ability Score Bonuses: None

Weight: 3 lbs

Special Traits: Distinction

Description: The officer's uniform is not a combat outfit, but the regalia of a UNSC officer for use in ceremony or giving orders from the safety of a command center of battleship. These neat, pressed uniforms present the badges, medals, and rank of the officer who is wearing them. They have the effect of making the individual seem authoritative and in-charge. Some officers will even wear their uniform in battle, to show a lack of fear and let their soldiers know where they are at.



Padded Jacket

Light Armor

Base Cost: 100 credits

Damage Resistance: 2

Resistance Rating: +2

Mounted Gear: None

Ability Score Bonuses: None

Weight: 3 lbs

Special Traits: None

Defense Penalty: -0

Damage Threshold: +2

Description: The padded jacket is simply clothing that has addition reinforcement and padding to dampen the impact of blows. It is not really armor; more just tough clothing. It is not suited for battlefield operations, but away from duty it provides more protection than simple clothing. The battle dress of military officers, used in formal occasions, also counts as a padded jacket.

Protective Vest

Light Armor

Base Cost: 250 credits

Damage Resistance: 5

Resistance Rating: +2

Mounted Gear: Flashlight

Ability Score Bonuses: None

Weight: 5 lbs

Special Traits: Cumbersome

Defense Penalty: -1

Damage Threshold: +2

Description: A protective vest is a bullet proof vest with accompanying greaves and helmet. It is used by local security forces and police rather than soldiers.

UNSC Gear

Gear are the miscellaneous items that might help the heroes during their adventures or apply to them during their battles to protect Humanity's worlds.

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 lots	7 lbs.	25
Cell Phone	Carried	Advanced civilian communication device with built-in computer	0.1 lbs	400
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
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
Flare Gun	Expendable	Single-shot launcher that fires a signal flare high in air or disperses darkness and hidden enemies	1 lbs.	100
Flashlight	Carried	Provides light in a Cone (6)	1 lb.	50
Geiger Counter	Worn	Tracks radiation within 12 squares	1 lb.	250
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
Handcuffs	Carried	Restrains prisoner's hands and prevents them from acting	1 lb.	50
Jet Pack	Worn	Allows the user to fly, float, and move faster	30 lbs.	10,000
Medipack	Expendable	Allows characters to make medicine skill tests to perform first aid with a +20 bonus	1 lb.	50
Military Transmitter	Worn	Allows placing orders faster, bonus with command tactics checks and artillery strikes	10 lbs.	1,000
Motion Detector	Carried	Carried device that reveals movement in an area around the user	3 lbs.	500
Navigation Unit	Carried	Handheld computer that reveals terrain, gives direction, identifies hazards, and more.	1 lb.	1,000
Painkillers	Expendable	Heals target and give +4 damage threshold	0.1 lb.	25
Personal Data Assistant	Carried	Secure handheld computer	1 lb.	800
Plasma Torch	Carried	Energy cutter used for cutting through walls and obstacles, or as a makeshift weapon	2 lbs.	250
Radio	Carried	Used for talking over a communication channel	1 lb.	75
Rations	Expendable	Single days' worth of food	1 lb.	20
Remote Detonator	Carried	Triggers up to 10 planted explosive remotely	0.5 lbs.	2,500

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
Stimulant	Expendable	Boosts combat performance, at the cost of health and fatigue	0.1 lbs	50
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.

Cellphone**Base Cost:** 400 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 1

Description: A cellphone is a personal communication device that allows long distance communication with others through a communication network. Primarily a civilian or personal tool, it allows communication anywhere there is a UNSC communication network. It can also perform video calls, has internet access, and can download various programs. Cellphones are not designed for combat use and break easy. If a cellphone is carried on person while in a battle, roll a d20 after the encounter. On a 1-5, the cellphone was damaged and broke in the battle. In addition, the cellphone suffers -4 on its computer defense against hacking attempts (it otherwise counts as a Personal Computer for hacking) It is up the GM's discretion whether the cellphone has call and data access in any location.

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.

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.

Flare Gun**Expendable****Base Cost:** 100 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The flare gun can fire a single bright flare over a long distance. This can either be to signal allied forces or to illuminate an area. If used for long ranged signaling, a flare can be fired straight upwards into the air. When used this way, the flare is visible for miles, even farther at nighttime. Otherwise the flare can be fired as a weapon with a base range of Medium

with -2 accuracy. When fired at location, it provides bright line in a Burst (4) area centered on the flare. If there are any hidden or sneaking enemies in the location, apply the attack roll against their defense. The hidden condition is removed from any Sneaking targets. This has no effect against Cloaked targets.

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.

Geiger Counter

Worn

Base Cost: 250 credits

Weight: 1 lb. **Inventory Slots Required:** 1

Description: Generally worn on an equipment belt, the Geiger Counter detects spikes of radiation within 12 squares, including the severity of radiation within the area. This makes it useful for area of nuclear fallout or radiation leaks by allowing the user to avoid areas of radiation spikes.

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.

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

Description: The handcuffs are used to bind an individual's hands, so they cannot be used. Handcuffs are designed to be opened with a certain key or digital code, depending on the design. They can be manually opened by spending a DC 20 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 20 strength check as a full-round action. If they check is failed, further attempts will also fail.

Jet Pack**Worn****Base Cost:** 10,000 credits**Weight:** 30 lb.**Inventory Slots Required:** 12

Description: Attached to the character's back, the jet pack can lift or help move the character at greatly accelerated rates. 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. Jet Packs cannot be used with Mjolnir armor, except for armor that has jet packs built into it. A jet pack replaces a character's backpack, and they cannot use both.

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.

Military Transmitter**Worn****Base Cost:** 1,000 credits**Weight:** 10 lb.**Inventory Slots Required:** 12

Description: The military transmitter is a communication and tactical relay package that is worn on the back in place of a backpack. A character with a military transmitter can issue command orders as a standard action instead of a full-round action. In addition, they gain advantage on tactics checks to place orders and artillery strikes gain +2 accuracy.

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

Description: The motion detector traces moving enemies within 15 squares of the users. The device tracks any movement, including individuals who do not actually change squares but perform minor action such as attacking or interacting with objects. The detector can be used as a standard action to make a detector action within 15 squares. The detector must be carried in hand. The detector does not function against enemies that perform no actions on their turn.

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.

Painkillers**Expendable****Base Cost:** 25 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 0

Description: Painkillers are a medicine that dulls the user's sense of pain for a short while. It can be applied as a standard action by making a DC 10 medicine check. If the check fails, the painkillers are wasted. If the check is successful, the target uses a healing threshold and recovers hit points equal to the medicine check result and gains +4 damage threshold for 10 rounds. However, while the drugs are in effect, the user is lightheaded and cannot spend morale points.

Personal Data Assistant**Carried****Base Cost:** 800 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The PDA is a tablet designed to hold user information, research data, and control functions on a network. It essentially functions as a portable computer. 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 even 'dumb' AIs to manage the information, thus it is often a target of hacking. The PDA has higher security and better processing power than a cellphone and is more portable than a computer. 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 PDA.

Plasma Torch**Carried****Base Cost:** 250 credits**Weight:** 2 lb.**Inventory Slots Required:** 1

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

Plasma Torch**One-handed Melee Weapon****Damage:** 12**Accuracy:** -2**RoF:** Slow**Range:** Melee**Shots:** 30**Power Rating:** +2**Special Trait:** Piercing**Radio****Carried****Base Cost:** 75 credits**Weight:** 1 lb.**Inventory Slots Required:** 1

Description: The radio allows instant communication over a military comms network. Using a radio to communicate requires connection to the correct frequency used for communication. It is GM's discretion what or whether any frequencies are available for use and whether the players know to use those frequencies. In battle, radios are essential for communicating with command, receiving orders, or spending command points for support. Many forms of armor have built in radios that are hands free and built into the helmet.

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.

Remote Detonator**Carried****Base Cost:** 2,500 credits**Weight:** 0.5 lb.**Inventory Slots Required:** 1

Description: The remote detonator can signal and detonate explosives from afar, even explosives that are not usually triggered manually. When planting an explosive, the character can, as a minor action, key them into the detonator's frequency. The remote detonator can link with up to 10 planted explosives at once. When the detonator is activated, all linked explosives trigger and activate, exploding simultaneously. The remote detonator cannot be used to activate some explosives and not others. The detonator has a range of 1 mile.

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.

Stimulant**Expendable****Base Cost:** 50 credits**Weight:** 0.1 lb.**Inventory Slots Required:** 0

Description: Stimulants are used to enhance the performance of an individual, making them more powerful in battle. Using a stimulant on yourself, or another individual, requires a DC 10 medicine check. If the check fails, the stimulant is used, and nothing happens. If the stimulant is successfully applied, the user spends a healing threshold. For the next minute (10 rounds), they gain the following benefits: +2 move speed, +2 defense, toughness, attack accuracy, skill checks, and damage threshold. After the stimulant wears off, the user gains 1 fatigue point.

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.

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.

UNSC-Specific Weapon Mods

Bayonet

Restriction: UNSC Rifle

Requisition Modifier: +2

Credit Modifiers: +200 credits

Effect: Bayonets are blades attached to the front of weapons, making them superior for striking foes in melee. Bayonet rifles gain 2lbs of weight, but their rifle butt attack gains +2 accuracy, +2 penetration, and +5 base damage.

Extra Payload**Restriction:** Grenade Launcher or Rocket Launcher**Requisition Modifier:** +5**Credit Modifiers:** Base Credit Cost x2, +10,000 credits**Effect:** This mod applies extra firepower onto an ordinance weapon. The weapon gains -1 accuracy, but +2 power ratings of damage and +10 penetration.**Extended Magazine****Restriction:** UNSC Pistol or Rifle**Requisition Modifier:** +3**Credit Modifiers:** Base Credit Cost +50%**Effect:** Extended magazine weapons have space for an extra magazine to be loaded in for when they run out of ammunition. Extended magazine weapons weight 30% more but have room for 2 weapon magazines. They can automatically switch magazines when the first magazine is expended, even in the middle of an attack.**Longshot****Restriction:** Any non-area or explosive UNSC ranged weapon**Requisition Modifier:** +2**Credit Modifiers:** Base Credit Cost x2**Effect:** Longshot weapons are designed for range and precision rather than accuracy. They reduce their base damage by 1 power rating. However, they gain +1 accuracy and increase their base range by 1 increment.**Recon****Restriction:** UNSC Pistol or Rifle**Requisition Modifier:** +1**Credit Modifiers:** Base Credit Cost +50%, +2,000 credits**Effect:** Recon weapons are designed for stealth missions and operations in dark environments. Lighter weapons, recon weapons suffer -1 accuracy and their base range is reduced by 1, but not below Short range. Recon weapons gain suppressors, meaning that firing the weapon does not reveal the user while hidden if the user has cover or concealment. If a recon weapon is a rifle, then it also gains the Digital Scope trait.**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.

UNSC Armor Mods

Bullfrog-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +15 **Credit Modifiers:** Base Credit Cost x5, +10,000 credits

Effect: This armor has a built-in jet pack used for crossing dangerous terrain. The armor gives +1 agility, and comes with a jet pack built in. Because the jet pack is attached to the armor, the wearer can still use a backpack.

COMM-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +8 **Credit Modifiers:** Base Credit Cost +3, +2,000 credits

Effect: This armor is designed for unit leaders and gives advanced tactical information and communications equipment. The armor allows the wearer to order a call-down command as a standard action instead of a full-round action. They also gain +1 to artillery strike rolls. If the wearer orders an artillery strike from Surface Distant range, it arrives 1 round sooner.

DEFNDER-class MJOLNIR Armor

Restriction: Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +15 **Credit Modifiers:** Unavailable for Purchase

Effect: The defender pattern is a Mjolnir pattered armor designed to draw fire away from civilians. The armor increases its damage resistance by its resistance rating. The armor also gains +20 shield pool. The armor can be used as a minor action to automatically taunt all enemies within 6 squares of the user.

DEMO-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod **Requisition Modifier:** +12 **Credit Modifiers:** Base Credit Cost x5, +2,000 credits

Effect: Demo armor is designed to help with ordinance disposal and helps blunt the impact of explosives. The armor gains +10 damage resistance against any area of effect attack. It also reduces the penetration of explosives, grenades, projectiles, and missiles by half against the wearer.

HVY-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +12 **Credit Modifiers:** Base Credit Cost x5, +5,000 credits

Effect: HVY, or heavy, armor helps the user make best use out of their heavy weapons. The wearer gains +2 accuracy with all heavy weapons and fully automatic weapons. In addition, the armor comes with an ammunition pack that can connect to a flamethrower, heavy machine gun, or squad assault weapon that is requisitioned at the same time. This ammunition pack is filled with 3 extra magazines of ammunition for the attached weapon. This ammunition can be used freely with the weapon without needing to reload. The associated weapon must be on the wearer's person and not detached from the belt connecting to the armor to benefit from this extra ammo. The armor only works with the weapon type it was designed with. Once the armor's ammo is empty, it takes 30 minutes to refill.

PPE-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod **Requisition Modifier:** +5 **Credit Modifiers:** Base Credit Cost x2, +1,000 credits

Effect: This armor has been designed to take and sustain impact. The armor improves its damage resistance by its resistance rating and the armor's damage threshold bonus by 4 while worn.

Recon-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +5 **Credit Modifiers:** Base Credit Cost x3, +10,000 credits

Effect: Recon armor is designed for stealth and infiltration. The armor gives advantage and +5 to stealth checks. It gives the wearer +1 agility.

Scout-class Armor

Restriction: Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod

Requisition Modifier: +5 **Credit Modifiers:** Base Credit Cost x3, +5,000 credits

Effect: Scout armor is designed to help the user with espionage and raids. The armor gives +2 to the following skills: acrobatics, athletics, and stealth. The user also gains +2 move speed.

Sharpshooter-class Armor**Restriction:** Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod**Requisition Modifier:** +10**Credit Modifiers:** Base Credit Cost x4, +10,000 credits**Effect:** This armor is designed to help aiming and making precision shots. The armor gives +2 instinct, and its defense penalty is reduced by 1. While the user is performing an aim action, they gain +4 maximum attack overages.**TAC-class Armor****Restriction:** Battle Armor (Battle, Light, Environmental, and ODST), Mjolnir Powered Assault Armor, Exclusive Mod**Requisition Modifier:** +8**Credit Modifiers:** Base Credit Cost x5, +2,000 credits**Effect:** This armor is designed for tactical support to help skilled soldiers make the best use of their skills. It increases the armor's damage resistance by its resistance rating. The user also gains +3 to all checks to activate a tactics combat augmentation. The user gains advantage on tactics checks to order a command call-down. If this is used on a Mjolnir armor, it can also support 2 armor powers.**WARRIOR-class MJOLNIR Armor****Restriction:** Mjolnir Powered Assault Armor, Exclusive Mod**Requisition Modifier:** +8**Credit Modifiers:** Priceless**Effect:** The warrior pattern is a common upgrade pattern for Spartan Mjolnir armor. The armor gives +1 agility, and also provides +2 movement speed and +1 shift speed.

Armor Power

Armor abilities are special upgrades that can be applied to a Spartan's MJOLNIR armor, to give you additional powers in an encounter. Armor abilities are components that can be rapidly switched within a suit of armor's computer. In general, an armor power component takes up 2 inventory capacity, and can be swapped as a full-round action. Armor powers can be used once per encounter, or once per 5 minutes while outside an encounter. When a new armor power is inserted into the armor, it is 5 minutes before it can be used, just as if it had been activated. Activating an armor power is a free action. A Spartan can spend 20 requisition to begin a mission with an armor power. Some enemies, like Prometheans, have their own armor powers that might be collected on the field.

Active Camouflage

Active camouflage gives the user the Cloaked condition for the next 3 turns.

Armor Lock

When armor lock is activated at the start of the user's turn, the user gains +50 damage resistance until the start of their next turn. At the start of the user's next turn, they release a Close Burst (2) shockwave centered on their square. Anyone in the area, suffer a +20 attack versus their defense and toughness. If defense is hit, they suffer 40 EMP damage. If their toughness is hit, they are pushed 1 square away from the Spartan.

Drop Shield

The armor can project its shield into a stationary bubble that effects a Close Burst (3). This shield does not move with the Spartan. Any ranged attacks from outside the bubble attacking targets within are applied against the drop shield's energy shield. The Drop Shield has a shield pool of 300 and shield armor of 10. It lasts until it runs out of shields, or 3 turns have passed.

Hologram

The user creates an identical hologram of themselves which moves at the start of their turn. The hologram cannot make any attacks or perform any actions besides moving. A detector action reveals that this is a hologram and not a real creature. The hologram lasts for 5 turns before disappearing.

Regeneration Field

The armor can project a regeneration field that allows shields in the area to rapidly recover. This field is a Close Burst (2). This shield does not move with the Spartan. All energy shields within the area recover automatically at the start of the turn, even if the user has been hit or damaged in the last turn. Furthermore, those shields recover twice as many shield points. This lasts 3 turns.

Sprint

For 3 turns, the user's move speed and shift speed are doubled.

Chapter 3: UNSC Vehicles

Combat vehicles are an essential part of the Halo setting and warfare in general. The UNSC 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. 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

UNSC heroes 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, military heroes will frequently find themselves overwhelmed and outgunned when a contingent of covenant wraiths or phantoms are supporting the enemy advance.

Vehicle Listing

This section details some of the most iconic and widely used UNSC vehicles. There are many more vehicles used by the UNSC, and those vehicles will be detailed in expansion supplements to the game.

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

- Hornet:** 20 requisition
- Mantis:** 30 requisition
- Mongoose:** 7 requisition
- Pelican (fully armed, rear turret):** 55 requisition
- Pelican (No missile pods, rear turret):** 45 requisition
- Scorpion:** 25 requisition
- Warthog (chaingun):** 10 requisition
- Warthog (gauss cannon):** 12 requisition
- Warthog (razorback):** 9 requisition



Hornet

Huge-sized Scout Vehicle, Extreme Threat

Cost: 75,000	Effective Level: 8
Hit Point: 350	Damage Threshold: 58
Base Defense: 8+	Toughness: 48
Space: 4 by 4 squares	Strength: 11
Acceleration Rating: 50	Max Speed: 400
Damage Resistance: 18	Accuracy Bonus: +2
Pilot Requirements: 5	Pilot Check Bonus: +2
Crew: Pilot	

Flying Vehicle: The hornet 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 hornet has a navigation unit, motion detector, radio, and digital uplink. The hornet also has a front-mounted twin rotary turret that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle. Finally, the hornet has two missile pods that can be fired by the pilot. When attacking, the pilot can fire anywhere between 1-2 missile pods. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire.

Twin Rotary Cannon

Vehicle Heavy Weapon

Damage: 24	Accuracy: +1
RoF: Fully-Automatic	Range: Distant
Shots: 5,000 AR Rounds	Power Rating: +3
Special Traits: Penetration (8), Twin-linked	

Missile Pods

Two-handed Heavy Weapon

Damage: 40	Accuracy: +0
RoF: Average	Range: Distant
Shots: 8 ATS Missiles	Power Rating: +5
Special Traits: Penetration (15), Burst (3), Missile, High Explosive	

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

Strafing Fire: The hornet can be used to make automatic attack runs over the ground with its twin-rotary cannon. This can be used if the pilot makes an action move. If they do so, they can make an empowered area burst attack that takes up a 2 by 20 rectangular area. This area must be targeted on the ground and the hornet must be moving at least 40 squares per round in order to activate this.

Hornet Description

The hornet VTOL aircraft is a fast assault aircraft used for aerial support, obtaining aerial superiority, reconnaissance, and search and rescue operations. Hornets are a vital vessel for the UNSC as they provide escorts for pelicans, allowing troop deployment. They also aid ground troops by providing aerial support, clearing air space or bombarding ground troops with strafing runs.

While they are a single man craft, a hornet can technically hold two passengers, each hanging off either side of the hornet. These passengers are often equipped with sniper rifles or rocket launchers and give extra firepower for the hornet. This is dangerous, however. If the pilot of the hornet ever rolls a 1 on a pilot check, or the vehicle suffers a crippling wound, the passengers must make a DC 10 acrobatics test or fall off the hornet, usually to their deaths.



Mantis

Huge-sized Assault Vehicle, Extreme Threat

Cost: 125,000	Effective Level: 21
Hit Point: 780	Damage Threshold: 71 (Reinforcement 1)
Base Defense: 6+	Toughness: 61
Space: 3 by 3 squares	Strength: 18
Base Speed: 15 + agility	
Damage Resistance: 39	Accuracy Bonus: +7
Pilot Requirements: 5	Pilot Check Bonus: +0
Crew: Pilot	

Default Systems: The mantis possesses a navigation unit, motion detector, and digital uplink inside its cockpit. In addition, the pilot has access to both a heavy machine gun and a strike missile pod. When attacking with the missile pod, the pilot can fire anywhere between 1-5 missiles. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire. The pilot can dual-wield to attack with both the machine gun and the missile pods in the same turn.

Heavy Chaingun

Vehicle Heavy Weapon

Damage: 28	Accuracy: +1
RoF: Fully-Automatic	Range: Long
Shots: 3,000 AR Rounds	Power Rating: +4
Special Traits: Penetration (10)	

Strike Missile Pod

Two-handed Heavy Weapon

Damage: 40	Accuracy: +0
RoF: Slow	Range: Long
Shots: 40 STS Missiles	Power Rating: +5
Special Traits: Penetration (25), Burst (1), Missile, High Explosive	

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

Walker: The mantis is a combat walker, therefore does not have an acceleration rating or a maximum speed. Its speed is 15 + the user's agility. Instead of losing control from crippling wound, the mantis is instead knocked prone. It can perform shift actions. It takes a full-round action to board or disembark from a mantis.

Energy Shields: The mantis has regenerating energy shields. It has a shield pool of 200 with 10 shield armor. If it goes more than 2 or more turns without being attacked or damaged, it regains 50 energy shields at the start of its turn.

Smash: As a standard action, the mantis can empower its servos to crush the ground. The user makes a melee attack against all targets within a Close Burst (4). The attack deals 5 x strength (90) damage on a hit, or half that damage on a missed attack. If the attack hits a target's toughness, they are knocked prone.

Mantis Description

The mantis is an armored exoskeleton and combat walker that went into service after the Human-Covenant War. Inspired by breakthroughs in MJOLNIR armor, the mantis was designed to bolster an already powerful Spartan or bring a common pilot to super soldier level. The mantis has firepower comparable to a scorpion tank as well as personal energy shields, making it the ultimate front-line combatant where maneuverability and navigating terrain are important.

Mongoose

Large-sized Scout Vehicle, Medium Threat

Cost: 10,000	Effective Level: 5
Hit Point: 105	Damage Threshold: 30
Base Defense: 10+	Toughness: 25
Space: 2 by 2 squares	Strength: 8
Acceleration Rating: 40	Max Speed: 120
Damage Resistance: 15	Accuracy Bonus: +1
Pilot Requirements: 1	Pilot Check Bonus: +2
Crew: Pilot, 1 Passenger	

Default Systems: The mongoose possesses a built-in headlight, which, when active, provide light in a Cone (6) in front of the vehicle.

Open Topped: The mongoose is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the passengers do 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 attacks. The passenger does not gain such cover.

Evasive: The mongoose is good at avoiding bursts and artillery strikes. When hit by a burst attack, the mongoose pilot can make a check to evade, even if they did not bob and weave. They make a pilot check instead of an acrobatics test. If they succeed, their vehicle can shift 1 square for every 20 squares of their current speed. Therefore, a mongoose that is moving at 50 squares per round can shift 2 squares if they evade. The mongoose and its pilot can only make this check once per round.

Pilot Mastery: The mongoose is very effective in the hands of a master pilot. For every 2 points the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

Easily Flipped: The mongoose, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if they vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 15 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped warthog. Flipping the vehicle back over is a DC 20 strength test as a full-round action. You gain +2 to the test for every ally assisting.

Mongoose Description

The mongoose all-terrain vehicle is a fast, nimble vessel designed for exploration and reconnaissance. It possesses no built-in weapons but possess a slot on the rear where an extra gunner can sit and provide covering fire. The mongoose is used for scouting and as a hit-and-run attacker. They are also used as mobile tank killers, where the pilot steers the mongoose behind a vehicle, facing the weak points in their armor, as the passenger assaults them with a rocket launcher. The speed of the mongoose allows the vehicle to have escaped by the time the tank turns to face them once again.



Pelican Dropship

Colossal-sized Assault Vehicle, Formidable Threat

Cost: 500,000	Effective Level: 12
Hit Point: 1,220	Damage Threshold: 107 (Reinforcement 1)
Base Defense: 2+	Toughness: 97
Space: 20 by 20 squares	Strength: 25
Acceleration Rating: 80	Max Speed: 800
Damage Resistance: 30	Accuracy Bonus: +6
Pilot Requirements: 6	Pilot Check Bonus: +0

Crew: Pilot, 1 Co-Pilot, 20 Passengers, 1 huge or gargantuan-sized vehicle

Flying Vehicle: The pelican 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 pelican dropship has a navigation unit, motion detector, radio, and digital uplink. The pelican also has a front-mounted autocannon turret that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle.

Autocannon

Vehicle Heavy Weapon

Damage: 32	Accuracy: +1
RoF: Fully-Automatic	Range: Remote
Shots: 10,000 AC Rounds	Power Rating: +4

Special Traits: Penetration (10)

Missile Pods: The pelican has four missile pods controlled by the co-pilot. When attacking, the co-pilot can fire anywhere between 1-4 missile pods. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire.

Missile Pods

Two-handed Heavy Weapon

Damage: 40	Accuracy: +0
RoF: Average	Range: Distant
Shots: 8 ATS Missiles	Power Rating: +5

Special Traits: Penetration (15), Burst (3), Missile, High Explosive

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

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 on their attack accuracy and vehicle defense.

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 HUD of any allied soldiers within distant range. In addition, any artillery strikes the targeted area for the next minute gains +2 to the artillery strike roll.

Detach Vehicle: As a standard action, the pilot or co-pilot can detach an attached vehicle, drop pod, or cargo container attached to the bottom of the ship. The vehicle falls straight down, in a location of the pilot's choosing that is fully within the space of the pelican.

Transport: The transport bay of the pelican is in the back of the ship. Therefore, disembarking troops always emerge from the rear squares of the ship. Five soldiers can disembark per turn.

Pelican Description

The pelican is the primary drop ship used by human forces. It is used to transport or evacuate soldiers across battlefields, deliver combat vehicles to the front line, or as aerial fire support. Most UNSC flagships contain fleets of these powerful aircraft to fulfill whatever purpose is needed for a moving and active battleground. For this reason, trained pilots are always in high demand for manning these vital aircraft.

Pelican Variants

The pelican has many variations, but here some of the more classic ones.

Rear Turret

For 20,000 credits, a turret can be mounted on the troop deployment bay to provide covering fire for disembarking troops. This heavy machine gun can only fire in a 180 degree arc at the rear of the vessel and is controlled by a manual gunner who stands on the deployment ramp.

Heavy Machine Gun

Vehicle Heavy Weapon

Damage: 24

RoF: Fully-Automatic

Shots: 3,000 AR Rounds

Special Traits: Penetration (5)

Accuracy: +1

Range: Long

Power Rating: +4

No Missile Pods

The pelican can be requisitioned without its four missile pods. A pelican without the missile pods costs 400,000 credits instead of 500,000.



Scorpion Battle Tank

Gargantuan-sized Armored Vehicle, Formidable Threat

Cost: 200,000	Effective Level: 16
Hit Point: 1,150	Damage Threshold: 96 (Reinforcement 3)
Base Defense: 2+	Toughness: 85
Space: 6 by 6 squares	Strength: 24
Acceleration Rating: 20	Max Speed: 90
Damage Resistance: 46	Accuracy Bonus: +8
Pilot Requirements: 4	Pilot Check Bonus: -2
Crew: Pilot, 1 Gunner	

Default Systems: The scorpion possesses a built-in headlight, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a navigation unit, digital uplink, and a radio. The pilot also controls the battle cannon turret onto of the vehicle.

Battle Cannon

Vehicle Heavy Weapon

Damage: 80	Accuracy: +1
RoF: Slow	Range: Remote
Shots: 100 Cannon Shells	Power Rating: +10
Special Traits: Penetration (30), Burst (4), High Explosive	

Gunner Turret: The scorpion has a front-mounted heavy machine gun turret that can be fired by a gunner. It has a firing arc of 180 degrees in front of the vehicle.

Heavy Chaingun

Vehicle Heavy Weapon

Damage: 28	Accuracy: +1
RoF: Fully-Automatic	Range: Long
Shots: 3,000 AR Rounds	Power Rating: +4
Special Traits: Penetration (10)	

Rugged and Dependable: The scorpion has a long lasting, rugged design. It gains +1 reinforcement value.

Treads: The scorpion ignores difficult terrain penalties on its movement.

Slow and Cumbersome: The scorpion is a heavy, cumbersome vessel. The pilot suffers disadvantage on all pilot checks with the scorpion. In addition, the extreme weight of the scorpion will cause it to crash through light terrain, such as ice or wood, and makes it impossible to 'jump' gaps with the tank.

Scorpion Description

The scorpion battle tank is an old design that has proven nonetheless effective. It remains the primary battle tank of the UNSC and is an accomplished veteran of the Human-Covenant War. The scorpion is a slow, plodding, armored behemoth that moves forward with incredible determination, obliterating all targets in its path with its high-velocity battle cannon or accompanying machine gun. They are used when heavy resistance blocks the path and the big guns are needed to break ranks.

While the scorpion has no room for passengers, it is common for soldiers to ride the sides of the tank and provide fire support in battle. In this way, the tank has room for four passengers to sit on the plates above the treads. These passengers receive no extra protection from riding the tank, however.



Warthog

Huge-sized Scout Vehicle, High Threat

Cost: 50,000	Effective Level: 5
Hit Point: 225	Damage Threshold: 45
Base Defense: 8+	Toughness: 35
Space: 4 by 4 squares	Strength: 10
Acceleration Rating: 20	Max Speed: 120
Damage Resistance: 15	Accuracy Bonus: +1
Pilot Requirements: 1	Pilot Check Bonus: +2

Crew: Pilot, 1 Passenger, 1 Gunner

Default Systems: The warthog possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a navigation unit and a radio. There is a warthog heavy machine gun mounted on the back of the vehicle, which is usable by the rear gunner.

Heavy Chaingun

Vehicle Heavy Weapon

Damage: 28	Accuracy: +1
RoF: Fully-Automatic	Range: Long
Shots: 3,000 AR Rounds	Power Rating: +4

Special Traits: Penetration (10)

Open Topped: The warthog is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the warthog do not injury the passengers unless they were targeted, in which case it would affect all passengers. If they are targeted, the passengers gain improved cover against all attacks.

Pilot Mastery: The warthog is very effective in the hands of a master pilot. For every 2 points the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

Easily Flipped: The warthog, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if they vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 20 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped warthog. Flipping the vehicle back over is a DC 25 strength test as a full-round action. You gain +2 to the test for every ally assisting.

Warthog Description

The warthog is the most common and ubiquitous vehicle in the UNSC ground forces. It is used as a light forward assault, reconnaissance, and transport vehicle. The warthog is easy to pilot but difficult to master and is a very adaptable vehicle. Usually fitting a complement of 3 soldiers, it allows the user to quickly survey an area, strafe around its foes, and bombard them with the heavy machine gun.

Warthogs are very common in battlefield operations and are frequently dropped by pelicans for squads to move quickly and effectively. Players should often expect warthogs in any missions where there is sufficient space and a need to either travel fast or push against entrenched opposition.

Warthog Variants

The warthog has many variants, but these are some of the most classic alterations.

Gauss Hog

The gauss hog replaces the warthog heavy machine gun with a gauss cannon. It is controlled by the gunner, as customary for the warthog gunner weapon. It costs 75,000 credits.

Gauss Cannon

Vehicle Heavy Weapon

Damage: 90

RoF: Slow

Shots: 750 gauss slugs

Special Traits: Penetration (50)

Accuracy: +2

Range: Distant

Power Rating: +10

Razorback

Instead of a gunner slot and a heavy machine gun in the back of the vehicle, the razorback instead has a passenger compartment that can hold four individuals. It is also an assault vehicle instead of a scout vehicle, using the following statistics.

Razorback

Huge-sized Assault Vehicle, High Threat

Cost: 60,000

Hit Point: 250

Base Defense: 6+

Space: 4 by 4 squares

Acceleration Rating: 20

Damage Resistance: 23

Pilot Requirements: 1

Crew: Pilot, 1 Passenger (side seat) and 4 passengers (back)

Effective Level: 5

Damage Threshold: 45 (Reinforcement 1)

Toughness: 35

Strength: 12

Max Speed: 120

Accuracy Bonus: +1

Pilot Check Bonus: +0



~Warthog (left)



~Razorback (right)

Civilian Vehicles

These civilian vehicles are not used by the UNSC but will often show up in campaigns where humanity defends their home from intrusion. They are generally not requisitioned.

Automobile

Huge-sized Civilian Vehicle, High Threat

Cost: 5,000	Effective Level: 5		
Hit Point: 200	Damage Threshold: 45	Base Defense: 6+	Toughness: 35
Space: 4 by 4 squares	Strength: 8	Acceleration Rating: 20	Max Speed: 120
Damage Resistance: 11	Accuracy Bonus: +1		
Pilot Requirements: 1	Pilot Check Bonus: +1		
Crew: Pilot, 4 passengers, 60 inventory slots of cargo space			

Default Systems: The automobile possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio and navigation unit.

Floor It: The automobile can double its acceleration rating in a turn but cannot make turns that round and all pilot checks are at a disadvantage.

Pilot Mastery: The automobile is very effective in the hands of a master pilot. For every 3 points the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

Automobile Description: The civilian automobile represents any common car, sports car, or small civilian vehicle. They are common anywhere there are humans.

Bus

Gargantuan-sized Civilian Vehicle, High Threat

Cost: 30,000	Effective Level: 8		
Hit Point: 390	Damage Threshold: 58	Base Defense: 4+	Toughness: 48
Space: 8 by 8 squares	Strength: 14	Acceleration Rating: 10	Max Speed: 60
Damage Resistance: 14	Accuracy Bonus: +1		
Pilot Requirements: 3	Pilot Check Bonus: +1		
Crew: Pilot, up to 40 passengers or comparable amount of cargo.			

Default Systems: The bus possesses built-in headlights, which, when active, provide light in a Cone (18) in front of the vehicle. It's dash console possess a radio and navigation unit.

Run them Down: The bus can ram and run through enemies and objects that are medium-sized or smaller, or swarms of medium-sized or smaller enemies, without losing speed or suffering damage. The damage suffered by the rammed target gains Hailfire (3), or Hailfire (5) if the target was a swam.

Slow Turn: The bus is long and heavy and does not turn well. It can only perform three turns per round while at combat speed: once at 25% of its speed, once at 50%, and once at 75%.

Passengers: The bus' passengers can lower windows to fire out of the buss with weapons. Upon to twenty passengers can fire out of a buss during a turn but can only fire at targets that are within a 180 degree arc of the buss' left and right sides. The passengers cannot fire out of the front or back arc. A group of individuals can fire out of the vehicle, counting as 10 passengers, and a horde of individuals can fire out, counting as all twenty passengers.

Bus Description: The elongated bus is the ideal way to move many people across a great distance. When a large city becomes a battlefield, buses are commandeered to get civilians out of the city, or at least to the start port. It is a common goal for human soldiers to protect buses loaded with civilians from enemy fire.

Motorcycle

Large-sized Civilian Vehicle, Medium Threat

Cost: 2,000	Effective Level: 5		
Hit Point: 80	Damage Threshold: 30	Base Defense: 8+	Toughness: 20
Space: 2 by 2 squares	Strength: 6	Acceleration Rating: 40	Max Speed: 180
Damage Resistance: 11	Accuracy Bonus: +1		
Pilot Requirements: 2	Pilot Check Bonus: +1		
Crew: Pilot, 1 passenger			

Default Systems: The motorcycle possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio, navigation unit and a communicator.

Swerve: For every 4 ranks of the pilot skill the pilot of the motorcycle has, they can perform one 'swerve' action during their movement. By performing a swerve action, they make a DC 10 pilot check. The check gains +5 for each other successful swerve action made that turn. On a success they instantly move their motorcycle a number of squares in any horizontal direction equal to ½ their pilot skill ranks. At the end of the swerve, their motorcycle is facing whatever action they prefer, and can continue their normal move. They must move at least 5 squares in a turn before performing a swerve and must move 5 squares between each swerve when performing multiple of these actions in a turn. If they fail their pilot check to perform a swerve, they lose control of the vehicle.

Pilot Mastery: The motorcycle is very effective in the hands of a master pilot. For every point the pilot surpasses the training requirements, the vehicle and all its passengers gain +1 defense. In addition, the same bonus applies to pilot skill checks to perform maneuvers, sharp turns, and jump ledges.

Motorcycle Description: The two wheeled motorcycles are ideal for individual travelers getting around quickly. For players, they might to look to commandeer a motorcycle to quickly escape an area or pursue a quick foe when a mongoose or warthog is not available.

Truck

Huge-sized Civilian Vehicle, High Threat

Cost: 8,000	Effective Level: 8		
Hit Point: 260	Damage Threshold: 48 (Reinforcement 1)		
Base Defense: 6+	Toughness: 38		
Space: 4 by 4 squares	Strength: 9	Acceleration Rating: 20	Max Speed: 120
Damage Resistance: 14	Accuracy Bonus: +1		
Pilot Requirements: 1	Pilot Check Bonus: +1		
Crew: Pilot, 2 passengers, 6 squares worth of passengers or cargo space			

Default Systems: The truck possesses built-in headlights, which, when active, provide light in a Cone (12) in front of the vehicle. It's dash console possess a radio and navigation unit.

Winch: The truck can pull a trailer or another vehicles of huge-sized or smaller behind it. This gives it extra transport capacity, but makes the vehicle more difficult to steer. While towing trailer or vehicle, the truck's acceleration reduces to 10, it gains -5 on pilot checks, and the pilot requirements to control the vehicle increase to 3.

Rugged Construction: The truck has a tough, rugged construction. It reduces all crippling wounds suffered by 1. In addition, the truck deals +20 damage to any target that it rams, and takes half normal damage when ramming a target.

Truck Description: The civilian truck is a tough, four wheeled vehicle with a large bed in the back for storing plenty of supplies. Trucks serve well for anyone that needs a fast vehicle to move plenty of cargo. Civilian forces and insurgents might set up a truck with heavy weapons or use them as transports to move troops into battle.

Chapter 4: UNSC Military

Support

When fighting for the survival of mankind, player should remember they are part of a larger campaign for survival. As such, they are supported by the weight of the UNSC military. They lead squads of soldiers into battle, organize special forces operations, have access to vehicles and commandos, and can request support from their chain of command.

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 human characters in a UNSC focused campaign.

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 UNSC 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 that even low-level NCOs, such as sergeants and corporals, can issue in times of need.

Ammunition Drop

Basic UNSC 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 rail gun, squad automatic weapon, and grenade launcher. 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.

Mortar Barrage

UNSC Basic 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 barrage of long ranged mortar shells to blast apart an area. This an artillery strike that effects all targets in a Burst (3) area. It only effects surface targets. When the barrage hits, roll 3d20 for every target in the area. For every 14+ rolled against a target, it deals a hit of 30 damage to that target.

Reinforcements

Basic UNSC 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 UNSC 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 UNSC 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 UNSC 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 officers who have a high battlefield priority that allows redirecting strategic assets such as tanks and dropships.

Artillery Bombardment

Advanced UNSC Artillery Strike

Tactics DC: 14

Command Points: 4

Surface Immediate: 2 round

Underground Immediate: NA

Surface Distant: 4 rounds

Underground Distant: NA

Effect: You order a long-ranged artillery to bombard an area. This may be from a distant scorpion tank, defensive siege turret, or similar weapon. This attack targets a Burst (4) area. It only effects surface targets. When the barrage arrives, roll a d20. On a 12+, it deals 60 damage to all in the area with Penetration (30) and High Explosive trait. The round after the attack lands, roll on that same area again, but hitting on a 9+. The next round, a third identical attack hits the location for a final time, hitting on a 6+.

Heavy Weapon Drop

Advanced UNSC 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: grenade launcher, squad automatic weapon, railgun, flamethrower, heavy machine gun, rocket launcher, or spartan laser. 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.

Pelican Drop: Engineering Crew

Advanced UNSC Commandos

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 pelican dropship to drop off a group of elite battlefield engineers. These engineers are called for a single task, which they perform and then depart for elsewhere in the battlefield. Engineer crews can be used for any task that is agreed upon between the GM and players, but are commonly called for the following purposes:

- Bypassing a security door or breaching through a barrier
- Demolishing a terrain feature, such as a bridge or building. Structure must be colossal sized or smaller.
- Hacking a command console with a Computer skill of 7 or less
- Establishing fortifications and setting up mounted guns. They can usually set up one mounted machine gun and 6 squares of barricades over 5 minutes.

- Repairing a vehicle over 5 minutes. The engineers restore 400 hit points of damage split between up to four vehicles.

The pelican will need a landing zone to drop off the engineers (see Reinforcements and Landing Zones in the Core Rulebook). For combat purposes, they count as 3 battlefield engineers and a saboteur. After their task is done, they depart for their next task, picked up by pelican dropship if possible.

Pelican Drop: Soldiers

Advanced UNSC 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 pelican dropship to drop off fresh soldiers to replace your lost squad members. With dedicated transport, these troops will arrive much more quickly. However, the pelican 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 20 squad members across all player's squads. The character issuing this order chooses which squad members of each player that gets replaced.

Pelican Pickup

Advanced UNSC 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 pelican 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 pelican can carry a total of 20 passengers and 1 huge or gargantuan-sized vehicle. Anyone squad members and vehicles left behind count as lost. Afterwards, the pelican 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 pelican dropship can bring the players to that location. The pelican needs a landing zone to drop the players off.

Secure Position

Advanced UNSC Commandos

Tactics DC: 14

Command Points: 4

Surface Immediate: 1 minute

Underground Immediate: 30 minutes

Surface Distant: 10 minutes

Underground Distant: 5 hours

Effect: You order another marine squad to secure a location you have presently claimed. Once they arrive, they will defend the location and do their best to prevent the enemy from taking that location. This can be used to secure a defensive location, a critical structure, or a vital chokepoint; whatever is needed. The marine squad will have to march to reach the location, so they will arrive slowly. The players might need to hold the location until they arrive. The marine squad consists of unit made up a Group (tier 1 swarm) of marines and a marine sergeant. They will hold the location as long as they can or until given the order to depart.

Sniper Support

Advanced UNSC 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 single sniper to take up position nearby and give fire support. The sniper usually set up in a location with a wide field of view, such as in a building or atop a cliff. You decide where the sniper sets up. Once they are in place, they provide fire support for the remainder of the mission or until the mission travels out of their line of sight. This commando is a single Sniper NPC equipped with a Sniper Rifle.

Precision Orders

Precision orders are available to officers who have proven their tactical aptitude and are worthy of ordering important strategic assets in battle. Commanders with clearance of precision orders can call in strikes by tactical aircraft and order supply drops of valuable resources to assist them in battle.

Carpet Bomb

Precision UNSC Artillery Strike

Tactics DC: 18

Command Points: 6

Surface Immediate: 1 round

Underground Immediate: NA

Surface Distant: 3 rounds

Underground Distant: NA

Effect: You order an area to be struck with a series of long-ranged ordinance bombardments, usually by aircraft flying by and dropping a payload of bombs and missiles. You mark a rectangular area for bombardment that is 10 squares wide and 60 squares long. Roll 5d20 for every target within the area. It only effects surface targets. For every 14+ rolled against a target, it deals a hit of 40 damage to that target, penetration (5).

Pelican Drop: Light Vehicles

Precision UNSC 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 pelican dropship to drop off light vehicles for your squad. Making this order, you can order the pelicans to either drop off 2 Mongoose or 1 Warthog equipped with a chaingun or with extra transport capacity. The pelican only drops off the vehicles; not any pilots or passengers for the vehicle unless those have also been ordered. The pelican 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: Optionally, you pay two additional command points to order a warthog with a gauss cannon instead of the normal options.

Recon Flight

Precision UNSC 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 hornet performing the flyby, but occasionally it will be a pelican 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 artillery strike 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.

Strafing Run

Precision UNSC Artillery Strike

Tactics DC: 18

Command Points: 6

Surface Immediate: 1 round

Underground Immediate: NA

Surface Distant: 2 rounds

Underground Distant: NA

Effect: Your order a fleet of aircraft, usually hornets, to do a flyby over an area and shred opposition with machine gun fire. Pick 5 targets within line of sight. Each target must be within 50 squares of another target when the order is placed. Roll a d20 for each target when the attack arrives. On a 6+, a target suffers 30 damage with Penetration (8), with hailfire +1 for every 2 points the artillery attack surpassed the DC.

Note: Optionally, you can choose to mark more than 5 targets with this ability. Doing so increases the tactics DC to activate this power by 2 per additional target. Furthermore, the attack roll suffers -2 accuracy for each target beyond the 5th.

Commander Orders

Commander orders are restricted to ranking officials in the UNSC military. These orders relate to using expensive and important military assets to assist in battlefield operations, including calling in support from orbital resources.

Anti-Air Cover

Commander UNSC 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 artillery support to clear an airspace of enemy aircraft. The area fills with shrapnel and anti-air missile fire. Mark a 100 by 100 area that is at least 6 squares off the ground. This ability only effects flying targets. The area persists for 3 turns. At the start of the commanding character's turn, all targets within the area must roll 3d20. For every 12+, those targets suffer a hit of 60 damage with Penetration (20). In addition, any pilots flying in the area must make a DC 20 pilot check at the start of their turn or suffer another hit 40 damage with Penetration (20). The area also counts as difficult terrain.

Archer Missiles

Commander UNSC Artillery Strike

Tactics DC: 24

Command Points: 10

Surface Immediate: 3 rounds

Underground Immediate: NA

Surface Distant: 8 rounds

Underground Distant: NA

Effect: Your order a barrage of powerful archer missiles from a command ship in orbit. Pick 5 target locations within line of sight. Each target is a Burst (8) area that must be within 100 squares of another target when the order is placed. Roll a d20 for each target. If the attack is an 8+, all targets within the area suffer 100 damage with Penetration (30) and the High Explosive rule. This attack can be used to reliably destroy bridges, buildings, and even bomb bunkers. Destroying some structures may require multiple designated missile strikes (GM's discretion).

Escort Craft

Commander UNSC 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 pair of two hornet escort craft to provide fire support. These hornets provide close air support from above for either 5 minutes or the duration of the mission, whichever is sooner. The hornets can barrage ground-based foes with their twin rotary cannons or fight off aerial enemies with their missile pods.

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

Pelican Drop: Heavy Vehicles

Commander UNSC Resupply

Tactics DC: 30

Command Points: 10

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 1 minute

Underground Distant: NA

Effect: You call for a pelican dropship to drop off heavy vehicles for your squad. Making this order, you can order the pelicans to drop off either 1 Scorpion or 1 Mantis. The pelican only drops off the vehicles; not any pilots or passengers for the vehicle unless those have also been ordered. The pelican 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.

ODST Drop

Commander UNSC Commandos

Tactics DC: 24

Command Points: 10

Surface Immediate: 5 rounds

Underground Immediate: 5 minutes

Surface Distant: 2 minutes

Underground Distant: 10 minutes

Effect: You order a squad of elite Orbital Drop Shock Troopers to aid you in your mission. They arrive via 6 drop pods, delivered from orbit. These drop pods take up an unoccupied square and occupy that square as a source of cover. If the target unit is underground, the ODSTs drop at the nearest entrance point to their location and walk the rest of the way. The ODST team consists of unit made up of 5 ODSTs and an ODST Field Commander.

High Command Orders

These orders are only available to the most distinguished soldiers and officers in the battlefield. High Command orders involve re-tasking the most important military assets towards the officer's needs, including the powerful MAC cannons.

MAC Blast

High Command UNSC Artillery Strike

Tactics DC: 30

Command Points: 15

Surface Immediate: 5 rounds

Underground Immediate: NA

Surface Distant: 1 minute

Underground Distant: NA

Effect: You order a command ship in orbit to bombard an area with their potent primary weapon: a MAC cannon. Pick a Burst 10 location within line of sight. 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 10 against all targets. For every point you roll below a 10, decrease the damage by 10 against all targets. When the barrage hits, all targets with a Burst (10) of the blast suffer 300 damage with the Piercing trait. All targets within a Burst (10-20) instead suffer 100 damage with Piercing trait. This attack is incredibly powerful and will frequently destroy all structures within the impact zone.



Human Squad Members

To compete with the powerful enemies of the universe, mankind needs discipline and raw numbers. Therefore, most human player characters have squad points to customize their unit to enter battle alongside. These heroes belong to units that follow all the rules 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. 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 human character, your only options for a squad member is the human marine. You can purchase a human marine squad member for 5 requisition points, up to your maximum squad value (normally 3). You form a unit with your marines. 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.

UNSC Characters with Squads

Not all characters have equal effectiveness with leading a squadron, or even have the training, allowance, or inclination to lead squads of NPCs into battle.

The following UNSC characters CANNOT have their own squadrons: ONI Operatives, Orbital Drop Shock Troopers, Vigilante, Spartan, Artificial Intelligence.

The following UNSC characters gain bonus requisition points that can only be used on squad members: Marine Field Commander, Officer.

The following UNSC characters gain special abilities that synergize with using squads: Marine Maverick, Marine Field Commander, Officer.

Finally, some UNSC characters can use squadrons but gain no bonuses or penalties with them: Scientist, Pilot.



Human Marine Record Sheet

The marines have a simplified record sheet as listed below that shows their basic combat attributes. You will notice the marines do not have skill ranks, or ability scores. This is to keep them simplified and easy to keep track of, and also to make scaling them easier.

As you level up, your marine squad members improve based on the table below. They will frequently increase an attribute every even 2 levels (even levels), every three levels (every level divisible by 3), every 5 levels, or every 10 levels. This gives them easy, scaling attributes that don't require recalculating.

Human Marine

Requisition Points: 5

Life: 2

Defense: 12

Speed: 5

Space: 1 square

Damage Resistance: 7

Attack Bonus: +1

Damage Threshold: 18

Toughness: 12

Shift Speed: 1

Reach: 1 square

Resolve: 12

Morale Bonus: +1

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

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

Equipment: Battle Armor (included in profile), Magnum Pistol, Combat Knife, one primary weapon chosen from the standard gear layouts options for characters

Life: +1 life every 10 levels

Damage Threshold: +2 damage threshold every 3 levels

Defense: +1 defense every 2 levels

Toughness/ Resolve/ Morale Bonus: +1 toughness, 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 10 levels

Primary Skills: +1 to every 2 levels

Secondary Skills: +1 every 3 levels

Many of these values, including damage threshold, defenses, and movement speed work the same way they do with ordinary characters. Others work differently.

The human marines you recruit for your missions do not use hit points, but instead a smaller currency known as life. Life is used when a squad member takes damage. They lose more life if an attack bypasses their damage threshold. This is the only function of damage threshold; squad members do not keep track of crippling wounds.

Attack bonus is the overall attack bonus the squad member gets with their attack when firing on their own. Note that this bonus includes their skills and strikes. Generally, the attack bonus is modified by the base accuracy of the weapon, assisted attacks with other squad mates, and special fire methods when applicable. Otherwise, this is the attack bonus.

Primary and secondary skills are the total skill bonuses the character has with the different skills. Primary skills are the higher of the two, what the squad member is best at, while secondary skills is their weaker attributes. The skill bonus for primary and secondary skills is their total bonus when making those sorts of skill checks. Their bonus with skills that are neither primary or secondary is 0.

While movements speed is changed, it is important to remember. Your squad members need to move to keep up with you in battle, and they may have trouble keeping up with fast characters who move their full speed every round. If they cannot keep, they will fall out of coherency with you. Thus, squad members may slow down fast characters.

Human marines don't have many options for equipment compared to your character, but you do get to choose a primary battle weapon for your squad members. Typically, you want them to use the same type of weapon as your character,

so they can assist with attacks and contribute accuracy and hailfire. However, you can also choose for them to provide support with different weapons.

Specialists

To customize your squad beyond picking rifles for marines, you can purchase marines with specialist roles. Every marine in your squad can be upgraded to be one type of specialist. A specialist costs an amount of requisition based on the default marine cost (5) but modified by the extra cost of the specialist. Thus, hiring a medic, with an extra requisition cost of 3, would cost 8 requisition. This allows you to personalize your squad to do whatever you need. A single marine can only be one type of specialist, but you can purchase any number of the different types of specialists and any or all your marines can be specialists.

Comms Operator

+1 requisition

Comms Gear: A comms operator has a military transmitter.

Transmit Orders: A comms operator 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. Because of their military transmitter, they gain advantage on the tactics skill check and +2 accuracy with any artillery strikes.

Engineer

+2 requisition

Engineer Supplies: The battlefield engineer has a plasma torch, hacking tool, and 4 repair kits.

Technical Expertise: A battlefield engineer mixes combat training with scientific knowledge. For the battlefield engineer, science and computers are both primary skills. When the leader needs to make science or computers checks, they can use the battlefield engineer's bonus instead of their own. The 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.

Grenadier

+5 requisition

Heavy Weapon's Specialist: In addition to their primary weapon, the grenadier carries a grenade launcher or missile launcher. 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 grenadier gains +4 damage resistance over a typical marine.

Medic

+3 requisition

Triage: A 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.

Pilot

+5 requisition

Independent Pilot: The 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.

Saboteur

+3 requisition

Explosives Supply: The saboteur has eight explosives pulled from the following list: breaching charge, demolition charge, fragmentation grenade, or land mine.

Demolitions Expert: Any explosives used by a unit with a saboteur gains +5 penetration. In addition, the saboteur can act on their own to plant explosives where directed by their commander. When they plant explosives they can choose to key them into their remote detonator at the same time. When the unit performs an attack action, the saboteur can spend their standard action to activate their remote detonator.

Scout

+2 requisition

Reconnaissance Gear: All the scout's pistols and rifles have the Recon weapon mod, if applicable. These scouts also have a survival kit, a grappling hook launcher, and a smoke grenade.

Stealth Troopers: While in a unit with the leader character, if the leader has the Hidden condition, the scout has it as well. If apart from the leader, the scout can gain stealth as a standard action as long as they have cover or concealment and are at least 3 squares away from any enemy. Stealth troopers also have stealth as a primary skill and gain +2 move speed.

Sniper

+5 requisition

Sniper Rifle: The sniper specialist gains access to a sniper rifle as their primary weapon.

Precision Marksman: The sniper specialist gains +2 accuracy and +1 power rating of damage with their sniper rifle.

Veteran

+6 requisition

Skilled Combatant: The veteran marine gains +2 to the following attributes: life, attack accuracy, defense, toughness, resolve, morale bonus, damage resistance, and damage threshold.



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: Mankind Non-Player Characters

This section contains a wide variety of NPCs belonging to humanity and the United Nations Space Command. This section includes several factions of humans, including normal civilians. Many can be used as allies for the player characters, such as reinforcement marines and drop troops, while civilians might be targets to protect or obstacles to overcome or negotiate with. Alternatively, for insurgent or Covenant players, this might be the foes you will face in battle.

Factions

This section is broken up into factions, such as marine corps, insurgents, or civilians. Many NPCs, namely leaders, have special abilities that only function on NPCs of a specific factions. For example, a marine leader may state that they only effect 'Marines' with their leadership abilities. Thus, allies without the 'Marine' faction keyword may not be affected by their abilities. An NPC's faction is listed with their classification. If an ability effects 'Humans' or 'Humanity' then it effects any allies that belong to a human race. If an ability effects 'All' or 'Any' ally, then it will also effect other allied races.

UNSC Marines Corps

The UNSC marine corps is the primary fighting branch of humanity, making up their rank and file and their military command. Marines have a tight command structure to give them organization, and a mix of novice and veteran troops. In a military campaign, these will be most of the human NPC's people will encounter. You can mix in troops from the Specialist faction later in the chapter to give additional military assets to assist marines.



Marine

Level 3 Human Non-heroic Character (Marine/ Soldier), Low Threat

Hit Points: 57	Healing Threshold: 6	Damage Threshold: 24
Defense: 14	Toughness: 17	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 8		

-**Assault Rifle;** 1d20+5 accuracy, 20 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Magnum Pistol** 1d20+5 accuracy, 22 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 18 damage, 1 strike; *Special Traits:* NA

-**Rifle Butt** 1d20 accuracy, 24 damage, 1 strike maximum; *Special Traits:* NA

-**Combat Knife** 1d20+4 accuracy, 17 damage, 3 strikes; *Special Traits:* Throwing

-**Fragmentation Grenade;** 1d20+2 accuracy, 40 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 6, Burst 2, Grenade, Delay

Skills: Acrobatics +1, Athletics +4, Defensive Training 2, Durability 2, Endurance +4, Melee 2, Mental Training 1, Perception +5, Pilot +5, Ranged 3, Stealth +1, Survival +4, Tactics +4

Perks: Fire into Melee

Strength: 4 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 2

Gear: Assault Rifle with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Fragmentation Grenade, Battle Armor, Equipment Belt, Backpack, Survival Gear, Medipack

Defensive Formation (Swarm Trait): Marines form defensive ranks while in combat, increasing their effectiveness. Marine swarms gain +3 defense and +3 damage resistance per tier of the swarm.

Alternate Weapons: The Marine may also be equipped with one of the following weapons instead of their assault rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+5 accuracy, 20 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+4 accuracy, 20 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+5 accuracy, 20 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Marines are the rank and file of the UNSC marine corps. They have passed basic and advanced combat training and have some battlefield experience. However, they are not veterans or experts at personnel combat, functioning best when fighting in groups under the command of an NCO.



Marine Corporal

Level 4 Human Non-heroic Character (Marine/ Fighter/ Leader), Medium Threat

Hit Points: 77	Healing Threshold: 6	Damage Threshold: 25
Defense: 16	Toughness: 19	Resolve: 18
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 14		

-**Assault Rifle;** 1d20+5 accuracy, 20 damage, 3 strike or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Magnum Pistol** 1d20+5 accuracy, 22 damage, 1 strike maximum, 12 shots at medium range; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+2 accuracy, 24 damage, 1 strike maximum; *Special Traits:* NA

-**Pistol Whip** 1d20+2 accuracy, 18 damage, 1 strike maximum; *Special Traits:* NA

-**Combat Knife** 1d20+4 accuracy, 17 damage, 3 strikes; *Special Traits:* Throwing

Skills: Acrobatics +1, Athletics +4, Defensive Training 3, Durability 3, Endurance +4, Leadership +7, Melee 2, Mental Training 2, Perception +5, Pilot +5, Ranged 3, Stealth +1, Survival +4, Tactics +6

Perks: Fire into Melee

Strength: 4 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 4

Gear: Assault Rifle, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt, Backpack, Survival Gear, Medipack

Rookie Squad Leader (Marine Leader): Corporals are usually found leading squadrons of marines and rookie marines. When they are within 6 squares of an unled marine or rookie marine swarm, they are Shielded by the swarm (see Shielding condition). Meanwhile, rookie marines ending their turn within 6 squares of a marine corporal gain +1 morale level.

Alternate Weapons: The corporal may also be equipped with one of the following weapons instead of their assault rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+5 accuracy, 20 damage, 1 strike, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+4 accuracy, 20 damage, 1 strike, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+5 accuracy, 20 damage, 3 strikes or automatic maximum, 60 shots at short range; *Special Traits:* Fast Reload

Corporals are junior officers that are slightly more distinguished than privates. They usually act as seniors to guide fresh recruits into battle, keep them organized, and show them the ropes. Corporals often enter battle assisted by small squads of rookies or marines. They do not have the authority to make command orders.

Marine Field Commander

Level 18 Human Non-heroic Character (Marine/ Soldier/ Strategist/ Leader), High Threat

Hit Points: 277	Healing Threshold: 8	Damage Threshold: 37
Defense: 25	Toughness: 29	Resolve: 32
Speed: 5	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 25		

-**Assault Rifle;** 1d20+19 accuracy, 35 damage, 3 strikes or automatic, 36 shots at long range; *Special Traits:* Ammunition Display

-**Magnum Pistol** 1d20+19 accuracy, 37 damage, 2 strikes, 12 shots at long range; *Special Traits:* Penetration 2

-**Combat Knife** 1d20+17 accuracy, 30 damage, 3 strikes maximum; *Special Traits:* Throwing

-**Rifle Butt** 1d20+16 accuracy, 40 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics +6, Athletics +9, Computers +10, Defensive Training 7, Durability 7, Endurance +12, Influence +11, Lore +12, Leadership 14*, Medicine +12, Melee 7, Mental Training 7, Perception +12, Pilot +13, Ranged 8, Science +8, Stealth +7, Survival +12, Tactics +13

Perks: Fire into Melee, Fast Hands, Extra Reactions (2), Improved Wound I, Wound Resilience I

Strength: 6 **Instinct:** 7 **Agility:** 5 **Fortitude:** 6

Intelligence: 6 **Willpower:** 6

Gear: Special-Issue Assault Rifle with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Reinforced Combat Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Rope, Rations x5, Medipack x2

Twin Shots: When attacking with a pistol or rifle and not using an automatic fire method, after hitting a target with an attack, they can make an attack against another enemy within 3 squares of them with the same number of strikes. If hitting the second target, they can make an attack at a third target within 2 squares of the second. The third target cannot be the first.

Suppressive Attacks: When the marine field commander's attack roll surpasses a target's resolve, the target loses 1 morale point.

Powerful Sprits: The marine field commander gains 1 morale at the start of each turn.

Strategist Abilities: A field commander has 4 strategist abilities they can use, and 4 command points per encounter. They use strategist abilities as a full-round action.

-**Refill Ranks:** The command calls in reinforcements to refill the ranks of wounded marine swarms within medium range of the field commander. These effects any swarms of the following NPCs: marine rookies, marines, or marine veterans. Effected groups recover 100 hit points, hordes regain 250 hit points, and legions regain 500 hit points.

-**Raider Strike:** When in an outdoor region, one of the following sets of vehicles emerges from the edge of the battlefield: 2 Warthogs with Chainguns or 2 Hornets.

-**Deploy the Reserves:** A Horde of Marines arrives from off the edge of the battlefield, if possible. They are accompanied by 1 Marine Sergeant and 2 Marine Heavies. This ability can only be used once per encounter.

-**Artillery Bombardment:** Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

Battlefield Commander (Marine Leader): Field commanders make a major influence on their comrades in battle. They possess the following leadership effects:

- All non-leader, non-swarm marines within medium range of them gain 1 morale on the field commander's turn
- Marine swarms within short range of the field commander gain advantage on attack rolls
- While within short range of a horde of marines, the field commander is Shielded by them.
- The marine can spend 2 morale as a standard action to restore 40 hit points to all injured marines within short range, including himself and swarms.

Alternate Weapons: The field commander may also be equipped with one of the following weapons instead of their assault rifle. They have 2 magazines of ammunition whatever weapon they possess and possess the Special-issue mod

-**Battle Rifle;** 1d20+19 accuracy, 35 damage, 2 strikes, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+19 accuracy, 35 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+19 accuracy, 35 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Field Commanders are either decorated NCOs, or effective higher officers. Most major battlefield operations involving large numbers of troops is commanded by one or more field commanders. Field commanders have impressive skills and battlefield authority, able to deploy large battalions of soldiers, armored units, and powerful tactical strikes. Eliminating an enemy marine commander can grievously cripple the morale of an enemy force.



Marine Heavy Gunner

Level 14 Human Non-heroic Character (Marine/ Heavy), Medium Threat

Hit Points: 209	Healing Threshold: 8	Damage Threshold: 32
Defense: 19	Toughness: 26	Resolve: 23
Speed: 5	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 22		

-Squad Automatic Weapon; 1d20+10 accuracy, 37 damage, full auto, 72 shots at short range; *Special Traits:* Ammunition Display, Long Reload, Recoil

-Mounted Heavy Machine Gun; 1d20+10 accuracy, 42 damage, full auto, 400 shots at long range; *Special Traits:* Penetration 5

-Magnum Pistol 1d20+10 accuracy, 34 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-Combat Knife 1d20+8 accuracy, 30 damage, 3 strikes; *Special Traits:* Throwing

-Rifle Butt 1d20+6 accuracy, 37 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +3, Athletics +11, Defensive Training 7, Durability 7, Endurance +12, Melee 5, Mental Training 6, Perception +11, Pilot +12, Ranged 7, Stealth +2, Survival +11, Tactics +7

Perks: Empowered Attack, Fire into Melee, Improved Wound 1

Strength: 7 **Instinct:** 7 **Agility:** 3 **Fortitude:** 6

Intelligence: 2 **Willpower:** 5

Gear: Heavy Machine Gun with 2 magazines, Squad Automatic Weapon with 1 magazine, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Medipack

Deploy Mounted Gun: The marine heavy gunner can spend a full-round action setting up their heavy machine gun with its mount. When they do, they set up a 180 degree firing arc. They can shoot at any enemy within that arc, and gain cover against ranged attacks within that arc. Meanwhile, while in mounted gun form, the weapon gains advantage on attack rolls and ignores the recoil and heavy traits. However, while using the mounted gun, anyone making melee attacks against them, or attacking them from outside the 180 degree firing arc, gain flanking bonus against the heavy gunner, even if they are not flanking. It takes a full-round action to pack up the weapon again, or a move action to step away from the weapon.

Battle Fortress (Swarm Trait): Marine heavy gunner swarms can create a powerful fortress when they deploy their weapons. Their Deploy Mounted Gun trait faces all directions, allowing them to attack any direction and gain cover from all direction. In addition, if they already have cover or improved cover, then their mounted form gives them an additional +5 defense. Finally, when firing their mounted gun while deployed, they can make 1 additional attack per swarm tier, although each attack must be out of a different 90 degree firing arc from the swarm.

Heavy gunners are bulky troops that carry a heavy machine gun into combat. They set up in prepared positions and set up overwatch over an area. These weapons are very powerful, and a heavy gunner is hard to route once in place without flanking them.

Marine Recon Infantry

Level 7 Human Non-heroic Character (Marine/ Guerilla), Low Threat

Hit Points: 84	Healing Threshold: 7	Damage Threshold: 27
Defense: 21	Toughness: 23	Resolve: 20
Speed: 6	Shift Speed: 2	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 10		

-**Submachine Gun;** 1d20+6 accuracy, 20 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload, Suppressor

-**Designated Marksman Rifle** 1d20+8 accuracy, 22 damage, 3 strikes, 14 shots at long range; *Special Traits:* Penetration 2, Scope, Fast Reload, Suppressor

-**Magnum Pistol** 1d20+7 accuracy, 22 damage, 2 strikes, 12 shots at short range; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+6 accuracy, 24 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+8 accuracy, 17 damage, 3 strikes; *Special Traits:* Throwing

Skills: Acrobatics +10, Athletics +10, Defensive Training 5, Durability 4, Endurance +8, Lore +4, Melee 4, Mental Training 3, Perception +10, Pilot +8, Ranged 4, Stealth +11, Survival +9, Tactics +6

Perks: Stealth Focus, Extra Reactions (2)

Strength: 5 **Instinct:** 4 **Agility:** 5 **Fortitude:** 4

Intelligence: 2 **Willpower:** 4

Gear: Recon Magnum Pistol with 2 magazines, Recon Submachine Gun with 2 magazines, Recon Designated Marksman Rifle with 2 magazines, Combat Knife, Light Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Grappling Hook Launcher, Rope, Flashlight, Rations x3, Medipack

Ambush Mastery: When the recon infantry attacks an enemy without cover while they have either cover against them or the hidden condition, they gain +5 accuracy and damage with their attack. In addition, when surprising an enemy, the recon infantry gains a full-round action on the surprise round.

Ambush Position (Swarm Trait): Recon marine swarms root themselves in cover, gaining defensive bonuses while bombarding enemies with fire. Recon marine swarms in cover gain a bonus +5 defense. Meanwhile, when they make a ranged attack, they can make the ranged attack at a number of additional enemies equal to the tier of the swarm, as long as none of those targets have cover from them.

Alternate Weapons: The Recon Infantry may be equipped with one of the following weapons instead of one of their rifles: tactical shotgun, rocket launcher, or sniper rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Tactical Shotgun;** 1d20+7 accuracy, 26 damage, 2 strikes, 6 shots at medium range; *Special Traits:* Spread, Close Quarters, Gradual Reload, Recoil

-**Sniper Rifle;** 1d20+9 accuracy, 40 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

-**Rocket Launcher;** 1d20+7 accuracy, 50 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, Digital Scope, Rocket, Extremely Long Reload, Target Lock

Recon infantry are experienced marines whose specialization is in avoiding detection and watching their foes. These marines know how to move quickly and quietly through a battlefield. Commanders prize them for their ability to lay ambushes on unsuspecting foes or watch their enemies without detection. They are vital parts of military intelligence for their ability to get within enemies defenses and get first look at their operations without the enemy knowing they were there.

Marine Rookie

Level 1 Human Non-heroic Character (Marine/ Soldier), Lesser Threat

Hit Points: 33	Healing Threshold: 5	Damage Threshold: 21
Defense: 11	Toughness: 13	Resolve: 11
Speed: 5	Shift Speed: 1	Morale Bonus: +0
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 7		

-**Magnum Pistol** 1d20+2 accuracy, 22 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20-1 accuracy, 17 damage, 1 strike; *Special Traits:* NA

Skills: Athletics +0, Defensive Training 1, Durability 1, Endurance +2, Perception +3, Pilot +3, Ranged 1, Stealth +0, Tactics +3

Perks: Fire into Melee

Strength: 2 **Instinct:** 2 **Agility:** 2 **Fortitude:** 1

Intelligence: 2 **Willpower:** 1

Gear: Magnum Pistol with 2 magazines, Battle Armor, Equipment Belt, Backpack, Survival Gear, Medipack

Undisciplined: If a marine rookie has either 3 negative morale or has received a crippling wound, they will flee the battlefield unless there is a *Marine Leader NPC* character within medium range and line of sight.

Alternate Weapons: The rookie may also be equipped with one of the following weapons in addition to their pistol. They have 2 magazines of ammunition whatever weapon they possess and gain the Rifle Butt attack when that weapon is equipped

-**Assault Rifle;** 1d20+2 accuracy, 20 damage, 2 strikes or automatic; 36 shots at medium range; *Special Traits:* Ammunition Display

-**Battle Rifle;** 1d20+2 accuracy, 20 damage, 1 strike, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+1 accuracy, 20 damage, 1 strike, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+2 accuracy, 20 damage, 2 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

-**Rifle Butt** 1d20-1 accuracy, 23 damage, 1 strike; *Special Traits:* NA

Rookies are fresh cadets that have just joined the ranks of the marines. With only basic training and no experience, they are woefully unprepared for the horrendous foes that they are going to face in service to mankind. Regardless, they signed up because they believe in the cause, so they have spirit, if nothing else.



Marine Sergeant

Level 9 Human Non-heroic Character (Marine/ Fighter/ Leader/ Strategist), Medium Threat

Hit Points: 136	Healing Threshold: 8	Damage Threshold: 29
Defense: 21	Toughness: 24	Resolve: 24
Speed: 6	Shift Speed: 2	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 18		

-**Assault Rifle;** 1d20+9 accuracy, 23 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Magnum Pistol** 1d20+9 accuracy, 26 damage, 2 strikes maximum, 12 shots at medium range; *Special Traits:* Penetration 2

-**Fragmentation Grenade;** 1d20+6 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-**Rifle Butt** 1d20+6 accuracy, 28 damage, 1 strike maximum; *Special Traits:* NA

-**Combat Knife** 1d20+8 accuracy, 21 damage, 3 strikes; *Special Traits:* NA, Throwing

Skills: Acrobatics +3, Athletics +8, Defensive Training 4, Durability 4, Endurance +9, Influence +9, Leadership +10, Medicine +7, Melee 4, Mental Training 5, Perception +9, Pilot +9, Ranged 5, Stealth +3, Survival +9, Tactics +7

Perks: Fire into Melee, Extra Reactions (2)

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

Intelligence: 3 **Willpower:** 5

Gear: Assault Rifle with 2 magazines, Magnum Pistol with 2 magazines, Fragmentation Grenade, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Rope, Rations x5, Medipack x2

Coordinated Fire: When a marine sergeant makes an attack with a rifle, they can spend a morale to allow their led marine group to also make a ranged attack against the same target as an instant action attack.

Grizzled Leader: The marine sergeant suffers half damage from the first hit of damage they are dealt each turn.

Strategist Abilities: A marine sergeant has 2 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Reinforcements:** Four marine NPCs or one Group of Marines arrive on the battlefield from the edge of the battlefield.

-**Mortar Barrage:** Targets an outdoor, Burst (3) within sight, each target within area rolls 3d20, each result of 14+ means they get hit with a 40 damage hit, with Penetration (5).

Squad Leaders (Marine Leader): Marine sergeants are ideal at leading a single group (tier 1 swarm) of marines, rookies, or veterans. They can assign themselves as leaders over a group. They must remain within short range of their marine group to maintain these bonuses. They also get to use their coordinated fire ability with their group.

-1 marine groups within short range of the sergeant gains +1 hailfire with rifle attacks

-While within short range of a group of marines, the sergeant is Shielded by his group. Alternatively, they can spend a free action for the group to be Shielded by them.

-When the sergeant's group is defeated, the sergeant regains 1 spend command point. This only occurs once per encounter.

Alternate Weapons: The sergeant may also be equipped with one of the following weapons instead of their assault rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+9 accuracy, 23 damage, 2 strikes, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+8 accuracy, 23 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+9 accuracy, 23 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Most squads of marines are led by a sergeant. These seasoned soldiers lead their squadrons with gusto, valor, and bravado to inspire their boots into action. Sergeants are skilled fighters and do a good job of leading their squad into battle with a precision that far exceeds the capabilities of individual soldiers. When they need to, they possess the clearance for basic artillery strikes.

Marine Vanguard

Level 14 Human Non-heroic Character (Marine/ Guerilla), Low Threat

Hit Points: 143	Healing Threshold: 8	Damage Threshold: 32
Defense: 29	Toughness: 30	Resolve: 28
Speed: 7	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 16		

-**Squad Automatic Weapon;** 1d20+15 accuracy, 31 damage, full auto, 72 shots at short range; *Special Traits:* Ammunition Display, Long Reload, Recoil

-**Sniper Rifle;** 1d20+16 accuracy, 50 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

-**Magnum Pistol** 1d20+14 accuracy, 31 damage, 2 strikes, 12 shots at short range; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+12 accuracy, 31 damage, 1 strike; *Special Traits:* NA

-**Combat Blade** 1d20+14 accuracy, 31 damage, 4 strikes; *Special Traits:* Defensive

Skills: Acrobatics +16, Athletics +15, Computers +9, Defensive Training 7, Durability 7, Endurance +13, Lore +9, Melee 6, Mental Training 6, Perception +15, Pilot +15, Ranged 7, Science +9, Stealth +16, Survival +15, Tactics +12

Perks: Stealth Focus, Extra Reactions (3), Improved Evasion

Strength: 6 **Instinct:** 6 **Agility:** 7 **Fortitude:** 6

Intelligence: 4 **Willpower:** 5

Gear: Squad Automatic Weapon with 2 magazines, Sniper Rifle with 2 magazines, Recon Special Issue Magnum Pistol with 2 magazines, Combat Blade, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Grappling Hook Launcher, Rope, Flashlight, Rations x3, Medipack

Ambush Expertise: When the vanguard attacks an enemy without cover while they have either cover against them or the hidden condition, they gain +5 accuracy and damage with their attack.

Tactical Reposition: At the start of their turn, before performing any other actions, the vanguard can perform a shift action as a free action. In addition, when the vanguard takes damage from an attack while without cover, they can spend a reaction to perform a shift action after the attack is resolved. Finally, when the vanguard takes damage from an attack while within cover, they can spend a reaction to reduce the damage by half.

Ambush Position (Swarm Trait): Vanguard swarms can perform one of the following actions every time they take damage from an attack:

- Reduce the damage by half, after damage resistance and hailfire are applied
- Shift after the attack is resolved, and then make a standard action attack at the closest enemy

Vanguard are elite soldiers who either perform special forces tactical missions or are the first to engage enemy battalions. In the former, they form small squads and infiltrate an enemy location, killing all opposition and completing their objective without a long-term battle. In the later, they set up in ambush positions and unleash the opening salvo against an enemy battalion, weakening and scattering them before the rank and file marines emerge.

Marine Veteran

Level 10 Human Non-heroic Character (Marine/ Soldier), Low Threat

Hit Points: 125	Healing Threshold: 7	Damage Threshold: 29
Defense: 20	Toughness: 24	Resolve: 22
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 15		

-**Assault Rifle;** 1d20+12 accuracy, 26 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Combat Shotgun;** 1d20+11 accuracy, 26 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Magnum Pistol** 1d20+12 accuracy, 30 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Combat Knife** 1d20+11 accuracy, 24 damage, 3 strikes; *Special Traits:* Throwing

-**Fragmentation Grenade;** 1d20+9 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-**Rifle Butt** 1d20+8 accuracy, 31 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +3, Athletics +7, Defensive Training 5, Durability 5, Endurance +9, Melee 5, Mental Training 5, Perception +9, Pilot +10, Ranged 6, Stealth +4, Survival +9, Tactics +7

Perks: Fire into Melee, Fast Hands, Extra Reactions (2)

Strength: 6 **Instinct:** 6 **Agility:** 4 **Fortitude:** 5

Intelligence: 2 **Willpower:** 4

Gear: Assault Rifle with 2 magazines, Combat Shotgun with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Fragmentation Grenade x2, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Rope, Rations x5, Medipack

Spirited: When a marine veteran takes damage from an attack, as long as that attack did not deal a crippling wound, they gain 1 morale.

Defensive Formation (Swarm Trait): Marine veterans form defensive ranks while in combat, increasing their effectiveness. Marine swarms gain +3 defense and +3 damage resistance per tier of the swarm.

Concentrated Fire (Swarm Trait): Marine veterans use their experience to maximize their effectiveness in battle. They gain +1 hailfire with all rifle attacks while in a swarm.

Alternate Weapons: The veteran may also be equipped with one of the following weapons instead of their combat shotgun: rocket launcher or sniper rifle. They can also replace their assault rifle or combat shotgun with a battle rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+12 accuracy, 26 damage, 2 strike, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Sniper Rifle;** 1d20+13 accuracy, 40 damage, 1 strike maximum, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

-**Rocket Launcher;** 1d20+11 accuracy, 60 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload

Veterans are soldiers who have been to battle, kicked ass, and walked away to brag about their accomplishments. They are decorated soldiers who thrive on the battlefield. Veterans are frequently a boisterous and confident lot that collect trophies, tattoos, and other symbols of their military conquests. Despite their overconfidence, they still fight with precision and coordination, especially when part of units that they had fought with for years.

Military Officer

Level 10 Human Non-heroic Character (Marine/ Specialist/ Leader/ Strategist), Medium Threat

Hit Points: 135	Healing Threshold: 7	Damage Threshold: 31
Defense: 24	Toughness: 23	Resolve: 26
Speed: 6	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 6		

-Magnum Pistol 1d20+11 accuracy, 30 damage, 2 strikes maximum, 12 shots at medium range; *Special Traits:* Penetration 2

-Pistol Whip 1d20+7 accuracy, 24 damage, 2 strike maximum; *Special Traits:* NA

Skills: Acrobatics +12, Athletics +11, Computers +14, Defensive Training 6, Durability 6, Endurance +13, Influence +16, Leadership +18, Lore +14, Medicine +11, Melee 4, Mental Training 6, Perception +14, Pilot +13, Ranged 6, Science +14, Stealth +10, Survival +11, Tactics +16

Perk: Fast Hands, Expert Stealth, Reroll Skills (2)

Strength: 4 **Instinct:** 6 **Agility:** 5 **Fortitude:** 5

Intelligence: 7 **Willpower:** 7

Gear: Special Issued Magnum Pistol with 3 magazines, Officer's Uniform, Equipment Belt, Radio, Medipack

Authority Figure: All UNSC military allies who start their turns within 6 squares of an Officer gain a morale on their turn. This does not stack with multiple officers.

Top of the Chain of Command: Any UNSC military allies within 3 squares of an officer are Shielding for the officer, and the officer is Shielded if such an ally is within 3 squares.

Strategist Abilities: An officer has 4 strategist abilities they can use, and 4 command points per encounter. They use strategist abilities as a full-round action.

-Pelican Drop: If possible, a pelican dropship flies into the battlefield, and drops off 2 groups of marines, 2 marine sergeants, and 2 marine medics. This power uses 2 command points.

-Air Raider: When in an outdoor region, a pelican gunship arrives off the edge of the battlefield and attacks the officer's enemies for 3 rounds, before departing. This can only be used once per encounter, and no other command powers can be used while the pelican is present.

-Clear the Airspace: Order anti-air assets and missiles to clear the air space. Effects a 50 by 50 area that is at least 10 squares off the ground. Roll a 3d20 for every flying target in the area. For every 14+, each target suffers a hit of 60 damage with Penetration (20). Struck flying vehicles must make a DC 20 pilot check for each hit against them or lose control of their vehicle.

-Artillery Bombardment: Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

Upper Officer (Marine Leader): Officers organize their warriors and followers in battle. They possess the following leadership effects:

- All non-leader, non-swarm marines within medium range of them gain 1 morale on the officer's turn
- When a marine swarm or vehicle dies within medium range of the officer, the officer gains 1 morale and regains their reaction
- The officer can spend a morale as a reaction to reduce the damage an allied marine swarm or vehicle suffers from an attack. That ally must be within medium range and line of sight of the officer.
- The officer can spend a morale as a move action to cause all non-leader, non-swarm allies within medium range to lose 2 morale and heal 30 hit points.

Officer refers to commissioned marine or naval officers in positions of great power and authority within the UNSC. While many officers have more training and authority than field experience, this NPC represents an officer who has extensive training and some amount of veterancy as well. As officers do not typically represent on the field of battle, they lack the raiment and weaponry of marines. However, they are trained enough to know the stakes, and will fight to defend their military bases and starships against alien hordes.

UNSC Orbital Drop Shock Troopers

Orbital Drop Shock Troopers, known informally as ‘helljumpers’, are the elite of the UNSC military. They are a prestigious military unit that drop into the worst combat zones via orbital drop pods. They arrive in the heart of a combat and fight in a tight squad to turn the battlefield into their favor. They serve as the special forces of the marine corps, called into duty to solve problems the grunts are incapable of resolving. Like Spartans, they function best in small, cohesive units of soldiers that have fought together over many battlefields.

Orbital Drop Shock Troopers are usually encountered either in a loose group of individuals, small swarms, or small swarms with specialist attachments. Outside of swarms, they fight tactically by coordinating their movements with other ODSTs and squads of marines, utilizing cover whenever possible. When in a swarm, they fight with expert precision, as the tactical aptitude of an ODST commander is quite formidable. This is represented in their Team Tactics swarm trait, which allows them to negate attacks against them with extreme tactical prowess.

In addition to their statistics from their classification, ODSTs gain the same scaling, passive benefits that the ODST background for humans give. This represents their incredible skill and tactical aptitude that is above what ordinary marines possess.

Orbital Drop Shock Trooper

Level 10 Human Non-heroic Character (ODST/ Soldier), Medium Threat

Hit Points: 144	Healing Threshold: 8	Damage Threshold: 33
Defense: 24	Toughness: 28	Resolve: 27
Speed: 6	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +10
Damage Resistance: 20	Layered Armor: 1	

-Recon Battle Rifle; 1d20+14 accuracy, 26 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 3, Burst Fire, Digital Scope, Suppressor

-Magnum Pistol 1d20+15 accuracy, 28 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-Combat Knife 1d20+15 accuracy, 24 damage, 3 strikes; *Special Traits:* Throwing

-Fragmentation Grenade; 1d20+12 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-Rifle Butt 1d20+13 accuracy, 31 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +7, Athletics +9, Defensive Training 6, Durability 6, Endurance +12, Influence +7, Lore +5, Medicine +8, Melee 6, Mental Training 6, Perception +12, Pilot +13, Ranged 6, Stealth +7, Survival +12, Tactics +9

Perks: Fire into Melee, Fast Hands, Extra Reactions (2)

Strength: 6 **Instinct:** 7 **Agility:** 5 **Fortitude:** 6

Intelligence: 3 **Willpower:** 5

Gear: Recon Battle Rifle with 3 magazines of ammunition, Magnum Pistol with 2 magazines, Fragmentation Grenade x2, Combat Knife, ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Medipack x2

Precision Shooting: An ODST gains +3 penetration with all rifle ranged attacks.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+9). If they get at least a 20, they can perform a standard action in the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODST can instantly two full round actions, then roll initiative.

Team Tactics (Swarm Trait): Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Alternate Weapons: The ODST may also be equipped with one of the following weapons instead of their rifle: longshot assault rifle, tactical shotgun with extended magazine, or recon submachine gun

-**Longshot Assault Rifle;** 1d20+16 accuracy, 23 damage, 3 strikes or automatic, 36 shots at long range; *Special Traits:* Penetration 3, Ammunition Display

-**Tactical Shotgun;** 1d20+14 accuracy, 29 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 3, Spread, Close Quarters, Gradual Reload, Recoil

-**Submachine Gun;** 1d20+14 accuracy, 26 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 3, Fast Reload, Digital Scope, Suppressor

Even the common helljumper is a soldier that has gone through extensive training and has the battlefield experience to become a drop trooper. Usually equipped with recon battle rifles that allow them to make quick and silent work of their foes, the ODST is able to drop onto a battlefield and instantly engage their foes without wasting a second.



Orbital Drop Shock Trooper Battalion Commander

Level 24 Human Non-heroic Character (ODST/ Fighter/ Leader/ Strategist), High Threat

Hit Points: 451	Healing Threshold: 9	Damage Threshold: 45
Defense: 42	Toughness: 45	Resolve: 49
Speed: 8	Shift Speed: 2	Morale Bonus: +9
Space: 1 square	Reach: 1 square	Initiative: +15
Damage Resistance: 39	Layered Armor: 1	

-**Battle Rifle;** 1d20+24 accuracy, 35 damage, 4 strikes, 36 shots at medium range; *Special Traits:* Penetration 5, Burst Fire, Digital Scope

-**Tactical Shotgun;** 1d20+24 accuracy, 38 damage, 3 strikes, 12 shots at short range; *Special Traits:* Penetration 5, Spread, Close Quarters, Gradual Reload, Recoil

-**Magnum Pistol** 1d20+26 accuracy, 34 damage, 3 strikes, 12 shots at short range; *Special Traits:* Penetration 7

-**Combat Knife** 1d20+24 accuracy, 34 damage, 4 strikes; *Special Traits:* Penetration 5, Throwing

-**Fragmentation Grenade;** 1d20+21 accuracy, 65 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 10, Burst 2, Grenade, Delay

-**Rifle Butt** 1d20+22 accuracy, 40 damage, 1 strike; *Special Traits:* Penetration 5

Skills: Acrobatics +13, Athletics +13, Computers +11, Defensive Training 10, Durability 10, Endurance +19, Influence +17, Leadership +19, Lore +14, Medicine +14, Melee 9, Mental Training 10, Perception +19, Pilot +19, Ranged 10, Science +14, Stealth +13, Survival +17, Tactics +16

Perks: Fire into Melee, Extra Reactions (3), Wound Resilience 3, Improved Wound 1

Strength: 8 **Instinct:** 9 **Agility:** 8 **Fortitude:** 9

Intelligence: 6 **Willpower:** 9

Gear: Special Issue Battle Rifle with 3 magazines, Special Issue Tactical Shotgun with Extended Magazine and 3 magazines, Special Issue Longshot Magnum Pistol with 2 magazines, Special Issue Fragmentation Grenade x2, Special Issue Combat Knife, COMM-class ODST Battle Armor, Equipment Belt x3, Backpack, Trauma Kit, Medipack, Radio

Precision Marksman: An ODST battalion commander gains +5 penetration with all attacks.

Hijack: The ODST battalion commander can try to hijack vehicles as a standard action as per the Tank Hijack talent. Their hijack check bonus is +17.

Spread Fire: When attacking a single target with a pistol or rifle attack, the ODST battalion commander can spend twice as many shots as they normally do. They can do this with automatic focused bursts, but not suppression or area bursts. If they do, they apply the attack against their primary target and all enemies adjacent to them. If used against a swarm as the primary target, the attack has Hailfire (+2) and does not hit any additional targets.

Enduring Victory: As long as the battalion commander has morale and either 3 allies or 1 swarm within 6 squares of him, he can spend a morale and a reaction to take half damage from an attack.

Confidence: The battalion commander gains a morale at the start of each of their turns.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+16). If they get at least a 20, they can perform a standard action in the surprise round. If they gain a 30, they gain a full-round's worth of actions on the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODSTs can instantly two full round actions, then roll initiative.

Drawn out Fight: The first time in an encounter that the battalion commander is missing 250 or more hit points, he regains 1 command point and deploys either the Restoration Drones or Surgical Strike strategist abilities without spending a command point.

Strategist Abilities: An ODST battalion commander has 3 strategist abilities they can use, and 5 command points per encounter. They use strategist abilities as a standard action.

-ODST Drop: The battalion pulls in a second wave of ODST troopers to assist in battle. This can only be done while there is not an active ODST swarm within medium range of the battalion commander. The drop pods land in in 6 unoccupied '2 by 2' areas that must be within 6 squares of each other. Afterwards, create a Group of ODST Troopers swarm in the closest converging point to all of the pods. This swarm instantly gets to act, as per the Drop Tactics rule.

-Restoration Drone: Calls down a barrage of nano-bot healing drones to be dropped from orbit to heal allies in an area. This effects a Burst (8) area within distant range and line of sight. All allies within the area regain 30 hit points at the start of their round, and instantly begin recovering shield points, if possible. Swarms increase the healing gained based on their tier: 60 for tier 1 swarms, 100 for tier 2, 200 for tier 3. The restoration drones remain for 3 rounds and then explode.

-Surgical Strike: Targets 6 targets within remote range with long ranged ordinance and sniper fire. Roll a d20 for each target. On a 8+, the target suffers 80 damage, penetration (15). This does not require line of sight, but can instead be called on squares where enemies might potentially be in. If an enemy is outside the battalion commander's line of sight, it only hits on a 12+.

Battlefield Commander (ODST Battalion Commander): ODST battalion commanders help their fellow ODSTs perform in battle. They possess the following leadership effects:

-All non-leader, non-swarm ODSTs or marines within medium range of them gain 1 morale on the battalion commander's turn, or 2 morale if the battalion commander was already at 5 morale themselves at the start of the turn.

-All ODST allies and swarms within short range of the battalion commander can reroll any natural 1 on an attack or skill check

The ODST battalion commander is one of the most skilled soldiers in the UNSC and a top officer in their special forces division. Having survived countless battles, they are not trusted with leading the most complicated and dangerous operations, coordinating units of marines, helljumpers, and Spartans in the field.

Orbital Drop Shock Trooper 'Bullfrog'

Level 22 Human Non-heroic Character (ODST/ Guerilla), Medium Threat

Hit Points: 218	Healing Threshold: 9	Damage Threshold: 39
Defense: 37	Toughness: 38	Resolve: 37
Speed: 8, fly 6	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 24	Layered Armor: 1	

-Designated Marksman Rifle; 1d20+24 accuracy, 38 damage, 5 strikes, 36 shots at medium range; *Special Traits:* Penetration 5, Scope, Fast Reload

-Assault Rifle; 1d20+23 accuracy, 32 damage, 5 strikes or automatic, 36 shots at long range; *Special Traits:* Penetration 3, Ammunition Display

-Magnum Pistol 1d20+21 accuracy, 31 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-Combat Knife 1d20+21 accuracy, 27 damage, 5 strikes; *Special Traits:* Throwing

-Fragmentation Grenade; 1d20+20 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-Rifle Butt 1d20+18 accuracy, 40 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +19, Athletics +18, Computers +13, Defensive Training 10, Durability 10, Endurance +20, Influence +16, Lore +13, Medicine +16, Melee 8, Mental Training 10, Perception +21, Pilot +20, Ranged 10, Science +16, Stealth +17, Survival +19, Tactics +18

Perks: Stealth Focus, Extra Reactions (4), Improved Evasion, Action Move Specialist, Improved Wound 1

Strength: 7 **Instinct:** 7 **Agility:** 9* **Fortitude:** 8

Intelligence: 5 **Willpower:** 6

Gear: Special-Issue Designated Marksman Rifle with 2 magazines of ammunition, Special-Issue Assault Rifle with 2 magazines of ammunition, Special Issue Magnum Pistol with 2 magazines, Special Issue Fragmentation Grenade x2, Special Issue Combat Knife, Bullfrog-class ODST Battle Armor, Equipment Belt x3, Backpack, Grappling Hook Launcher, Rope, Medipack x2

Precision Shooting: An ODST bullfrog gains +3 penetration with all rifle ranged attacks.

Bullfrog Jet Pack Expertise: Because of their training and jet packs in their armor, an ODST bullfrog has a fly speed of 6 squares. They can hover in place at the end of their turn but cannot do so in a turn they double moved.

Lift Attack: Every time the ODST makes a move action to fly using their jet packs, they can make a free instant action attack against an enemy within 6 squares of them as long as they are at least 2 squares higher than them. This is part of the move, and the ODST can do it with each move action they make. They can still attack normally with a standard action.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+13). If they get at least a 20, they can perform a standard action in the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODST can instantly two full round actions, then roll initiative.

Team Tactics (Swarm Trait): Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Alternate Weapons: The ODST may also be equipped with one of the following weapons instead of one of their rifles: special issue tactical shotgun with extended magazine, recon special issue submachine gun, rocket launcher.

-**Tactical Shotgun;** 1d20+22 accuracy, 35 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Penetration 3, Spread, Close Quarters, Gradual Reload, Recoil

-**Submachine Gun;** 1d20+22 accuracy, 32 damage, 5 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 3, Fast Reload, Digital Scope, Suppressor

-**Rocket Launcher;** 1d20+21 accuracy, 55 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, Digital Scope, High Explosive, Target Lock, Projectile, Extremely Long Reload

'Bullfrogs' are a special division of veteran ODSTs that are trained with using jet packs to navigate battlefields. They are ideal for boarding enemy ships, but also do well in mountains, arboreal, or urban environments.

Orbital Drop Shock Trooper Grenadier

Level 15 Human Non-heroic Character (ODST/ Heavy), Medium Threat

Hit Points: 220	Healing Threshold: 8	Damage Threshold: 36
Defense: 27	Toughness: 32	Resolve: 30
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +11
Damage Resistance: 27 (37 versus area of effect, half penetration from explosives)		Layered Armor: 1

-**Rocket Launcher** 1d20+14 accuracy, 70 damage, 1 strike maximum, 2 shots at distant range; *Special Traits:* Penetration 25, Burst 2, Digital Scope, High Explosive, Target Lock, Projectile, Extremely Long Reload, +1 hailfire against swarms and vehicles

-**Tactical Shotgun** 1d20+14 accuracy, 35 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 3, Spread, Close Quarters, Gradual Reload, Recoil

-**Magnum Pistol** 1d20+15 accuracy, 34 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Combat Knife** 1d20+15 accuracy, 31 damage, 3 strikes; *Special Traits:* Throwing

-**Fragmentation Grenade** 1d20+17 accuracy, 60 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 10, Burst 3, Grenade, Delay, +1 hailfire against swarms and vehicles

-**Rifle Butt** 1d20+19 accuracy, 38 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +8, Athletics +12, Defensive Training 7, Durability 7, Endurance +15, Influence +10, Lore +10, Medicine +10, Melee 7, Mental Training 7, Perception +10, Pilot+7, Ranged 7, Stealth +7, Survival +10, Tactics +12

Perks: Empowered Attack, Fire into Melee, Improved Wound I, Wound Resilience I

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

Intelligence: 5 **Willpower:** 6

Gear: Rocket Launcher with 2 magazines, Grenade Launcher with 2 magazines, Magnum Pistol with 2 magazines, Fragmentation Grenade x3, Combat Knife, DEMO-class ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Medipack x2

Heavy Firepower: When using an area of effect weapon with the Grenade or Projectile trait, the grenadier gains +5 penetration, +1 burst area, and +1 hailfire against swarms and vehicles.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+12). If they get at least a 20, they can perform a standard action in the surprise round. If they gain a 30, they gain a full-round's worth of actions on the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODSTs can instantly two full round actions, then roll initiative.

Team Tactics (Swarm Trait): Any time a swarm of grenadiers would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Alternate Weapons: The ODST may also be equipped with a spartan laser instead of a rocket launcher. Alternatively, they can replace their tactical shotgun with a submachine gun.

-Spartan Laser; 1d20+20 accuracy, 130 damage, 1 strike, 5 shots at medium range; *Special Traits:* Penetration 50, Unstoppable, Charge Time (4)

-Submachine Gun; 1d20+15 accuracy, 32 damage, 4 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload, Digital Scope

Grenadiers are the heavy weapon specialists for the ODSTs. They are often deployed strategically, kept in reserve until absolutely needed. They are dropped into combat behind enemy tanks columns to ambush them, or strategically inserted to breach fortifications or ambush an armored convoy.

Orbital Drop Shock Trooper Rookie

Level 5 Human Non-heroic Character (ODST/ Soldier), Medium Threat

Hit Points: 95	Healing Threshold: 7	Damage Threshold: 30
Defense: 16	Toughness: 20	Resolve: 19
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 16	Layered Armor: 1	

-Battle Rifle; 1d20+7 accuracy, 23 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 2, Burst Fire, Digital Scope, Suppressor

-Magnum Pistol 1d20+7 accuracy, 25 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-Combat Knife 1d20+7 accuracy, 20 damage, 3 strikes; *Special Traits:* Throwing

-Fragmentation Grenade; 1d20+4 accuracy, 45 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-Rifle Butt 1d20+5 accuracy, 27 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +4, Athletics +5, Defensive Training 4, Durability 4, Endurance +8, Lore +4, Medicine +5, Melee 4, Mental Training 4, Perception +9, Pilot =10, Ranged 4, Stealth +3, Tactics +6

Perks: Fire into Melee, Fast Hands, Extra Reactions (2)

Strength: 5 **Instinct:** 6 **Agility:** 4 **Fortitude:** 5

Intelligence: 3 **Willpower:** 4

Gear: Battle Rifle with 2 magazines of ammunition, Magnum Pistol with 2 magazines, Fragmentation Grenade x2, Combat Knife, ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Medipack x2

Precision Shooting: An ODST rookie gains +2 penetration with all rifle ranged attacks.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+9). If they get at least a 20, they can perform a standard action in the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODST can instantly two full round actions, then roll initiative.

Team Tactics (Swarm Trait): Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Orbital Drop Shock Trooper Sergeant

Level 17 Human Non-heroic Character (ODST/ Soldier/ Leader/ Strategist), High Threat

Hit Points: 301	Healing Threshold: 9	Damage Threshold: 42
Defense: 32	Toughness: 34	Resolve: 38
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +11
Damage Resistance: 27	Layered Armor: 1	

-Battle Rifle; 1d20+22 accuracy, 35 damage, 3 strikes, 36 shots at medium range; *Special Traits:* Penetration 3, Burst Fire, Digital Scope, Suppressor

-Assault Rifle; 1d20+22 accuracy, 35 damage, 4 strikes or automatic, 36 shots at medium range; *Special Traits:* Penetration 3, Ammunition Display

-Magnum Pistol 1d20+21 accuracy, 37 damage, 3 strikes, 12 shots at short range; *Special Traits:* Penetration 5, Suppressor

-Combat Knife 1d20+20 accuracy, 30 damage, 4 strikes; *Special Traits:* Penetration 3, Throwing

-Fragmentation Grenade; 1d20+18 accuracy, 60 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 8, Burst 2, Grenade, Delay

-Rifle Butt 1d20+18 accuracy, 37 damage, 1 strike; *Special Traits:* Penetration 3

Skills: Acrobatics +13, Athletics +12, Defensive Training 8, Durability 8, Endurance +15, Influence +12, Leadership +16, Lore +8, Medicine +9, Melee 7, Mental Training 8, Perception +14, Pilot +14, Ranged 8, Stealth +12, Survival +14, Tactics +12

Perks: Fire into Melee, Fast Hands, Extra Reactions (4), Improved Wound I, Would Resilience I

Strength: 7 **Instinct:** 7 **Agility:** 8 **Fortitude:** 8

Intelligence: 4 **Willpower:** 8

Gear: Special Issue Battle Rifle with 2 magazines, Special Issue Assault Rifle with 2 magazines, Special Issue Recon Magnum Pistol with 2 magazines, Fragmentation Grenade x2, Special Issue Combat Knife, COMM-class ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Radio

Precision Shooting: An ODST sergeant gains +3 penetration with all attacks.

Spread Fire: When attacking a single target with a pistol or rifle attack, the ODST sergeant can spend twice as many shots as they normally do. They can do this with automatic focused bursts, but not suppression or area bursts. If they do, they apply the attack against their primary target and all enemies adjacent to them. If used against a swarm as the primary target, the attack has Hailfire (+2) and does not hit any additional targets.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+12). If they get at least a 20, they can perform a standard action in the surprise round. If they gain a 30, they gain a full-round's worth of actions on the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODST can instantly two full round actions, then roll initiative.

Strategist Abilities: An ODST sergeant has 3 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a standard action.

-ODST Drop: The master sergeant pulls in a second wave of ODST troopers to assist in battle. This can only be done while there is not an active ODST swarm within medium range of the master sergeant. The drop pods land in in 6 unoccupied '2 by 2' areas that must be within 6 squares of each other. Afterwards, create a Group of ODST Troopers swarms in the closest converging point to all of the pods. This swarm instantly gets to act, as per the Drop Tactics rule.

-Repelling Barrage: Targets an outdoor, Burst (6) within sight. When placing this burst, the master sergeant. Roll a d20. On a 13+, all targets in the area suffer a hit of 60 damage, Penetration (30), lose 2 morale, and move 3 squares away from the center of the burst.

-Strafing Run: Targets an outdoor '5 by 40' square area that is 5 squares tall. Aerial assets bombard the area with gunfire. Everyone within the area without ceiling coverage must roll 5d20. Targets with cover against the sky, but not total

cover, only roll 3d20. For every 14+, a target suffers 30 damage, penetration 10. Afterwards, all targets are Slowed for 1 round per hit against them, and lose 1 morale for each hit against them.

Battlefield Commander (ODST Leader): ODST sergeants help their fellow ODSTs perform in battle. They possess the following leadership effects:

- All non-leader, non-swarm ODSTs within medium range of them gain 1 morale on the master sergeant's turn
- A single ODST swarm within short range of the sergeant gains advantage on attack rolls and tactics checks to reduce damage taken via the Team tactics trait.
- At the start of the sergeant's turn, all ODSTs within short range gain 5 temporary hit points. ODST swarms instead heal 10 hit points per tier of the swarm.

Attachment: While an ODST sergeant is adjacent to an ODST swarm the swarm is Shielding the master sergeant. If an adjacent swarm performs a move action to move or shift, the master sergeant can spend a reaction to move with the swarm and remain adjacent.

Alternate Weapons: The ODST may also be equipped with one of the following weapons instead of one of their rifles: special issue tactical shotgun with extended magazine, or special issue recon submachine gun

-**Tactical Shotgun;** 1d20+20 accuracy, 38 damage, 2 strikes, 12 shots at short range; *Special Traits:* Penetration 3, Spread, Close Quarters, Gradual Reload, Recoil

-**Submachine Gun;** 1d20+19 accuracy, 35 damage, 4 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 3, Fast Reload, Digital Scope, Suppressor

The ODST sergeant leads a unit of ODSTs in battle. Most often a sergeant is paired with a Group of ODSTs or ODST rookies, or 2-6 individual of those types. Like marine sergeants, a single ODST sergeant greatly increases the effectiveness of the individual soldiers.



Orbital Drop Shock Trooper Sharpshooter

Level 15 Human Non-heroic Character (ODST/ Assassin), Medium Threat

Hit Points: 145	Healing Threshold: 8	Damage Threshold: 34
Defense: 29	Toughness: 28	Resolve: 30
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +14
Damage Resistance: 20	Layered Armor: 1	

-Designated Marksman Rifle; 1d20+20 accuracy, 34 damage, 4 strikes maximum, 14 shots at distant range; *Special Traits:* Penetration 5, Rending 3, Scope, Fast Reload, +4 maximum attack overages

-Longshot Magnum Pistol 1d20+20 accuracy, 31 damage, 2 strikes, 12 shots at long range; *Special Traits:* Penetration 2

-Grenade Launcher; 1d20+19 accuracy, 60 damage, 1 strike, 1 shot at medium range; *Special Traits:* Penetration 5, Burst 2, High Explosive, Grenade, Delay, Long Reload

-Rifle Butt 1d20+16 accuracy, 37 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +13, Athletics +12, Defensive Training 7, Durability 7, Endurance +14, Influence +12, Lore +12, Medicine +12, Melee 6, Mental Training 7, Perception +21, Pilot+18, Ranged 7, Stealth +14, Survival +17, Tactics +14

Perks: Fire into Melee, Empowered Attack, Improved Wound I, Stealth Focus

Strength: 6 **Instinct:** 10* **Agility:** 7 **Fortitude:** 6

Intelligence: 5 **Willpower:** 6

Gear: Designated Marksman Rifle with 3 magazines, Grenade Launcher with 2 magazines, Longshot Magnum Pistol with 2 magazines, Sharpshooter-class ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Medipack x2

Pinpoint Fire: When aiming, the ODST sharpshooter can determine what crippling wounds they strike with aimed rifle attacks, as long as the target is between 15-60 squares away. In addition, the sharpshooter gains +3 penetration and rending with rifle and pistol attacks that are not automatic or effect an area.

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+11). If they get at least a 20, they can perform a standard action in the surprise round. If they gain a 30, they gain a full-round's worth of actions on the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODST can instantly two full round actions, then roll initiative.

Attachment: While an ODST sharpshooter is adjacent to an ODST swarm the swarm is Shielding the sharpshooter. If an adjacent swarm performs a move action to move or shift, the sharpshooter can spend a reaction to move with the swarm and remain adjacent.

Team Tactics (Swarm Trait): Any time a swarm of sharpshooters would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Alternate Weapons: The ODST may also be equipped with a sniper rifle with 2 magazines instead of their designated marksmanship rifle.

-Sniper Rifle; 1d20+20 accuracy, 50 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

Sharpshooters are expert marksman for ODST units. They are expertly trained for picking off foes before they have a chance to react. Unlike common snipers, who set up firing points, ODST sharpshooters usually advance with their squad, and initiate engagements by eliminating foes at the sergeant's behest.

Orbital Drop Shock Trooper Veteran

Level 20 Human Non-heroic Character (ODST/ Fighter/ Strategist), Medium Threat

Hit Points: 257	Healing Threshold: 8	Damage Threshold: 36
Defense: 37	Toughness: 40	Resolve: 39
Speed: 7	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +13
Damage Resistance: 35	Layered Armor: 1	

-Recon Battle Rifle; 1d20+20 accuracy, 29 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 5, Burst Fire, Digital Scope, Suppressor

-Assault Rifle; 1d20+21 accuracy, 29 damage, 4 strikes or automatic, 36 shots at long range; *Special Traits:* Penetration 5, Ammunition Display

-Magnum Pistol 1d20+21 accuracy, 31 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-Combat Knife 1d20+20 accuracy, 27 damage, 3 strikes; *Special Traits:* Throwing

-Fragmentation Grenade; 1d20+18 accuracy, 55 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

-Rifle Butt 1d20+17 accuracy, 34 damage, 1 strike; *Special Traits:* NA

Skills: Acrobatics +11, Athletics +11, Computers +9, Defensive Training 8, Durability 8, Endurance +14, Influence +11, Leadership +10, Lore +10, Medicine +11, Melee 7, Mental Training 8, Perception +16, Pilot +16, Ranged 8, Science +9, Stealth +12, Survival +16, Tactics +16

Perks: Fire into Melee, Extra Reactions (3), Wound Resilience 2, Improved Wound 1

Strength: 7 **Instinct:** 8 **Agility:** 7 **Fortitude:** 7

Intelligence: 5 **Willpower:** 6

Gear: Recon Special-Issue Battle Rifle with 3 magazines of ammunition, Special-Issue Assault Rifle with 3 magazines of ammunition, Special Issue Magnum Pistol with 2 magazines, Special Issue Fragmentation Grenade x2, Special Issue Combat Knife, TAC-class ODST Battle Armor, Equipment Belt x3, Backpack, Rope, Rations x3, Medipack x2

Precision Marksman: An ODST gains +5 penetration with all rifle ranged attacks.

Hijack: The ODST can try to hijack vehicles as a standard action as per the Tank Hijack talent. Their hijack check bonus is +14.

Critical Shots: When using a pistol, rifle, or heavy weapon, targets who take damage from the ODST veteran's attacks must spend either spend a morale or gain the Tormented condition for 1 round. A single target can only be affected by this ability once per round

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+13). If they get at least a 20, they can perform a standard action in the surprise round.

Drop Tactics: ODST's specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODSt can instantly two full round actions, then roll initiative.

Strategist Abilities: An ODST veteran has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-Scanner Sweep: Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area.

-Target Priority Flare: Target an enemy within line of sight at medium range. If that enemy ends their turn without cover and within 6 squares of an ODST, that ODST can spend a reaction to make an opportunity attack against them with +5 accuracy.

Team Tactics (Swarm Trait): Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Alternate Weapons: The ODST may also be equipped with one of the following weapons instead of one of their rifles: special issue tactical shotgun with extended magazine, recon special issue submachine gun, sniper rifle, rocket launcher.

-**Tactical Shotgun;** 1d20+20 accuracy, 32 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 5, Spread, Close Quarters, Gradual Reload, Recoil

-**Submachine Gun;** 1d20+19 accuracy, 29 damage, 4 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 5, Fast Reload, Digital Scope, Suppressor

-**Sniper Rifle;** 1d20+21 accuracy, 40 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 15, Rending 2, Digital Scope

-**Rocket Launcher;** 1d20+19 accuracy, 60 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, Digital Scope, High Explosive, Target Lock, Projectile, Extremely Long Reload

ODST veterans are the best troops in their corps, and generally the finest troops the UNSC has to deploy outside of the Spartans. These veterans have fought across numerous worlds during the Human-Covenant War and beyond, and have learned to be precise and deadly operatives. Many of them have fought by the same squad mates for years, and are coping with the losses of old friends they've lost and worlds they'd failed to save.



Office of Naval Intelligence

The Office of Naval Intelligence is a shadowy but important part of the UNSC. Officially, it is charged with gaining intelligence on the enemies of humanity for use by the rest of the rest of the government. Unofficially, its agents involve themselves in assassinations, espionage, secret research, and spreading propaganda that benefits the UNSC. ONI is involved in researching Forerunner installations and the utilization of various Spartan programs.

ONI is not an army, just the intelligence branch of the navy. Thus, rather than fielding large numbers of troops into battle, it employs a number of covert agents to enforce their branches objectives. ONI agents possess a very high tactical clearance, with even their most basic operatives able to override the command chain. They also possess a great deal of training in underhanded tactics and subterfuge, and the most decorated ONI agents will even take command of ODST and Spartan units to enforce their agenda.

ONI Agent

Level 5 Human Non-heroic Character (ONI/ Specialist/ Strategist), Medium Threat

Hit Points: 79	Healing Threshold: 7	Damage Threshold: 25
Defense: 20	Toughness: 18	Resolve: 20
Speed: 6	Shift Speed: 1	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 4		

-Recon Magnum Pistol 1d20+5 accuracy, 22 damage, 2 strikes, 12 shots at short range; *Special Traits:* Penetration 2, Suppressor

-Bladed Knuckles 1d20+4 accuracy, 14 damage, 3 strikes; *Special Traits:* Unarmed, Concealed

Skills: Acrobatics +8, Athletics +6, Computers +8, Defensive Training 4, Durability 3, Influence +11, Lore +10, Medicine +8, Melee 3, Mental Training 4, Perception +7, Pilot +8, Ranged 4, Science +8, Stealth +10, Tactics +9

Perks: Fast Hands, Expert Stealth

Strength: 3 **Instinct:** 4 **Agility:** 5 **Fortitude:** 4

Intelligence: 5 **Willpower:** 6

Gear: Recon Magnum Handgun with 2 magazines, Bladed Knuckles (Reinforced Unarmed), Padded Jacket, Equipment Belt x2, Hacking Tool, Miscellaneous Personal Belongings, 200-2,000 credits

Tricks of the Trade: The ONI agent gains an extra minor action every turn.

Distracting Attack: When attacking an enemy within 6 squares, if the attack surpasses the target's resolve, chose another ally within 15 squares and line of sight of the ONI agent. The target of the attack is flat-footed against the ally's attacks on their next turn.

Low Blow: When attacking a flat-footed enemy within 6 square, the ONI agent's attacks gain +5 damage.

Hide in Plain Sight: The agent can make stealth checks to hide in combat, even while inside an enemy's line of sight. They can move at full speed while sneaking without breaking the condition. In addition, anyone making spotter actions to spot the character must succeed a DC 20 perception check to notice them.

Strategist Abilities: The ONI Agent has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-Backup: Calls two marines or security officials to reinforce them on the battlefield. These allies arrive at the edge of the battlefield.

-Reprioritize Command: The ONI Agent can use this order to activate the strategist ability belonging to another strategist ally within 3 squares. This ability is used as if the ally placed the order, only it requires the ONI agent's command point and action.

While ONI relies on their operatives for field operations, ONI bases are operated by these agents. Agents fill all the basic roles in the shadowy organization, such as handling communications, running listening stations, performing research, writing detailed reports on enemy activities, or watching suspicious individuals. While not trained or equipped as soldiers, agents are giving significant hand-to-hand and firearm training.

ONI Assassin

Level 15 Human Non-heroic Character (ONI/ Assassin/ Strategist), High Threat

Hit Points: 240	Healing Threshold: 9	Damage Threshold: 39
Defense: 26	Toughness: 26	Resolve: 31
Speed: 8	Shift Speed: 2	Morale Bonus: +7
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 21		

-**Sniper Rifle** 1d20+17 accuracy, 70 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 15, Rending 5, Digital Scope

-**Magnum Pistol** 1d20+14 accuracy, 37 damage, 3 strikes, 12 shots at short range; *Special Traits:* Penetration 7, Rending 2, Suppressor

-**Combat Blade** 1d20+15 accuracy, 43 damage, 4 strikes; *Special Traits:* Penetration 5, Rending 3, Defensive

Skills: Acrobatics +18, Athletics +16, Computers +15, Defensive Training 7, Durability 7, Influence +18, Lore +17, Medicine +15, Melee 7, Mental Training 7, Perception +18, Pilot +18, Ranged 7, Science +15, Stealth +18, Survival +18, Tactics +17

Perks: Fire into Melee, Empowered Attack, Improved Wound I, Stealth Focus, Wound Resilience I

Strength: 6 **Instinct:** 9* **Agility:** 8 **Fortitude:** 8

Intelligence: 7 **Willpower:** 8

Gear: Special issue Sniper Rifle with 3 magazines, Special Issue Recon Magnum Pistol with 2 magazines, Special Issue Combat Blade Smoke Grenade x2, Special Issue Sharpshooter-class Light Battle Armor, Equipment Belt x3, Backpack, Medipack x2, Hacking Tool, Rations x2

Killer Strikes: The assassin is a dedicated killer, gaining +5 penetration and +3 rending with all attacks.

Killing Spree: If the assassin hits an enemy with a weapon attack, they can spend a minor action to attack again with the same sort of attack against the same or different target. If they kill a target with their second attack, they can attack a third time as a free action that round.

Tricks of the Trade: The ONI assassin gains an extra minor action every turn.

Execute: While hidden, the operative can choose to instantly and silently execute an unaware target unconscious. This is a full-round action. If they can succeed a +18 check with disadvantage against the target's damage threshold, they can instantly kill the target. There is little noise or blood spatter. If the check is failed, the target is aware of them and no damage is done. Even if the check is successful, enemies within 6 squares of the operative can make DC 30 perception check to notice the takedown after it occurs.

Hide in Plain Sight: The assassin can make stealth checks to hide in combat, even while inside an enemy's line of sight. They can move at full speed while sneaking without breaking the condition. In addition, anyone making spotter actions to spot the character must succeed a DC 30 perception check to notice them.

Strategist Abilities: The ONI Assassin has 3 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Target Marker:** Targets an enemy within line of sight with a targeting marker they cannot escape. Target cannot gain the hidden or cloaked condition against the ONI assassin. The ONI assassin ignores any concealment the target possess. The assassin knows the target's exact position, even if they have total cover or are outside line of sight. They gain advantage on attack rolls and perception checks against the target, and the target has disadvantage on attack rolls against the assassin. This effect lasts for 5 rounds. The assassin can only have 1 target marked at once.

-**Scanner Sweep:** Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area.

-**Artillery Bombardment:** Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

Once a threat is great enough, ONI relies on their assassins to make problems go away. ONI Assassins belong to the darkest operations employed by the UNSC government. They eliminate political opponents, enemy military commanders, and insurrectionists in manner so discreet that it never reaches the public news. Huge amounts of credits and resources are poured into the operations of ONI assassins, both to secure their success and secrecy.

ONI Battlefield Commander

Level 20 Human Non-heroic Character (ONI/ Assassin/ Strategist), High Threat

Hit Points: 289	Healing Threshold: 9	Damage Threshold: 42
Defense: 29	Toughness: 30	Resolve: 35
Speed: 8	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 26	Layered Armor: 1	

-**Battle Rifle** 1d20+21 accuracy, 44 damage, 3 strike, 36 shots at distant range; *Special Traits:* Penetration 5, Burst Fire, Scope

-**Magnum Pistol** 1d20+21 accuracy, 46 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Penetration 7

-**Fragmentation Grenade;** 1d20+17 accuracy, 75 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 10, Burst 2, Grenade, Delay

-**Rifle Butt** 1d20+18 accuracy, 46 damage, 1 strike; *Special Traits:* Penetration 5

-**Combat Knife** 1d20+20 accuracy, 39 damage, 5 strikes; *Special Traits:* Penetration 5, Throwing

Skills: Acrobatics +19, Athletics +18, Computers +21, Defensive Training 9, Durability 9, Influence +21, Lore +23, Medicine +21, Melee 9, Mental Training 9, Perception +21, Pilot +18, Ranged 9, Science +20, Stealth +17, Survival +20, Tactics +24

Perks: Fire into Melee, Empowered Attack, Improved Wound 2, Stealth Focus, Wound Resilience I

Strength: 7 **Instinct:** 8 **Agility:** 9 **Fortitude:** 7

Intelligence: 9 **Willpower:** 9

Gear: Special issue Battle Rifle with 3 magazines, Special Issue Magnum Pistol with 2 magazines, Special Issue Combat Knife, Smoke Grenade x2, Fragmentation Grenade x2, Special Issue TAC-class ODST Battle Armor, Equipment Belt x3, Backpack, Medipack x2, Hacking Tool

Termination Protocols: The ONI battlefield commander gains +5 penetration with all attacks. If they kill an enemy within short range with a weapon attack, the battlefield commander heals 50 hit points, gains 2 morale instead of 1, and regains a spend command point.

Low Blow: When attacking a flat-footed enemy within 6 square, the ONI battlefield commander's attacks gain +5 damage.

Tricks of the Trade: The ONI battlefield commander gains an extra minor action every turn.

Knock Out: While hidden, the battlefield commander can choose to rapidly knock an unaware target unconscious. If they can succeed a +16 check against the target's toughness, they can perform a silent takedown and render the target unconscious without creating noise. If the check is failed, the target is aware of them and no damage is done. Even if the check is successful, enemies within 6 squares of the operative can make DC 29 perception check to notice the takedown after it occurs.

Hide in Plain Sight: The assassin can make stealth checks to hide in combat, even while inside an enemy's line of sight. They can move at full speed while sneaking without breaking the condition. In addition, anyone making spotter actions to spot the character must succeed a DC 34 perception check to notice them.

Strategist Abilities: The ONI battlefield commander has 5 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a full-round action.

-**Contingency Plan:** A Horde of Marines arrives from off the edge of the battlefield, if possible, after 2 rounds have passed. They are accompanied by 1 Marine Sergeant and 2 Marine Medics. This ability can only be used once per encounter.

-**Extraction:** When in an outdoor region, with a possible landing zone, a pelican flies in after 3 rounds. They will try to land and drop off a Group of Marine Veterans when they do. Afterwards, it will remain for as long as the field commander wishes to extract individuals from the battle. Once everyone possible has been extracted onto the pelican, it will retreat the battlefield.

-**Mortar Barrage:** Targets an outdoor, Burst (3) within sight, each target within area rolls 6d20, each result of 8+ means they get hit with a 40 damage hit, with Penetration (5).

-**ODST Drop:** The master sergeant pulls in a second wave of ODST troopers to assist in battle. This can only be done while there is not an active ODST swarm within medium range of the master sergeant. The drop pods land in in 6 unoccupied '2 by 2' areas that must be within 6 squares of each other. Afterwards, create a Group of ODST Troopers swarms in the closest converging point to all of the pods. This swarm instantly gets to act, as per the Drop Tactics rule.

-**Heavy Armor:** At the start of the next turn, a scorpion battle tank rolls into the battlefield, if possible, to reinforce the battlefield commander.

ONI battlefield commanders are spies and soldiers both, trained professionals assigned to take control of battlefield operations when even the officers do not have the clearance to know what is going on in the background.



ONI Operative

Level 9 Human Non-heroic Character (ONI/ Assassin/ Strategist), Medium Threat

Hit Points: 111	Healing Threshold: 8	Damage Threshold: 30
Defense: 20	Toughness: 20	Resolve: 22
Speed: 7	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 11		

-Designated Marksman Rifle 1d20+11 accuracy, 36 damage, 4 strikes, 14 shots at distant range; *Special Traits:* Penetration 2, Scope, Fast Reload

-Recon Magnum Pistol 1d20+9 accuracy, 31 damage, 2 strikes, 12 shots at short range; *Special Traits:* Penetration 2, Suppressor

-Bladed Knuckles 1d20-9 accuracy, 24 damage, 4 strikes; *Special Traits:* Unarmed, Concealed

Skills: Acrobatics +12, Athletics +10, Computers +8, Defensive Training 5, Durability 5, Influence +12, Lore +11, Medicine +9, Melee 5, Mental Training 5, Perception +10, Pilot +10, Ranged 5, Science +8, Stealth +12, Survival +10, Tactics +11

Perks: Fire into Melee, Empowered Attack

Strength: 4 **Instinct:** 5 **Agility:** 6 **Fortitude:** 6

Intelligence: 5 **Willpower:** 6

Gear: Designated Marksman Rifle with 2 magazines, Recon Magnum Handgun with 2 magazines, Smoke Grenade x2, Bladed Knuckles (Reinforced Unarmed), Light Battle Armor, Equipment Belt x3, Backpack, Medipack x2, Hacking Tool

Tricks of the Trade: The ONI operative gains an extra minor action every turn.

Knock Out: While hidden, the operative can choose to rapidly knock an unaware target unconscious. If they can succeed a +9 check against the target's toughness, they can perform a silent takedown and render the target unconscious without creating noise. If the check is failed, the target is aware of them and no damage is done. Even if the check is successful, enemies within 6 squares of the operative can make DC 24 perception check to notice the takedown after it occurs.

Low Blow: When attacking a flat-footed enemy within 6 square, the ONI operative's attacks gain +5 damage.

Hide in Plain Sight: The operative can make stealth checks to hide in combat, even while inside an enemy's line of sight. They can move at full speed while sneaking without breaking the condition. In addition, anyone making spotter actions to spot the character must succeed a DC 21 perception check to notice them.

Strategist Abilities: The ONI Operative has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-Call in the Marines: Summons a Group of Marines as reinforcements, if such reinforcements are available in the operative's location. They do not arrive immediately. Roll a d20 at the start of turn for the next 3 rounds. Any round that you roll a 12+, the marine swarm arrives. If you never roll a 12+, the marine swarm never arrives.

-EMP Scrambler: Burst (6) area within line of sight is hit with an EMP scrambler. All targets in the area suffer an automatic 40 EMP damage. Cloaking devices, digital scopes, communicators, radios, science devices, and digital uplinks in the area do not function for 2 rounds. Energy shields in the area do not recover for 2 rounds.

ONI operatives are the most common agents employed by the clandestine branch. Operatives serve many purposes, including that of a spy, a soldier, a political liaison, and a handler for government assets.

Civilians

If all goes well, civilians should never have to be part of a combat zone. However, the enemies of mankind are ruthless and attacks against civilian populations have been common. When this happens, civilians need to be protected from harm by those who are willing to fight.

Civilians represent the common citizens of the humanity and come from all walks of life. Most of them are generally non-combatants and will quickly fall in battle. Their statistics are provided in case players need to protect them or the GM needs to know the skills and attributes of a common citizen.

Meanwhile, while most civilians are non-combatants, this faction also includes police, private security, and regional security personnel.

Administrative Official

Level 5 Human Non-heroic Character (Civilian), Trivial Threat

Hit Points: 33	Healing Threshold: 6	Damage Threshold: 19
Defense: 13	Toughness: 13	Resolve: 15
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 1		

-Sporting Handgun 1d20+3 accuracy, 18 damage, 2 strikes, 15 shots at short range; *Special Traits:* Fast Reload, Concealable

-Pistol Whip 1d20-2 accuracy, 16 damage, 1 strike; *Special Traits:* NA

Skills: Athletics +3, Computers +9, Defensive Fighting 1, Durability 1, Influence +8, Lore +9, Medicine +8, Mental Training 1, Perception +5, Pilot +6, Ranged 2, Science +9, Tactics +7

Perks: NA

Strength: 2 **Instinct:** 3 **Agility:** 2 **Fortitude:** 2

Intelligence: 6 **Willpower:** 4

Gear: Sporting Handgun with 2 magazines, Equipment Belt, Fine Clothes, Miscellaneous Personal Belongings, 200-2,000 credits

Administrative officials are individuals in positions of power, such as business leaders, government officials, and unexperienced military officers. While no stronger than a common civilian, they have superior education and political importance, but not nearly as much importance as they generally believe they have.

Civilian

Level 1 Human Non-heroic Character (Civilian), Trivial Threat

Hit Points: 23	Healing Threshold: 5	Damage Threshold: 17
Defense: 12	Toughness: 13	Resolve: 11
Speed: 5	Shift Speed: 1	Morale Bonus: +0
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 0		

-Unarmed 1d20 accuracy, 11 damage, 2 strikes; *Special Traits:* Unarmed

Skills: Athletics +3, Computers +3, Influence +2, Lore +3, Medicine +3, Perception +3, Pilot +3, Science +3

Perks: NA

Strength: 2 **Instinct:** 2 **Agility:** 2 **Fortitude:** 1

Intelligence: 2 **Willpower:** 1

Gear: Equipment Belt, Clothes, Miscellaneous Personal Belongings, 10-100 credits

Civilians are the common, non-combatants that fill up humanity's cities and worlds. They are useless in a fight, but together they make up humanity's mass, heart, and power.

Governor

Level 10 Human Non-heroic Character (Civilian/ Expert/ Leader/ Strategist), Medium Threat

Hit Points: 74	Healing Threshold: 6	Damage Threshold: 26
Defense: 23	Toughness: 22	Resolve: 28
Speed: 5	Shift Speed: 1	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 5		

-Sporting Handgun 1d20+9 accuracy, 21 damage, 3 strikes, 15 shots at short range; *Special Traits:* Fast Reload, Concealable

-Pistol Whip 1d20+3 accuracy, 19 damage, 1 strike; *Special Traits:* NA

Skills: Computers +13, Defensive Fighting 5, Durability 4, Influence +19, Leadership +19, Lore +19, Medicine +14, Melee 2, Mental Training 6, Perception +15, Pilot +12, Ranged 6, Science +15, Tactics +15

Perks: NA

Strength: 2 **Instinct:** 4 **Agility:** 3 **Fortitude:** 2

Intelligence: 6 **Willpower:** 7

Gear: Sporting Handgun with 2 magazines, Equipment Belt, Governor's Suit (Officer's Uniform), Miscellaneous Luxurious Personal Belongings, Radio, 5,000- 10,000 credits

Grand Proclamation: When performing a combat influence action, the governor can effect all enemies within a Burst (2) area at medium range instead of a single enemy.

For a Good Cause: When the governor would take damage from an attack, they can redirect that damage onto any ally within 3 squares. The ally takes the full damage the governor would have suffered. If the ally survived, they lose 2 morale and cannot be affected by the governor's leadership or strategist abilities for the rest of the encounter. This is an instant action.

Strategist Abilities: A field commander has 3 strategist abilities they can use, and 4 command points per encounter. They use strategist abilities as a full-round action.

-Protection Detail: The governor summons two Groups of Security Officials and two Groups of Marines to rush to his side. One swarm will emerge on the edge of the battlefield each round for the next four rounds. The governor cannot use this ability again until this ability ends.

-Air Support: When in an outdoor region, one of the following sets of vehicles will fly in from the edge of the battlefield: 2 Hornets or 1 Pelican. The pelican will often try to pick up the Governor to evacuate him, if possible, rather than attack.

-Rally Support: The governor uses his influence to rally his allies to his side. All allies within medium range and line of sight of the governor shift 5 squares towards him, gain 1 morale, and make a standard action attack at -5 against the foe nearest to them.

Leader of Mankind (Human Leader): Governors are symbols of hope, power and authority of mankind and they lead their people. They possess the following leadership effects that effect all human allies on their side:

-All non-swarm humans within medium range of them gain 2 morale on the governor's turn

-As an instant action, the governor can spend their own morale to boost the attack roll of an allied human swarm within short range of them.

-While within short range of any human ally, the governor is Shielded by them.

-None of these effects will or can apply to allies that take damage from the For a Good Cause ability.

The governor is any major civilian leader or political appointee. Most often, they are the leaders of major settlements and worlds and are often the face of their society. Governors are bureaucrats who are useless in a fight, but their sway and influence gives them plenty of people to die to save them, a fact they will commonly embrace. Most often, when engaged in battle, a governor will try to flee the battlefield, sacrificing whoever they need to in order to escape.

Insurgent Governors

Insurgent and independent worlds have governors much like the main human governmental body. These rebel politicians whip up their followers in a frenzy to resist the UNSC. The NPC entry here functions as normal for Insurgent Governors, except with the following changes.

-Insurgent Governors have the Insurgency faction instead of civilian

-All their abilities that work with any ally or any human ally now only work with Insurgency allies

-Their Protection Detail strategist ability summons two groups of Rebel Fighters instead of marines

-The Air Support strategist ability can no longer summon hornets, only a pelican.

Chief of Security

Level 6 Human Non-heroic Character (Civilian/ Specialist/ Leader), Low Threat

Hit Points: 99	Healing Threshold: 7	Damage Threshold: 27
Defense: 20	Toughness: 21	Resolve: 21
Speed: 6	Shift Speed: 2	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 9		

-**Tactical Shotgun;** 1d20+6 accuracy, 23 damage, 2 strike maximum, 6 shots at medium range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Heavy Handgun;** 1d20+7 accuracy, 20 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Fast Reload

-**Unarmed;** 1d20+6 accuracy, 12 damage, 3 strikes; *Special Traits:* Unarmed

Skills: Acrobatics +7, Athletics +8, Computers +8, Defensive Training 4, Durability 4, Endurance +10, Leadership +10, Lore +10, Melee 4, Mental Training 4, Perception +9, Pilot +8, Ranged 4, Science +8, Tactics +10

Perks: Fire into Melee, Expert Stealth

Strength: 5 **Instinct:** 4 **Agility:** 5 **Fortitude:** 5

Intelligence: 4 **Willpower:** 5

Gear: Tactical Shotgun with 2 magazines, Heavy Handgun with 2 magazines, Protective Vest, Equipment Belt x2, Flashlight, Radio, Medipack

Guardian: A chief of security can taunt all enemies within 6 squares of them as a minor action. In addition, they can give Shielded to a single adjacent, non-swarm ally.

Avenger: When an ally within 6 squares is slain, the chief of security may make a ranged opportunity attack against the individual that slew them.

Resilient: While they have civilian allies within short range, the chief of security gains a morale at the start of their turn and suffers half damage from all attacks.

Leader of Security Personnel (Civilian Leader): Chief of security lead other security officials in protecting VIPs and civilians. They give the following benefits to security official allies.

-All non-swarm civilians and security officials within short range of them gain 1 morale on the chief of security's turn

-Any security officials within short range of the chief of security that is Shielding for an ally suffers half damage from all attacks, after damage resistance and hailfire are applied.

Alternate Weapons: The chief of security may also be equipped with one of the following weapons in addition or instead of the battle rifle: designated marksman rifle, battle rifle. They have 2 magazines of ammunition whatever weapon they possess.

-**Designated Marksman Rifle;** 1d20+8 accuracy, 22 damage, 3 strikes maximum, 14 shots at distant range; *Special Traits:* Penetration 2, Scope, Fast Reload

-**Battle Rifle;** 1d20+7 accuracy, 20 damage, 2 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

A chief of security is a police or security officer who leads security officials into battle, and actively works to protect civilians. A chief of security helps keep civilians calm and organized while evacuating them from combat.

Military Scientist

Level 6 Human Non-heroic Character (Civilian/ Expert), Low Threat

Hit Points: 40	Healing Threshold: 6	Damage Threshold: 20
Defense: 15	Toughness: 15	Resolve: 19
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 1		

-**Sporting Handgun** 1d20+3 accuracy, 18 damage, 2 strikes, 15 shots at short range; *Special Traits:* Fast Reload, Concealable

-**Pistol Whip** 1d20 accuracy, 17 damage, 1 strike; *Special Traits:* NA

-**IED** 1d20+5 accuracy, 40 damage, 1 strike at short range; *Special Traits:* Penetration 5, Burst 2

Skills: Computers 4, Defensive Training 3, Durability 2, Influence 4, Leadership 1, Lore 4, Medicine 4, Melee 1, Mental Training 4, Perception 2, Pilot 3, Ranged 2, Science 4,

Perks: Reroll Skills (2)

Strength: 2 **Instinct:** 4 **Agility:** 2 **Fortitude:** 2

Intelligence: 6 **Willpower:** 5

Gear: Sporting Handgun with 2 magazines, Equipment Belt, Lab Coat, Miscellaneous Personal Belongings, Medipack, Painkiller, 50-1,000 credits

Science Device: The military scientist can create two science devices per encounter, chosen from the following list. Creating and deploying a science device is a full-round action.

-**Improvised Explosive Device:** The military scientist creates an improved explosive and chucks it into battle. Use the IED attack profile above when they do.

-**Nanobot Spray:** The military scientist creates a device that sprays restorative nanobots to all within an area. Target a Burst (1) area within short range. All within the area can spend a healing threshold to regain 40 hit points.

-**Dispel Cloaking:** The military scientist targets a detected enemy with active cloaking within short range. The target's cloaking technology does not function for the next 2 rounds.

Military scientists are experts of their fields who operate government lab or forward observation outposts. They devise new military technology and study Forerunner artifacts. They combine both practices to make new inventions inspired by Forerunner technology. They are not combatants, but their role in the military gives them basic firearms training. They also have the ability to jury rig powerful science devices as needed in battle.

Security Official

Level 2 Human Non-heroic Character (Civilian/ Fighter), Lesser Threat

Hit Points: 57	Healing Threshold: 6	Damage Threshold: 26
Defense: 15	Toughness: 16	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 8		

-**Battle Rifle;** 1d20+3 accuracy, 20 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Heavy Handgun;** 1d20+3 accuracy, 20 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Fast Reload

-**Unarmed;** 1d20+3 accuracy, 11 damage, 3 strikes; *Special Traits:* Unarmed

Skills: Athletics +2, Computers +3, Defensive Training 2, Durability 2, Endurance +4, Lore +3, Melee 3, Mental Training 2, Perception +4, Pilot +4, Ranged 2, Science +3, Tactics +3

Perks: Fire into Melee

Strength: 3 **Instinct:** 2 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 3

Gear: Battle Rifle with 2 magazines, Heavy Handgun with 2 magazines, Protective Vest, Equipment Belt x2, Flashlight, Radio

Guardian: A security official can taunt all enemies within 6 squares of them as a minor action. In addition, they can give Shielded to a single adjacent, non-swarm ally.

Alternate Weapons: The security official may also be equipped with one of the following weapons in addition or instead of the battle rifle: designated marksman rifle, tactical shotgun.. They have 2 magazines of ammunition whatever weapon they possess.

-**Designated Marksman Rifle;** 1d20+5 accuracy, 20 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Tactical Shotgun;** 1d20+4 accuracy, 23 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

Security officers are the police and private security hired to protect the public. While inferior in training and equipment to most marines, security officials are much better fit to fight off an alien horde than civilians, and a team of security officers can make all the difference in whether an evacuation is successful or not.

Insurgent Security

Private corporations and independent planets have their own security forces that are specifically trained to serve their populations and operations. As such, you can change Chiefs of Security and Security Officials to having the Insurgency faction instead of civilian, and change their abilities that react with civilians to effect Insurgency NPCs instead.

Insurgency

Crushed under the weight of the taxes and regulations of the United Earth Government, many people and worlds actively fought back against the control of a centralized government. Colonies rose up for independence, sometimes violently rebelling against Earth's control. To ensure their independence, they stole starships and weapons to stand a chance against the UNSC. Even with their plunder, they remain woefully unequipped to face the Earth military, especially its Spartans. Thus, they are forced to fight with subversive tactics.

The insurgency is made up of dozens of factions and hundreds of cells that fight for independence against a centralized government. They generally lack the training and discipline of the Covenant military and the UNSC marines but make up for it in spirit and ruthless brutality. This insurgency section only possesses a few basic example NPCs for the insurgency, but the Specialists section below can be used to find alternate soldier types that can be easily modified to fill insurgency roles. Meantime, many civilian statistics above can be converted to insurgency NPC types. Finally, the insurgency will be discussed in more detail in a future supplement.

Colonist

Level 2 Human Non-heroic Character (Civilian OR Insurgency), Trivial Threat

Hit Points: 29	Healing Threshold: 6	Damage Threshold: 19
Defense: 13	Toughness: 14	Resolve: 12
Speed: 5	Shift Speed: 1	Morale Bonus: +0
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 1		

-**Sporting Handgun;** 1d20+2 accuracy, 18 damage, 2 strikes, 15 shots at short range; *Special Traits:* Fast Reload

-**Combat Knife** 1d20+2 accuracy, 16 damage, 2 strikes; *Special Traits:* Throwing

-**Unarmed;** 1d20+1 accuracy, 8 damage, 2 strikes; *Special Traits:* Unarmed

Skills: Acrobatics +3, Athletics +4, Defensive Training 1, Endurance +4, Lore +3, Melee 1, Perception +4, Pilot +4, Ranged 1, Science +3, Survival +3

Perks: NA

Strength: 3 **Instinct:** 2 **Agility:** 2 **Fortitude:** 3

Intelligence: 2 **Willpower:** 1

Gear: Sporting Handgun with 1 magazine, Combat Knife, Equipment Belt, Work Clothes, 10-50 credits

Colonists are the hard-working civilians of the fringe worlds. Dealing with inclement weather, piracy, native fauna, and low supplies, colonists are forced to toughen to adapt to the worlds they inhabit. Many resent the UEG for their meddling in their lives and worlds, and will actively resist government personnel that attempt to instill their will upon them.

Insurgent

Level 2 Human Non-heroic Character (Insurgency/ Guerilla), Lesser Threat

Hit Points: 49	Healing Threshold: 6	Damage Threshold: 23
Defense: 15	Toughness: 16	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 6		

-Assault Rifle; 1d20+4 accuracy, 20 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-Combat Knife 1d20+3 accuracy, 16 damage, 3 strikes; *Special Traits:* Throwing

-Rifle Butt; 1d20+2 accuracy, 23 damage, 1 strike; *Special Traits:* NA

-IED 1d20+2 accuracy, 30 damage, 1 strike; *Special Traits:* Penetration 10, Burst 2

Skills: Acrobatics +3, Athletics +4, Defensive Training 2, Durability 2, Endurance +4, Lore +3, Melee 2, Mental Training 2, Perception +4, Pilot +4, Ranged 2, Science +3, Survival +3, Tactics +3

Perks: Stealth Focus

Strength: 3 **Instinct:** 2 **Agility:** 3 **Fortitude:** 3

Intelligence: 2 **Willpower:** 3

Gear: Assault Rifle with 2 magazines, Combat Knife, Protective Vest, Equipment Belt x2, Ration x2, Medipack, Repair Kit

Improvised Explosive Device: The insurgent carries the supplies to deploy one IED (improvised explosive device per encounter). As a full-round action they can draw, create, and deploy an IED. They can either be thrown or planted. If thrown, they gain short range, and the Grenade and Delay traits. If they are planted, they gain +5 accuracy, and the Land Mine, Planted Explosive, Destructible, and Hidden traits. Use the profile above for the IED.

Will to Fight: When an insurgent has 3 or more morale, they gain advantage on all attacks and checks. If they have -3 or fewer morale, they suffer disadvantage on all attacks and checks.

Undisciplined: If an insurgent has either 3 negative morale or has received a crippling wound, they will flee the battlefield unless there is an *Insurgent Leader NPC* character within medium range and line of sight.

Mob Mentality (Swarm Trait): When insurgents fight together, they tend to mob the enemy with overwhelming, inaccurate fire. Insurgent swarms receive only half the normal bonus to attack accuracy for their tier of the swarm. However, they gain bonus damage based on the tier of the swarm: groups gain +5, hordes gain +10, and legions gain +20. In addition, insurgent swarms suffer a bonus defense penalty equal to 2x the tier of the swarm.

IED Assist (Swarm Trait): When an insurgent swarm makes a standard action attack, they can use their IED ability once per round as a thrown weapon in addition to their ranged and melee attacks.

Alternate Weapons: The insurgent may also be equipped with one of the following weapons instead of their assault rifle. They have 2 magazines of ammunition whatever weapon they possess.

-Battle Rifle; 1d20+4 accuracy, 20 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-Combat Shotgun; 1d20+3 accuracy, 20 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-Submachine Gun; 1d20+3 accuracy, 20 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

An insurgent is a colonist that has been inspired or radicalized to commit violence against their fellow humans to maintain their independence. Using stolen weapons and explosives, they fight to defend their colonies from marines, while raiding and stealing supplies from other factions to further their war effort.

Rebel Fighter

Level 5 Human Non-heroic Character (Insurgency/ Guerilla), Low Threat

Hit Points: 85	Healing Threshold: 6	Damage Threshold: 25
Defense: 19	Toughness: 20	Resolve: 19
Speed: 6	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 7		

-**Assault Rifle;** 1d20+7 accuracy, 20 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Bayonet;** 1d20+7 accuracy, 29 damage, 1 strike; *Special Traits:* Penetration 2

-**Shrapnel Bomb** 1d20+6 accuracy, 20 damage, 1 strike; *Special Traits:* Burst 2, Hailfire 2, Grenade, Delay

-**Fire Bomb** 1d20+6 accuracy, 20 damage, 1 strike; *Special Traits:* Penetration 5, Burst 3, Flames, Energy Damage

-**Blast Bomb** 1d20+6 accuracy, 40 damage, 1 strike; *Special Traits:* Penetration 15, Grenade, Delay

Skills: Acrobatics +6, Athletics +6, Defensive Training 4, Durability 4, Endurance +10, Lore +4, Melee 4, Mental Training 2, Perception +9, Pilot +8, Ranged 4, Science +4, Survival +8, Tactics +6

Perks: Stealth Focus, Extra Reactions (2)

Strength: 4 **Instinct:** 4 **Agility:** 4 **Fortitude:** 5

Intelligence: 2 **Willpower:** 5

Gear: Assault Rifle with Bayonet with 3 magazines, Combat Knife, Smoke Grenade, Rebel's Makeshift Explosives x2, Protective Vest, Equipment Belt x2, Ration x2, Medipack, Repair Kit

Makeshift Explosive: The rebel fighter carries 2 makeshift explosives that they can throw as a full-round action. When they use a makeshift explosive, they can choose for it to be a shrapnel bomb, fire bomb, or blast bomb when they make the attack. The profiles for each of the bombs is listed above. They can salvage additional makeshift explosives off the slain bodies of allied rebel fighters.

Will to Fight: When a rebel fighter has 3 or more morale, they gain advantage on all attacks and checks. If they have -3 or fewer morale, they suffer disadvantage on all attacks and checks.

Mob Bomb (Swarm Trait): When a rebel fighter swarm makes a standard action attack, they can use their makeshift bomb ability once per round in addition to their ranged and melee attacks.

Alternate Weapons: The insurgent may also be equipped with one of the following weapons instead of their assault rifle. Whichever weapon they are using will have an attached bayonet. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+7 accuracy, 20 damage, 2 strikes, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Combat Shotgun;** 1d20+6 accuracy, 20 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+5 accuracy, 20 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Rebel fighters are not mere armed colonists; they are individuals dedicated to the cause and serve as the official soldiers of their independent systems. With better training and equipment, they serve better as mainline fighters than insurgents or spirited colonists.

Rebel Leader

Level 10 Human Non-heroic Character (Insurgency/ Guerilla/ Leader), Medium Threat

Hit Points: 121	Healing Threshold: 8	Damage Threshold: 30
Defense: 25	Toughness: 26	Resolve: 27
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 10		

-**Assault Rifle;** 1d20+12 accuracy, 23 damage, 4 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Combat Shotgun;** 1d20+11 accuracy, 23 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Bayonet;** 1d20+11 accuracy, 33 damage, 1 strike; *Special Traits:* Penetration 2

-**Combat Knife** 1d20+11 accuracy, 21 damage, 4 strikes; *Special Traits:* Throwing

Skills: Acrobatics +10, Athletics +11, Defensive Training 5, Durability 5, Endurance +14, Influence +14, Leadership +15, Lore +9, Melee 5, Mental Training 6, Perception +13, Pilot +11, Ranged 6, Science +8, Survival +8, Tactics +12

Perks: Stealth Focus, Extra Reactions (3), Improved Evasion

Strength: 6 **Instinct:** 6 **Agility:** 6 **Fortitude:** 7

Intelligence: 4 **Willpower:** 7

Gear: Assault Rifle with Bayonet and 2 magazines, Combat Shotgun with 2 magazines, Combat Knife, Protective Vest, Equipment Belt x3, Backpack, Medipack x2, Rations x2, Repair Kit, Binoculars

Furious Fire: As a full-round action that costs 2 morale, the rebel leader can attack with two weapons in the same turn, assuming both weapons are in hand, on an equipment belt, or readied. They end the turn with whichever weapon they prefer in their hand.

Like your Life Depends on It: The rebel leader can spend a morale and a reaction to reduce the damage they take from an attack by half.

Passionate Insurgency: The rebel leader gains morale at the start of their turn equal to ½ the number of insurgency NPCs within short range of them. For this purpose, insurgency groups count as 2 NPCs, hordes count as 5, and legions count as 10.

Figurehead of the Rebellion (Insurgency Leader): Rebel leaders excel at leading groups of insurgents and rebel fighters, giving them powerful bonuses.

-All non-leader, non-swarm insurgency warriors within short range of the rebel leader gain 1 morale on their turn.

-When a swarm of insurgents within short range of the rebel leader use their Improvised Explosive Device attack, they gain +5 accuracy and +10 damage per tier of the swarm.

-When a swarm of rebel fighters within short range of the rebel leader use their Makeshift Explosive attack, they gain +5 accuracy and +10 damage per tier of the swarm.

-While within short range of an insurgency swarm, the rebel leader is Shielded by their swarm.

Alternate Weapons: The rebel leader may also be equipped with one of the following weapons instead of their assault rifle. Whichever weapon they are using will have an attached bayonet. They have 2 magazines of ammunition whatever weapon they possess.

-**Battle Rifle;** 1d20+12 accuracy, 23 damage, 2 strikes, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Submachine Gun;** 1d20+11 accuracy, 23 damage, 4 strikes or automatic, 60 shots at short range; *Special Traits:* Fast

Rebel leaders guide rebel cells into action. They are individuals who possess both experience and charisma, whose primary purpose is to rally their rebels with inspiring speeches between missions, then lead through example in battle. Their greatest asset is their belief in the cause, and they allow it to infectious inspire all of their comrades.

Specialists

Specialists is not a faction, but a category of combatants of a certain skill type that can be found within any human military or security force. Whether they be marines, police, or insurgents, they need medics, sharpshooters, and technicians. When adding expanding a faction roster with a specialist NPC, just replace their specialist faction with the faction you are using for them.

In addition to changing the faction keyword, the specialist will gain an ability based on what faction they will enter. Finally, many factions use different default armor types, which may change their statistics. All of the specialists listed are equipped with battle armor, standard for the marine corps, but will have additional entries for converting their statistics to work with different armors fitting other factions.

Marine Specialists

The most common specialists are those fighting in the marine corps, and the various jobs they require to be effective in the field. Marine specialists use **Battle Armor**, the default armor listed in the NPC sections, and requires no change. Marine specialists gain the Marine Unit Attachment ability.

Marine Unit Attachment: While an marine specialist is adjacent to a marine swarm the swarm is Shielding the specialist. If an adjacent marine swarm performs a move action to move or shift, the specialist can spend a reaction to move with the swarm and remain adjacent. In addition, specialists gain +3 damage resistance while within short range of a marine swarm and +2 morale bonus while within short range of a marine leader.

Orbital Drop Shock Troopers

Promising specialists may be converted to being drop troopers rather than regular marines, and serve their roles in elite units. ODST specialists use **ODST Battle Armor** instead of battle armor. They also gain the Shock Assault and Drop Tactics abilities.

Shock Assault: An ODST specialist can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check. If they get at least a 20, they can perform a standard action in the surprise round.

Drop Tactics: ODSTs' specialize in dropping into combat via drop pods and assaulting the enemy. ODSTs will sometimes arrive in battle via orbital drop pods, when they do, these pods will crash into unoccupied squares in the battlefield, occupying 2 by 2 squares. Afterwards, the ODSTs can instantly two full round actions, then roll initiative.

ONI

The Office of Naval Intelligence often needs its own specialists to assist its operatives in the field. Their specialists are often pulled from the ranks of marines and ODSTs. ONI specialists use **Light Battle Armor** instead of battle armor. They also gain the Low Blow and Tricks of the Trade abilities.

Low Blow: When attacking a flat-footed enemy within 6 square, the ONI specialist's attacks gain +5 damage.

Tricks of the Trade: The ONI specialist gains an extra minor action every turn.

Civilian

Civilian specialists are part of private security and police forces, assisting security officials in defending their enclaves. Civilians use the **Protective Vest** instead of battle armor. They also gain the Guardian ability.

Guardian: A security specialist can taunt all enemies within 6 squares of them as a minor action. In addition, they can give Shielded to a single adjacent, non-swarm ally.

Insurgency

The insurgency also needs its specialists for its operations. Often, they rely on them more because they have less manpower and resources to work with. The insurgency gains its specialists from former marines, promising civilians, and private security firms. Insurgency specialists use the **Protective Vest** instead of battle armor. They also gain the Will to Flight ability.

Will to Fight: When an insurgent has 3 or more morale, they gain advantage on all attacks and checks. If they have -3 or fewer morale, they suffer disadvantage on all attacks and checks.

Battlefield Engineer

Level 3 Human Non-heroic Character (Specialist), Low Threat

Hit Points: 52	Healing Threshold: 6	Damage Threshold: 23
Defense: 13	Toughness: 17	Resolve: 16
Speed: 5	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 8		

-**Combat Shotgun;** 1d20+3 accuracy, 20 damage, 1 strike, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Magnum Pistol** 1d20+4 accuracy, 22 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 18 damage, 1 strike; *Special Traits:* NA

-**Rifle Butt** 1d20+1 accuracy, 24 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+4 accuracy, 17 damage, 2 strikes; *Special Traits:* Throwing

Skills: Athletics +4, Computers +7, Defensive Training 2, Durability 2, Lore +7, Melee 2, Mental Training 2, Perception +5, Pilot +5, Ranged 2, Science +8, Tactics +7

Perks: Fast Hands

Strength: 4 **Instinct:** 2 **Agility:** 2 **Fortitude:** 2

Intelligence: 4 **Willpower:** 3

Gear: Combat Shotgun with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Plasma Torch, Hacking Tool, Repair Kit x2

Technical Expertise: A battlefield engineer is the ideal specialist at solving problems, gaining the following bonuses:

-Once per encounter, the battlefield engineer can spend a full-round action to set up a barricade within 2 adjacent square edges within reach. These barricades count as cover for attacks through them, and as hard small objects for the purpose of being destroyed.

-Planted explosives the engineer uses gains +10 penetration against terrain.

-Offensive hacking actions they use deal +1 damage to security walls on a success.

-They can use a plasma torch to breach a wall in half the normal time.

Alternate Weapons: The battlefield engineer may also be equipped with a submachine gun instead of their shotgun. They have 2 magazines of ammunition with the submachine gun.

-**Submachine Gun;** 1d20+4 accuracy, 20 damage, 2 strikes or automatic; 60 shots at short range; *Special Traits:* Fast Reload

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -2 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Battlefield engineers are technicians with combat training. They help with technical problems on the battlefield, such as hacking, breaching walls, and setting up defenses.

Comms Operator

Level 3 Human Non-heroic Character (Specialist/ Strategist), Low Threat

Hit Points: 57	Healing Threshold: 6	Damage Threshold: 24
Defense: 13	Toughness: 17	Resolve: 14
Speed: 5	Shift Speed: 1	Morale Bonus: +1
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 8		

-**Magnum Pistol** 1d20+5 accuracy, 22 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 18 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+4 accuracy, 17 damage, 2 strikes; *Special Traits:* Throwing

Skills: Acrobatics +1, Athletics +4, Defensive Training 2, Durability 2, Influence +5, Melee 2, Mental Training 2, Perception +6, Pilot +6, Ranged 3, Stealth +1, Survival +5, Tactics +7

Perks: Fast Hands

Strength: 4 **Instinct:** 3 **Agility:** 2 **Fortitude:** 3

Intelligence: 3 **Willpower:** 2

Gear: Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt, Military Transmitter, Radio, Survival Gear, Medipack

Strategist Abilities: A comms operator has 2 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-**Scanner Sweep:** Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area.

-**Mortar Barrage:** Targets an outdoor, Burst (3) within sight, each target within area rolls 3d20, each result of 16+ means they get hit with a 40 damage hit, with Penetration (5).

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -2 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Battlefields are hectic places and communication is often key to fighting on a larger battle front. Comms operators maintain active communications with other fire groups and call-in support for their military units. They act as an additional source of strategist abilities for common squad leaders.

Heavy Infantry

Level 10 Human Non-heroic Character (Heavy), Medium Threat

Hit Points: 164	Healing Threshold: 8	Damage Threshold: 31
Defense: 19	Toughness: 25	Resolve: 21
Speed: 6	Shift Speed: 1	Morale Bonus: +4
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 22		

-Rocket Launcher; 1d20+8 accuracy, 65 damage, 1 strike, 2 shot at distant range; *Special Traits:* Penetration 20, Burst 1, High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload

-Assault Rifle; 1d20+9 accuracy, 29 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-Combat Knife 1d20+8 accuracy, 27 damage, 3 strike maximum; *Special Traits:* Throwing

-Rifle Butt 1d20+6 accuracy, 34 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics +5, Athletics +9, Defensive Training 6, Durability 6, Endurance +11, Leadership +4, Lore +4, Melee 5, Mental Training 6, Perception +11, Pilot +11, Ranged 6, Science +7, Stealth +4, Survival +8, Tactics +6

Perks: Empowered Attack, Fire into Melee, Improved Wound I

Strength: 7 **Instinct:** 5 **Agility:** 4 **Fortitude:** 6

Intelligence: 2 **Willpower:** 3

Gear: Rocket Launcher with 3 magazines, Assault Rifle with 2 magazines, Combat Knife, Customized Personal Protection Battle Armor, Equipment Belt x3, Backpack, Medipack x2, Repair Kit, Survival Kit

Hunker Down: The heavy infantry can spend a move action to 'hunker down' at the start of their turn. If they do, they cannot move on their turn. If they attack with a heavy weapon on the turn they hunker down, they gain advantage on the attack roll and no other benefits. If they do not attack on their turn, with a heavy weapon or any other weapon, they suffer half damage from all attacks they, excluding attacks that they are flat-footed against, until the start of their next turn.

Heavy Weapons Trooper: The heavy infantry can replace their Rocket Launcher with either a Spartan Laser or a Flamethrower. If they do, they trade 3 magazines for the rocket launcher with 2 spartan laser or flamethrower magazines

-Spartan Laser; 1d20+9 accuracy, 120 damage, 1 strike, 5 shot at medium range; *Special Traits:* Penetration 50, Unstoppable, Charge Time 4

-Flamethrower; 1d20+8 accuracy, 36 damage, 3 strikes, 20 shot in Cone 6; *Special Traits:* Penetration 4, Cone 6, Hailfire 1, High Explosive, Flames, Close Quarters, Heavy, Overheat, Energy Damage

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-Protective Vest; -6 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-Light Battle Armor; -2 damage resistance, +3 acrobatics, athletics, and stealth

-ODST Battle Armor; +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Heavy infantry bring the big guns to a fight, and are a vital part of an infantry resistance to aircraft or armored vehicles. While most heavy infantry carry anti-tank weapons, some focus in using flamethrowers to burn out bunkered opposition soldiers.

Marksman

Level 13 Human Non-heroic Character (Assassin), Medium Threat

Hit Points: 130	Healing Threshold: 8	Damage Threshold: 31
Defense: 23	Toughness: 24	Resolve: 23
Speed: 7	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 13		

-**Sniper Rifle** 1d20+15 accuracy, 50 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

-**Designated Marksman Rifle** 1d20+15 accuracy, 34 damage, 4 strike, 14 shots at distant range; *Special Traits:* Penetration 2, Scope, Fast Reload

-**Magnum Pistol** 1d20+14 accuracy, 34 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+11 accuracy, 36 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+13 accuracy, 29 damage, 4 strikes; *Special Traits:* Throwing

Skills: Acrobatics +11, Athletics +11, Computers +8, Defensive Training 7, Durability 6, Endurance +14, Lore +9, Medicine +10, Melee 6, Mental Training 6, Perception +16, Pilot +13, Ranged 7, Science +8, Stealth +13, Survival +15, Tactics +13

Perks: Fire into Melee, Empowered Attack, Improved Wound I

Strength: 5 **Instinct:** 7 **Agility:** 6 **Fortitude:** 6

Intelligence: 4 **Willpower:** 5

Gear: Sniper Rifle with 2 magazines, Designated Marksman Rifle with 3 magazines, Recon Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Binoculars, Medipack

Mark Target: When the marksman hits a target with a melee or ranged attack, the target gains the Vulnerable (1) condition if they did not already have Vulnerable. If they had have Vulnerable, then their attack gains +5 penetration in addition to the benefits for hitting a target with Vulnerable.

Target Eliminated: When a marksman makes an Empowered Attack against a flat-footed target more than 6 squares away while hidden, the attack gain hailfire (1) in addition to the normal Empowered Attack bonuses (spending a full-round action to gain double max attack overages and advantage).

Sniper's Roost: If the following conditions are met, the marksman does not break the hidden condition or become partially revealed when firing their sniper rifle or DMR.

- They have the hidden or cloaked condition
- They have cover or improved cover against all enemies
- They are more than 6 squares away from all enemies

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -3 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Marksman are elite snipers that function with greater autonomy, comfortable at both fighting from concealed positions or while on the move. Marksman are experts at making shots that can set their opponents off balance, making them more vulnerable to future attacks.

Medic

Level 5 Human Non-heroic Character (Specialist), Low Threat

Hit Points: 65	Healing Threshold: 6	Damage Threshold: 24
Defense: 15	Toughness: 18	Resolve: 18
Speed: 5	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 8		

-**Combat Shotgun;** 1d20+4 accuracy, 20 damage, 1 strike, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Magnum Pistol** 1d20+5 accuracy, 22 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 18 damage, 1 strike; *Special Traits:* NA

-**Rifle Butt** 1d20+2 accuracy, 24 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+4 accuracy, 17 damage, 3 strikes; *Special Traits:* Throwing

Skills: Athletics +5, Defensive Training 3, Durability 2, Endurance +6, Medicine +9, Melee 2, Mental Training 3, Perception +5, Pilot +5, Ranged 3, Stealth +2, Survival +4, Tactics +7

Perk: Fast Hands, Expert Stealth

Strength: 4 **Instinct:** 2 **Agility:** 3 **Fortitude:** 3

Intelligence: 4 **Willpower:** 4

Gear: Combat Shotgun with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Medipack x6, Trauma Kit

Triage: A medic can spend a standard action to restore 50 hit points to an adjacent ally. Alternatively, they can spend a morale and a full-round action to cause all adjacent allies to regain 25 hit points. These healings spend healing threshold.

Alternate Weapons: The medic may also be equipped with one of the following weapons in addition to their pistol. They have 2 magazines of ammunition whatever weapon they possess.

-**Assault Rifle;** 1d20+5 accuracy, 20 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Battle Rifle;** 1d20+5 accuracy, 20 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Submachine Gun;** 1d20+5 accuracy, 20 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -2 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Medics are combatants with medical training. It is their jobs to keep their fellow warriors alive in battle. Because battlefields are dangerous, hectic places, medics are vitally important. Without their hard work, casualties on the battlefield would be much worse. Like other specialists, medics aren't afraid to fight back when their squads are in danger, although their priority is saving lives.

Pilot

Level 6 Human Non-heroic Character (Specialist), Low Threat

Hit Points: 64	Healing Threshold: 6	Damage Threshold: 23
Defense: 17	Toughness: 17	Resolve: 18
Speed: 6	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 8		

-**Magnum Pistol** 1d20+7 accuracy, 22 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 17 damage, 2 strikes; *Special Traits:* NA

Skills: Acrobatics +5, Athletics +3, Computers +8, Defensive Training 3, Durability 2, Medicine +7, Melee 1, Mental Training 2, Perception +11, Pilot +11, Ranged 4, Science +8, Tactics +9

Perks: Fast Hands, Expert Stealth

Strength: 2 **Instinct:** 5 **Agility:** 4 **Fortitude:** 2

Intelligence: 4 **Willpower:** 4

Gear: Magnum Pistol with 2 magazines, Battle Armor, Equipment Belt x2, Backpack, Radio, Repair Kit

Skilled Pilot: The pilot counts their pilot skill ranks as 8 for meeting the piloting requirements of vehicles. When piloting a vehicle, the vehicle gains +3 defense. When using a vehicle weapon, they gain +2 accuracy and +1 power rating of damage.

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -2 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Expert Pilot

Level 15 Human Non-heroic Character (Specialist), Low Threat

Hit Points: 127	Healing Threshold: 7	Damage Threshold: 28
Defense: 26	Toughness: 25	Resolve: 26
Speed: 7	Shift Speed: 2	Morale Bonus: +5
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 15		

-**Magnum Pistol** 1d20+14 accuracy, 31 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+8 accuracy, 26 damage, 2 strikes; *Special Traits:* NA

Skills: Acrobatics +14, Athletics +10, Computers +16, Defensive Training 7, Durability 5, Medicine +14, Melee 3, Mental Training 6, Perception +19, Pilot +19, Ranged 7, Science +17, Tactics +17

Perks: Fast Hands, Expert Stealth, Reroll Skills (2), Wound Resilience I

Strength: 3 **Instinct:** 7 **Agility:** 7 **Fortitude:** 4

Intelligence: 6 **Willpower:** 5

Gear: Special Issue Magnum Pistol with 2 magazines, Space Assault Battle Armor, Equipment Belt x2, Backpack, Radio, Medipack, Survival Gear, Repair Kit

Expert Pilot: The pilot counts their pilot skill ranks as 10 for meeting the piloting requirements of vehicles. When piloting a vehicle, the vehicle gains +6 defense, +10 toughness, +10 damage threshold, and +10% acceleration rating. When using a vehicle weapon, they gain +5 accuracy and +2 power ratings of damage.

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -4 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Militaries always has a need for skilled pilots for their battlefield operations. While vehicles can be quickly fabricated, it takes years to make a trained pilot who can perfect their usage.

Saboteur

Level 6 Human Non-heroic Character (Heavy), Low Threat

Hit Points: 110	Healing Threshold: 7	Damage Threshold: 28
Defense: 16	Toughness: 18	Resolve: 16
Speed: 6	Shift Speed: 1	Morale Bonus: +2
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 15 (25 versus area of effect, half penetration from explosives)		

-**Combat Shotgun;** 1d20+5 accuracy, 26 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Grenade Launcher;** 1d20+6 accuracy, 50 damage, 1 strike, 1 shot at medium range; *Special Traits:* Penetration 5, Burst 2, High Explosive, Grenade, Delay, Long Reload

-**Magnum Pistol** 1d20+6 accuracy, 28 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+2 accuracy, 24 damage, 2 strikes; *Special Traits:* NA

-**Rifle Butt** 1d20+1 accuracy, 30 damage, 1 strike maximum; *Special Traits:* NA

Skills: Acrobatics +5, Athletics +5, Defensive Training 3, Durability 4, Endurance +8, Melee 2, Mental Training 3, Perception +7, Pilot +6, Ranged 4, Science +7, Stealth +5, Survival +7, Tactics +6

Perks: Empowered Attack, Fire Into Melee

Strength: 4 **Instinct:** 4 **Agility:** 4 **Fortitude:** 5

Intelligence: 3 **Willpower:** 2

Gear: Combat Shotgun with 2 magazines, Grenade Launcher with 2 magazines, Magnum Pistol with 2 magazines, DEMO-class Battle Armor, Equipment Belt, Remote Detonator, Backpack with 6 explosives (see Explosives Collection below)

Demolitions Expert: Any explosives used by the saboteur gains +5 penetration, +2 accuracy, and +1 burst area. They can draw an explosive from their backpack as a minor action.

Explosives Collection: The saboteur is equipped with eight explosives pulled from the following list: breaching charges, demolition charges, fragmentation grenades, or land mines

-**Breaching Charge;** 1d20+11 accuracy, 80 damage, 1 strike, 1 shot; *Special Traits:* Piercing, Burst 2, Time Explosion, Plated Explosive, Destructible

-**Demolition Charge;** 1d20+5 accuracy or 1d20+12 when planted, 90 damage, 1 strike, 1 shot at short or planted range; *Special Traits:* Penetration 15, Burst 5, Unstable Explosion, Destructible, Timed Explosion

-**Fragmentation Grenade;** 1d20+5 accuracy, 50 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 10, Burst 3, Grenade, Delay

-**Land Mine;** 1d20+11 accuracy, 50 damage, 1 strike maximum, 1 shot; *Special Traits:* Penetration 10, Burst 3, Planted Explosive, Destructible, Hidden

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -4 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Sometimes, no amount of gunfire or tinkering will solve a problem. Sometimes, you simply need to blow something up. Saboteurs are specialist that are employed to destroy obstacles, be it a bridge, a door, a wall, or a building. They are commonly employed on ship boarding actions or when fighting in a city. Strategic demolition can rid an enemy of a tactical advantage or a point of advancement as well as making new entrances or tearing down the enemy from the inside.

Senior Medic

Level 11 Human Non-heroic Character (Specialist/ Strategist), Medium Threat

Hit Points: 142	Healing Threshold: 8	Damage Threshold: 31
Defense: 23	Toughness: 23	Resolve: 26
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 13		

-**Combat Shotgun;** 1d20+9 accuracy, 23 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-**Magnum Pistol** 1d20+10 accuracy, 25 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Pistol Whip** 1d20+7 accuracy, 21 damage, 1 strike; *Special Traits:* NA

-**Rifle Butt** 1d20+7 accuracy, 27 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+9 accuracy, 20 damage, 4 strikes; *Special Traits:* Throwing

Skills: Acrobatics +10, Athletics +11, Computers +11, Defensive Training 5, Durability 6, Endurance +13, Influence +13, Lore +14, Medicine +15, Melee 5, Mental Training 6, Perception +14, Pilot +13, Ranged 6, Science +12, Stealth +9, Survival +12, Tactics +15

Perk: Fast Hands, Expert Stealth, Reroll Skills (2)

Strength: 5 **Instinct:** 6 **Agility:** 7 **Fortitude:** 6

Intelligence: 6 **Willpower:** 7

Gear: Combat Shotgun with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt x3, Backpack, Survival Gear, Medipack x6, Trauma Kit

Triage: A medic can spend a standard action and a medipack to restore 75 hit points to an adjacent ally. These healings spend healing threshold.

Actively Healing: Any ally that ends their turn next to a senior medic heals 10 hit points without having to spend a healing threshold. Swarms instead heal 20.

Strategist Abilities: A senior medic has 3 strategist abilities they can use, and 1 command point per encounter. They use strategist abilities as a full-round action.

-**Covering Fire:** Targets an outdoor, Burst (8) within sight, each target within area rolls a d20. On a 10+, the target suffers 25 damage, hailfire (2) and gains the Slowed and Blinded conditions for 1 round.

-**Restorative Nanobot Blast:** Targets a Burst (6) location within sight, all targets within the area can spend a healing threshold to regain 40 hit points. Swarms multiply this healing by their swarm tier +1.

-**Extraction:** When in an outdoor region, with a possible landing zone, a pelican flies in after 3 rounds. They will try to land and drop off a Group of Marines. Afterwards, it will remain for as long as the senior wishes to extract wounded individuals from the battle. Once everyone possible has been extracted onto the pelican, including the group of marines it dropped off (if they are still alive) it will retreat the battlefield.

Alternate Weapons: The senior medic may also be equipped with one of the following weapons in addition to their pistol. They have 2 magazines of ammunition whatever weapon they possess.

-**Assault Rifle;** 1d20+10 accuracy, 23 damage, 4 strikes or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-**Battle Rifle;** 1d20+10 accuracy, 23 damage, 1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-**Submachine Gun;** 1d20+9 accuracy, 23 damage, 4 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -3 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Senior medics have seniority in military command, so much that they can override the decisions of higher ranked officers when they deem in necessary is saving lives. As such, senior medics, in addition to being premier healers, have defensive strategist abilities to utilize in combat.

Sniper

Level 6 Human Non-heroic Character (Assassin), Medium Threat

Hit Points: 80	Healing Threshold: 7	Damage Threshold: 24
Defense: 17	Toughness: 19	Resolve: 18
Speed: 6	Shift Speed: 1	Morale Bonus: +3
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 9		

-**Sniper Rifle** 1d20+9 accuracy, 40 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope

-**Magnum Pistol** 1d20+8 accuracy, 28 damage, 2 strikes, 12 shots at medium range; *Special Traits:* Penetration 2

-**Rifle Butt** 1d20+5 accuracy, 30 damage, 1 strike; *Special Traits:* NA

-**Combat Knife** 1d20+7 accuracy, 23 damage, 3 strikes; *Special Traits:* Throwing

Skills: Acrobatics +5, Athletics +5, Defensive Training 4, Durability 4, Endurance +9, Melee 3, Mental Training 4, Perception +11, Pilot +9, Ranged 4, Stealth +6, Survival +10, Tactics +7

Perks: Fire into Melee, Empowered Attack

Strength: 4 **Instinct:** 6 **Agility:** 4 **Fortitude:** 4

Intelligence: 2 **Willpower:** 3

Gear: Sniper Rifle with 2 magazines, Magnum Pistol with 2 magazines, Combat Knife, Battle Armor, Equipment Belt, Backpack, Survival Gear, Binoculars, Medipack

Target Eliminated: When a sniper makes an Empowered Attack against a flat-footed target more than 6 squares away while hidden, the attack gain hailfire (1) in addition to the normal Empowered Attack bonuses (spending a full-round action to gain double max attack overages and advantage).

Sniper's Roost: If the following conditions are met, the sniper does not break the hidden condition or become partially revealed when firing their sniper rifle.

-They have the hidden or cloaked condition

-They have cover or improved cover against all enemies

-They are more than 6 squares away from all enemies

Alternate Armor: Based on what faction the specialist is associated with, they will be equipped with different armors. The following is how the change of armor effects their statistics.

-**Protective Vest;** -2 damage resistance, +1 defense, -1 damage threshold, +1 acrobatics, athletics, and stealth

-**Light Battle Armor;** -2 damage resistance, +3 acrobatics, athletics, and stealth

-**ODST Battle Armor;** +4 damage resistance, -1 defense, +2 damage threshold, Layered Armor (1)

Soldiers with high marks for accuracy and patience are frequently made snipers. These valuable warriors use accuracy and high-powered weapons to pick off key enemy targets in battle. They function well on their own or in small squads, roosting in towers and picking off enemies from a safe distance. Snipers in forward units still use their aiming skills to pick of key members of rival units, such as specialists, communicators, and officers.

Spartans

Spartans are the ultimate warriors of mankind. Genetically redesigned to be larger, faster, and stronger; they are the most lethal combatants in the galaxy. Their MJOLNIR armor makes them practically bullet proof and able to weather the concentrated fire of a small platoon. A single Spartan can turn the tide of a battle. A squad of Spartans can fight a war on their own.

While there are many grades of Spartans, the ones described here are either SPARTAN-IIIs or SPARTAN-IVs. The third generation Spartans were created from gifted war orphans during the Human-Covenant War. While not as gifted as the original Spartans, they were more numerous and still trained from childhood to be dangerous combatants. They helped supplement the ranks of the second-generation Spartans. On the other hand, the fourth-generation Spartans were augmented as adults. They were decorated or promising soldiers that were genetically advanced to super-soldier status.

Spartan Novices is a vague term for a somewhat inexperienced Spartan, as if such a thing was truly possible. For a SPARTAN-IV, this is likely a soldier that has just been elevated to Spartan status. In the case of a SPARTAN-III, it is a Spartan that is freshly out of training and has only fought in a dozen or so battles.

On the other end of the spectrum, a Spartan Veteran is a decorated war hero with years, or decades, of experience fighting for the UNSC. These heroes routed the armies of the Covenant, battled across Forerunner installations, and stood toe to toe with deadly enemies such as the Flood or Prometheans. They are the finest champions of humanity, and most military commanders count themselves lucky to count one in their number. They know once these Spartans speak, they should listen.

Most Spartans fall between novices and veterans. These individuals are so horribly formidable they are known as 'demons' to the Covenant. A single Spartan attached to a unit is a priceless advantage. Such is the reputation of a Spartan that they are a source of inspiration to the common marine.

More types and examples of Spartans will be explored in future supplements.

Special Note: Spartan NPCs use the same scaling Spartan statistical benefits as the species package for Spartans. In addition, these NPCs have a high threat value to capture the 'one-soldier-army' concept of a Spartan warrior. You should be careful about using Spartans as NPCs in your campaigns, as these entries are designed to fulfill the full potential of what a Spartan can be. Thus, they might be incredibly difficult foes in your campaigns, or impossible foes if they are in a Spartan fireteam. Likewise, depending on how a Spartan PC is built, they might hugely outshine player Spartan characters in your campaigns.

Spartan Novice

Level 12 Spartan Non-heroic Character (Spartan/ Soldier), High Threat

Hit Points: 253	Healing Threshold: 9	Damage Threshold: 57
Defense: 27	Toughness: 35	Resolve: 30
Speed: 8	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 29	Energy Shield: 80 (5 shield armor)	

-**Assault Rifle** 1d20+15 accuracy, 29 damage, 4 strikes or automatic, 36 shots at medium range; *Special Traits:* Penetration 5, Ammunition Display

-**Magnum Pistol** 1d20+15 accuracy, 31 damage, 3 strikes, 12 shots at medium range; *Special Traits:* Penetration 7

-**Unarmed** 1d20+13 accuracy, 28 damage, 5 strikes; *Special Traits:* Penetration 4, Unarmed

-**Combat Blade** 1d20+13 accuracy, 32 damage, 5 strikes; *Special Traits:* Compact, Defensive

-**Fragmentation Grenade;** 1d20+10 accuracy, 55 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

Skills: Acrobatics +18, Athletics +23, Defensive Training 6, Durability 6, Endurance +14, Lore +7, Medicine +7, Melee 6, Mental Training 6, Perception +13, Pilot +13, Ranged 6, Stealth +12, Survival +13, Tactics +10

Perk: Fire into Melee, Fast Hands, Extra Reactions (5), Wound Resilience 1

Strength: 13* **Instinct:** 7 **Agility:** 9* **Fortitude:** 8

Intelligence: 4 **Willpower:** 7

Gear: Heavy Assault Rifle with 4 magazines, Heavy Magnum Pistol with 3 magazines, Fragmentation Grenade x3, Combat Blade, Mjolnir Powered Assault Armor, Equipment Belt x2, Medipack

Hijack: The spartan can try to hijack vehicles as a standard action as per the Tank Hijack talent. Their hijack check bonus is +19.

Spartan Focus: Once per round, the Spartan may perform one of the following effects as a free action.

-**Assault:** Instantly make a standard action attack with the currently drawn weapon. This can be done even when already attacking with the weapon that turn.

-**Tactical Movement:** Move 8 squares or shift 2 squares

-**Heightened Concentration:** Gains +10 on next attack or skill check

-**Spartan Vigor:** Spend a healing threshold to recover 40 hit points

Jaded: The Spartan is immune to combat influence and cannot gain more than 1 positive morale or go below 1 negative morale.

Inhuman Resilience: Spartans can survive conditions far beyond ordinary beings. They gain advantage on all Endurance skill checks. They can hold their breath three times longer than their fortitude would normally allow. They also suffer half damage from poison, suffocation, and falling, rounded down.

Alternate Weapons: The spartan is also equipped with one of the following weapons in addition to the weapons listed above. The following weapons have the Heavy weapon mod: combat shotgun, battle rifle, sniper rifle.

-**Combat Shotgun;** 1d20+14 accuracy, 29 damage, 3 strikes, 12 shots at short range; *Special Traits:* Penetration 5, Spread, Close Quarters, Gradual Reload

-**Battle Rifle;** 1d20+15 accuracy, 29 damage, 3 strikes, 36 shots at long range; *Special Traits:* Penetration 5, Burst Fire, Scope

-**Sniper Rifle** 1d20+16 accuracy, 45 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 15, Rending 2, Digital Scope

-**Rocket Launcher;** 1d20+12 accuracy, 65 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload



Spartan

Level 20 Spartan Non-heroic Character (Spartan/ Soldier/ Strategist), Extreme Threat

Hit Points: 509	Healing Threshold: 10	Damage Threshold: 63
Defense: 35	Toughness: 41	Resolve: 38
Speed: 12	Shift Speed: 4	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 38	Energy Shield: 100 (5 shield armor)	

-**Assault Rifle** 1d20+25 accuracy, 38 damage, 6 strikes or automatic, 36 shots at medium range; *Special Traits:* Penetration 7, Ammunition Display

-**Magnum Pistol** 1d20+25 accuracy, 40 damage, 4 strikes, 12 shots at medium range; *Special Traits:* Penetration 9

-**Unarmed** 1d20+20 accuracy, 35 damage, 6 strikes; *Special Traits:* Penetration 4, Unarmed

-**Combat Blade** 1d20+21 accuracy, 51 damage, 6 strikes; *Special Traits:* Compact, Defensive

-**Fragmentation Grenade;** 1d20+18 accuracy, 65 damage, 1 strike maximum, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

Skills: Acrobatics +27, Athletics +29, Defensive Training 9, Durability 9, Endurance +18, Influence +14, Leadership +14, Lore +13, Medicine +15, Melee 9, Mental Training 9, Perception +17, Pilot +17, Ranged 9, Stealth +21, Survival +17, Tactics +16

Perk: Fire into Melee, Fast Hands, Extra Reactions (8), Wound Resilience 2, Improved Wound 1

Strength: 14* **Instinct:** 9 **Agility:** 12* **Fortitude:** 11

Intelligence: 7 **Willpower:** 8

Gear: Special Issue Heavy Assault Rifle with 4 magazines, Special Issue Heavy Magnum Pistol with 3 magazines, Fragmentation Grenade x3, Special issue Combat Blade, WARRIOR-class Mjolnir Powered Assault Armor with Armor Lock, Equipment Belt x2, Medipack x2

Ultimate Fighter: The Spartan gets two standard actions each turn, although only one of the standard actions can be used for a dual-wielding attack. However, when they are dual-wielding, they suffer no penalties for using both weapons. They can still gain additional actions with their spartan focus ability. The spartan can try to hijack vehicles as a standard action as per the Tank Hijack talent. Their hijack check bonus is +23.

Spartan Focus: Twice per round, the Spartan may perform one of the following effects as a free action. They can only use each effect once per turn, except for Heightened Concentration

-**Assault:** Instantly make a standard action attack with the currently drawn weapon. This can be done even when already attacking with the weapon that turn. You can use this ability to perform a dual-wielding attack, even if you have already done so this round.

-**Tactical Movement:** Move 12 squares or shift 4 squares

-**Heightened Concentration:** Gains +10 on the next attack or skill check. This effect can be used multiple times, either stacking the bonus for a single check or getting +10 on multiple different checks.

-**Spartan Vigor:** Spend a healing threshold to recover 60 hit points

Armor Lock: The Spartan can utilize their armor lock ability once per encounter. When armor lock is activated, the Spartan gains +50 damage resistance until the start of their next turn but cannot perform any actions. Armor lock must be activated at the start of a turn. At the start of the Spartan's next turn, they perform a Close Burst (2) attack with +20 accuracy. On hitting defense, targets take 40 EMP damage. On hitting toughness, targets are pushed 1 square away.

Jaded: The Spartan is immune to combat influence and cannot gain more than 1 positive morale or go below 1 negative morale.

Inhuman Resilience: Spartans can survive conditions far beyond ordinary beings. They gain advantage on all Endurance skill checks. They can hold their breath three times longer than their fortitude would normally allow. They also suffer half damage from poison, suffocation, and falling, rounded down.

Strategist Abilities: A Spartan has 3 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a full-round action.

-**Artillery Bombardment:** Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

-**Targeting Scanner Sweep:** Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area. In addition, all enemies within the area gain the Vulnerable condition.

-Vehicle Drop: The Spartan calls in a pelican, which instantly arrives and drops off one of the following unpiloted vehicles: warthog (any), scorpion, hornet.

Alternate Weapons: The spartan is also equipped with one of the following weapons in addition to the weapons listed above. The submachine gun is taken and pairs and used with dual-wielding. The following weapons have the Heavy and Special Issue weapon mods: combat shotgun, battle rifle, sniper rifle, submachine guns. The rocket launcher only has the special issue weapon mod.

-Combat Shotgun; 1d20+24 accuracy, 38 damage, 4 strikes, 12 shots at short range; *Special Traits:* Penetration 7, Spread, Close Quarters, Gradual Reload

-Submachine Gun w/ Dual-Wielding 1d20+24 accuracy x2, 38 damage, 6 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 7, Compact, Fast Reload

-Battle Rifle; 1d20+25 accuracy, 38 damage, 3 strikes, 36 shots at long range; *Special Traits:* Penetration 7, Burst Fire, Scope

-Sniper Rifle 1d20+26 accuracy, 60 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 17, Rending 2, Digital Scope

-Rocket Launcher; 1d20+19 accuracy, 80 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload



Spartan Veteran

Level 30 Spartan Non-heroic Character (Spartan/ Soldier/ Leader/ Strategist), Extreme Threat

Hit Points: 721	Healing Threshold: 11	Damage Threshold: 65
Defense: 43	Toughness: 51	Resolve: 42
Speed: 12	Shift Speed: 4	Morale Bonus: +11
Space: 1 square	Reach: 1 square	Initiative: +12
Damage Resistance: 47	Energy Shield: 120 (5 shield armor)	

-**Assault Rifle** 1d20+36 accuracy, 38 damage, 6 strikes or automatic, 36 shots at medium range; *Special Traits:* Penetration 9, Ammunition Display

-**Magnum Pistol** 1d20+36 accuracy, 40 damage, 4 strikes, 12 shots at medium range; *Special Traits:* Penetration 14

-**Unarmed** 1d20+28 accuracy, 39 damage, 6 strikes; *Special Traits:* Penetration 5, Unarmed

-**Combat Blade** 1d20+30 accuracy, 52 damage, 6 strikes; *Special Traits:* Compact, Defensive

-**Fragmentation Grenade;** 1d20+25 accuracy, 75 damage, 1 strike, 1 shot at short range; *Special Traits:* Penetration 5, Burst 2, Grenade, Delay

Skills: Acrobatics +35, Athletics +39, Computers +14, Defensive Training 12, Durability 12, Endurance +24, Influence +18, Leadership +22, Lore +20, Medicine +18, Melee 12, Mental Training 12, Perception +22, Pilot +22, Ranged 12, Science +14, Stealth +25, Survival +22, Tactics +20

Perk: Fire into Melee, Fast Hands, Extra Reactions (9), Improved Evasion, Wound Resilience 3, Improved Wound 2

Strength: 17* **Instinct:** 10 **Agility:** 13* **Fortitude:** 12

Intelligence: 8 **Willpower:** 10

Gear: Custom Issue Heavy Assault Rifle with 4 magazines, Custom Issue Heavy Magnum Pistol with 3 magazines, Fragmentation Grenade x3, Custom issue Combat Blade, WARRIOR-class Mjolnir Powered Assault Armor with Armor Lock, Equipment Belt x2, Medipack x2

Ultimate Fighter: The Spartan gets two standard actions each turn, although only one of the standard actions can be used for a dual-wielding attack. However, when they are dual-wielding, they suffer no penalties for using both weapons. They can still gain additional actions with their spartan focus ability. The spartan can try to hijack vehicles as a standard action as per the Tank Hijack talent. Their hijack check bonus is +29.

Spartan Focus: Three times per round on their turn, the Spartan may perform the following effects as a free action. They can only use each effect at most twice per turn, except for Heightened Concentration.

-**Assault:** Instantly make a standard action attack with the currently drawn weapon. This can be done even when already attacking with the weapon that turn. You can use this ability to perform a dual-wielding attack, even if you have already done so this round.

-**Tactical Movement:** Move 12 squares or shift 4 squares

-**Heightened Concentration:** Gains +10 on the next attack or skill check. This effect can be used multiple times, either stacking the bonus for a single check or getting +10 on multiple different checks.

-**Spartan Vigor:** Spend a healing threshold to recover 70 hit points

-**Shield Recharge:** Regain 40 shield points.

Armor Lock: The Spartan can utilize their armor lock ability once per encounter. When armor lock is activated, the Spartan gains +50 damage resistance until the start of their next turn but cannot perform any actions. Armor lock must be activated at the start of a turn. At the start of the Spartan's next turn, they perform a Close Burst (2) attack with +20 accuracy. On hitting defense, targets take 40 EMP damage. On hitting toughness, targets are pushed 1 square away.

Jaded: The Spartan is immune to combat influence and cannot gain more than 1 positive morale or go below 1 negative morale.

Inhuman Resilience: Spartans can survive conditions far beyond ordinary beings. They gain advantage on all Endurance skill checks. They can hold their breath three times longer than their fortitude would normally allow. They also suffer half damage from poison, suffocation, and falling, rounded down.

Strategist Abilities: A Spartan has 4 strategist abilities they can use, and 6 command points per encounter. They use strategist abilities as a standard round action once per round.

-**Archer Missiles:** Targets 3 outdoor locations. Each target is a Burst (8) that must be within 50 squares of another target of that order. Roll a d20 for each target area. On an 8+ all targets in the area suffer 100 damage, Penetration 30 and High Explosive. This ability costs 2 command points.

-Artillery Bombardment: Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

-Targeting Scanner Sweep: Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area. In addition, all enemies within the area gain the Vulnerable condition.

-Vehicle Drop: The Spartan calls in a pelican, which instantly arrives and drops off one of the following unpiloted vehicles: warthog (any), scorpion, hornet.

Symbol of Mankind (UNSC Commander): Spartans are inspiration symbols for mankind. They inspire and protect all human allies, no matter the faction, as long as they are allies. They possess the following leadership effects:

-All non-swarm ally humans within short range of the spartan gain 2 morale on their turn.

-Spartans give all human allies with short range of them the Shielded condition. This does not affect tier 2 and 3 human swarms (hordes or legions), or allied vehicles.

Alternate Weapons: The spartan is also equipped with one of the following weapons in addition to the weapons listed above. The submachine gun is taken and pairs and used with dual-wielding. The following weapons have the Heavy and Custom Issue weapon mods: combat shotgun, battle rifle, sniper rifle, submachine guns. The rocket launcher and heavy machine gun only has the custom issue weapon mod.

-Combat Shotgun; 1d20+35 accuracy, 38 damage, 4 strikes, 12 shots at short range; *Special Traits:* Penetration 9, Spread, Close Quarters, Gradual Reload

-Submachine Gun w/ Dual-Wielding 1d20+35 accuracy x2, 38 damage, 6 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 9, Compact, Fast Reload

-Battle Rifle; 1d20+36 accuracy, 38 damage, 3 strikes, 36 shots at long range; *Special Traits:* Penetration 9, Burst Fire, Scope

-Sniper Rifle 1d20+37 accuracy, 70 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 19, Rending 2, Digital Scope

-Rocket Launcher; 1d20+29 accuracy, 90 damage, 1 strike, 2 shots at distant range; *Special Traits:* Penetration 20, Burst 1, High Explosive, Digital Scope, Target Lock, Projectile, Extremely Long Reload

-Mounted Heavy Machine Gun; 1d20+36 accuracy, 62 damage, full auto, 200 shots at long range; *Special Traits:* Penetration 11, Heavy, Extremely Long Reload



Artificial Intelligences

Smart AIs play an important part about maintaining the UNSC and are an instrumental part of their success. These AIs serve many different functions for humanity, from managing cities and starships, aiding in scientific development, running cities and towns, and function as tactical support for military engagements. Halo heroes on important missions may regularly deal with Smart AIs for the completion of their objectives.

Smart AIs may aid UNSC characters in both roleplay and combat encounters. The power they have over various subsystems may mean they bend the environment to the players benefit. Players might work to rescue an AI from a databank to gain vital information. Similarly, a hostile AI can be a dangerous threat to the party because of all the systems they have at their control.

AIs come in all kinds but are often differentiated based on the purpose they were designed for and how old or experienced they are. Logistics AIs deal with supply management and coordinating different parties for maximum efficiency. They are most commonly utilized by civilian personnel to serve as automation for an outpost running itself. Installation AIs serve a similar purpose, but on a larger scale. They look over the functions of military bases and cities and have expanded duties to ensure the safety of their occupants and ensure their data core is not penetrated. Calculator AIs are prized for their analytical ability and focus their efforts on scientific research and performing in-depth calculations. Finally, no ship in the UNSC is complete without either a ship AI or military AI to manage its functions. These AIs are very powerful and dangerous, fit for running the functions of a battle ship in addition or instead of a crew. Military AIs are saved for the largest and most formidable capital ships where they are also needed to provide tactical guidance for important officers and field commanders.

Logistics Artificial Intelligence

Level 4 AI Character (Expert)

Resolve: 19 **Morale Bonus:** +4 **Initiative:** +4
Standard Actions: 1 **Minor Actions:** 1

Skills: Acrobatics +7, Athletics +7, Computers +15, Endurance +8, Influence +11, Leadership +10, Lore +14, Medicine +14, Mental Training 4, Perception +11, Pilot +8, Ranged 4, Science +14, Survival +10, Tactics +11

Perks: Reroll Skills (2)

AI Abilities: Behavioral Study, Coordinated Fire, Encouragement, Hack II, Logistics II, Pilot, Scan

Instinct: 4 **Intelligence:** 8 **Willpower:** 4

Logistics: Can spend an action once per turn to make pending call-downs arrive faster. A single pending order arrives 2 rounds faster, while other orders arrive 1 round faster. If this reduces an orders arrival time to 0 or less, it arrives at the start of the character's next turn.

Coordinated Fire: The AI spends a standard action coordinating an ambush between their host and another ally. If both individuals are flanking a single enemy, if one makes an attack against the target, their flanking partner can attack them as well out of sequence. If the flanking partner is a unit, only the unit leader and his aids using the same weapon can make this free attack.

Behavioral Study: The AI spends a standard action analyzing the target's behavior and speech patterns. Afterwards, either the AI or one ally within 10 squares gains a +5 bonus on influence checks against the target for 1 minute. This can be used for combat influence or ordinary, out of combat, persuasion.



Installation Artificial Intelligence

Level 8 AI Character (Expert)

Resolve: 26 **Morale Bonus:** +6 **Initiative:** +6
Standard Actions: 1 **Minor Actions:** 2

Skills: Acrobatics +14, Athletics +14, Computers +21, Defensive Training 6, Influence +18, Leadership +18, Lore +19, Medicine +21, Mental Training 6, Perception +18, Pilot +18, Ranged 6, Science +21, Stealth +16, Tactics +17

Perks: Reroll Skills (2), Extra Reactions (3)

AI Abilities: Behavioral Study II, Cyber Fortress II, Cycle Shields, Encouragement, Guiding Hand, Hack II, Logistics, Medical Scan, Pilot, Probability, Scan

Instinct: 6 **Intelligence:** 9 **Willpower:** 6

Probability: The AI can run the odds and probability of different circumstances and dangers, giving advice to all allies within 10 squares. As usual, this is used as a standard action. Upon performing this action, the AI chooses any skill and makes a DC 20 skill check. If they succeed the skill check, all allies gain a bonus on checks using that skill equal to the amount the AI surpassed the DC of the check. The AI can use this feature more than once in a round, each time they select a different skill to boost.

Encouragement: The AI can perform leadership combat augmentations, including rally actions.

Guiding Hand: The AI can make an assisted skill check to every ally that makes a skill check within 10 squares. If the AI succeeds a DC 15 check of that skill, they give that ally +2 on their check results.

Behavioral Study: The AI spends a standard action analyzing the target's behavior and speech patterns. Afterwards, either the AI or one ally within 10 squares gains a +10 bonus on influence checks against the target for 1 minute. This can be used for combat influence or ordinary, out of combat, persuasion.

Medical Scan: The AI performs a medical scan on an ally within 10 squares as a standard action. Any ally that performs first aid on the scanned target gains +25 to their medicine check result.

Calculator Artificial Intelligence

Level 12 AI Character (Expert)

Resolve: 37 **Morale Bonus:** +8 **Initiative:** +11
Standard Actions: 2 **Minor Actions:** 2

Skills: Computers +26, Defensive Training 9, Influence +23, Lore +25, Medicine +25, Mental Training 9, Perception +23, Pilot +23, Ranged 9, Science +26, Tactics +25

Perks: Reroll Skills (5), Extra Reactions (4)

AI Abilities: Coordinated Fire, Cyber Fortress, Guiding Hand, Hack II, Logistics, Medical Scan, Pilot, Predict Attack Pattern II, Probability II, Scan II, Tactical Guidance II, Targeted Strike II

Instinct: 8 **Intelligence:** 10 **Willpower:** 8

Probability: The AI can run the odds and probability of different circumstances and dangers, giving advice to all allies within 20 squares. As usual, this is used as a standard action. Upon performing this action, the AI chooses any skill and makes a DC 20 skill check. If they succeed the skill check, all allies gain a bonus on checks using that skill equal to the amount the AI surpassed the DC of the check. The AI can use this feature more than once in a round, each time they select a different skill to boost.

Predict Attack Pattern: The AI can give their host a +4 bonus to defense against a single attacker. If they avoid an attack from that attacker, they can instantly make an attack back at the target.

Guiding Hand: The AI can make an assisted skill check to every ally that makes a skill check within 10 squares. If the AI succeeds a DC 15 check of that skill, they give that ally +2 on their check results.

Scan: The AI spends a standard action to make a spotter action against all targets within 40 squares. The spotter action also locates hidden features, doors, and wireless network.

Targeted Strike: The AI can spend an action to calibrate an incoming strike that is coming in the next round. That artillery strike gains +3 to the strike accuracy roll.

Ship Artificial Intelligence

Level 16 AI Character (Specialist/ Strategist)

Resolve: 35 **Morale Bonus:** +10 **Initiative:** +11

Standard Actions: 2 **Minor Actions:** 3

Skills: Acrobatics +26, Athletic +26, Computers +26, Defensive Training 11, Durability 11, Influence +25, Leadership +25, Lore +25, Medicine +25, Mental Training 10, Perception +27, Pilot +33, Ranged 12, Science +26, Tactics +26

Perks: Reroll Skills (2), Expert Stealth, Wound Resilience 1

AI Abilities: Coordinated Fire, Cycle Shields II, Direct Attack II, Hack II, Harden Shields II, Logistics, Pilot III, Repairs II, Scan II, Stabilize, Tactical Command, Tactical Guidance, Targeted Strike II

Instinct: 11 **Intelligence:** 10 **Willpower:** 10

Pilot: The AI can pilot a vehicle with complete control of its systems and weaponry. It uses its instinct instead of agility for determining the vehicle's defense. It must spend a minor action each turn to pilot the vessel, and an action to fire each weapon system. The vehicle gains a +10 bonus to defense and accuracy and gains 22 temporary hit points at the start of each turn. The AI automatically succeeds pilot check to perform maneuvers.

Direct Attack: The AI can spend an action to give their host an instant attack towards a target of the AI's choosing. This attack gains +5 accuracy.

Repairs: The AI can spend a standard action to perform automated repairs on their vehicle, restoring 33 hit points to the vehicle.

Targeted Strike: The AI can spend an action to calibrate an incoming strike that is coming in the next round. That artillery strike gains +3 to the strike accuracy roll.

Strategist Abilities: A Ship AI has 3 strategist abilities they can use, and 2 command points per encounter. They use strategist abilities as a standard action once per 2 rounds.

-**Scanner Sweep:** Targets a Burst (6) location within sight, automatically reveals all hidden and cloaked targets within the area.

-**Artillery Bombardment:** Targets an outdoor, Burst (4) within sight. Roll a d20. On a 12+, it deals 80 damage to all in the area with Penetration (30), gaining +2 hailfire against swarms. If the attack is successful, immediately roll another d20 afterwards. On a 15+ make the attack against that location again. Only roll the second attack if the first attack was successful.

-**ODST Drop:** The Ship AI directs a drop of ODST troopers to assist in battle at the target location. The drop pods land in 6 unoccupied '2 by 2' areas that must be within 6 squares of each other. Afterwards, create a Group of ODST Troopers swarms in the closest converging point to all of the pods. This swarm instantly gets to act, as per the Drop Tactics rule.



Military Artificial Intelligence

Level 20 AI Character (Specialist/ Strategist)

Resolve: 38 **Morale Bonus:** +11 **Initiative:** +14

Standard Actions: 3 **Minor Actions:** 3

Skills: Acrobatics +28, Athletic +28, Computers +30, Defensive Training 12, Durability 12, Endurance +28, Influence +26, Leadership +26, Lore +28, Medicine +28, Melee 10, Mental Training 12, Perception +28, Pilot +36, Ranged 12, Science +30, Stealth +28, Survival +28, Tactics +28

Perks: Reroll Skills (2), Fire into Melee, Would Resilience 1, Expert Stealth

AI Abilities: Coordinated Fire II, Cycle Shields, Direct Attack III, Hack II, Harden Shields, Medical Scan, Logistics II, Pilot II, Repairs, Scan III, Supplemental Tactics II, Tactical Command, Tactical Guidance III, Targeted Strike II

Instinct: 12 **Intelligence:** 12 **Willpower:** 10

Pilot: The AI can pilot a vehicle with complete control of its systems and weaponry. It uses its instinct instead of agility for determining the vehicle's defense. It must spend a minor action each turn to pilot the vessel, and an action to fire each weapon system. The vehicle gains a +12 bonus to defense and accuracy.

Direct Attack: The AI can spend an action to give their host an instant attack towards a target of the AI's choosing. This attack gains +6 accuracy. The host can take a shift action before or after the attack.

Tactical Guidance: The AI can spend a standard action to give all allies 20 squares +4 accuracy, defense, and tactics skill checks.

Targeted Strike: The AI can spend an action to calibrate an incoming strike that is coming in the next round. That artillery strike gains +3 to the strike accuracy roll.

Logistics: Can spend an action once per turn to make pending call-downs arrive faster. A single pending order arrives 2 rounds faster, while other orders arrive 1 round faster. If this reduces an orders arrival time to 0 or less, it arrives at the start of the character's next turn.

Strategist Abilities: A Military AI has 3 strategist abilities they can use, and 5 command points per encounter. They use strategist abilities as a standard action once per 2 rounds.

-**Orbital MAC Blast:** Target a Burst 10 location within line of sight. 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 10 against all targets. For every point you roll below a 10, decrease the damage by 10 against all targets. When the barrage hits, all targets with a Burst (10) of the blast suffer 300 damage with the Piercing trait. All targets within a Burst (10-20) instead suffer 100 damage with Piercing trait. This attack is incredibly powerful and will frequently destroy all structures within the impact zone. This costs 3 command points to use.

-**Mobilize Battalion:** The AI summons a Horde of Marines to emerge from the edge of the battlefield.

-**Surveillance Wave:** Targets a Burst (20) location within sight, automatically reveals all hidden and cloaked targets within the area.

-**Redirect Armored Units:** The AI summons a Scorpion battle tank to emerge from the edge of the battlefield.



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 human swarms encounter in the game.

Marine Swarms

Marine Rookie Squad

Level 7 Human Large-sized Group of Characters (Marine/ Tier 1 Swarm), Low Threat

Hit Points: 330

Defense: 9

Speed: 5

Space: 1 square

Damage Resistance: 7

Toughness: 37

Shift Speed: 1

Reach: 1 square

Resolve: 11

Initiative: +2

-**Magnum Pistol** 1d20+12 accuracy, 32 damage, 1 strike, 12 shots at medium range; *Special Traits:* Penetration 2, Unlimited Overages

-**Pistol Whip** 1d20+9 accuracy, 27 damage, 1 strike; *Special Traits:* Unlimited Overages

Marine Squad

Level 9 Human Large-sized Group of Characters (Marine/ Tier 1 Swarm), Medium Threat

Hit Points: 570

Defense: 15

Speed: 5

Space: 2 b y 2 squares

Damage Resistance: 11

Toughness: 41

Shift Speed: 1

Reach: 1 square

Resolve: 14

Initiative: +3

-**Assault Rifle;** 1d20+15 accuracy, 30 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Unlimited Overages

-**Combat Knife** 1d20+14 accuracy, 27 damage, 3 strikes; *Special Traits:* Unlimited Overages

Marine Patrol

Level 15 Human Huge-sized Horde of Characters (Marine/ Tier 2 Swarm), High Threat

Hit Points: 1,140

Defense: 16

Speed: 5

Space: 4 by 4 squares

Damage Resistance: 14

Toughness: 45

Shift Speed: 1

Reach: 2 squares

Resolve: 14

Initiative: +3

-**Assault Rifle;** 1d20+25 accuracy, 30 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 1, Unlimited Overages

-**Combat Knife** 1d20+24 accuracy, 27 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

Marine Platoon

Level 21 Human Gargantuan-sized Legion of Characters (Marine/ Tier 3 Swarm), High Threat

Hit Points: 1,710

Defense: 17

Speed: 5

Space: 1 square

Damage Resistance: 17

Toughness: 53

Shift Speed: 1

Reach: 3 squares

Resolve: 14

Initiative: +3

-**Assault Rifle;** 1d20+35 accuracy, 40 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 2, Unlimited Overages

-**Combat Knife** 1d20+34 accuracy, 34 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

Marine Veteran Squad

Level 16 Human Large-sized Group of Characters (Marine/ Tier 1 Swarm), Medium Threat

Hit Points: 1,250

Defense: 21

Speed: 6

Space: 1 square

Damage Resistance: 18

Toughness: 48

Shift Speed: 1

Reach: 1 square

Resolve: 22

Initiative: +6

-**Assault Rifle;** 1d20+22 accuracy, 36 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 1, Unlimited Overages

-**Combat Shotgun;** 1d20+21 accuracy, 36 damage, 2 strikes, 12 shots at short range; *Special Traits:* Hailfire 1, Spread, Close Quarters, Unlimited Overages

-**Combat Knife** 1d20+21 accuracy, 34 damage, 3 strikes; *Special Traits:* Unlimited Overages

Marine Veteran Patrol

Level 22 Human Huge-sized Horde of Characters (Marine/ Tier 2 Swarm), High Threat

Hit Points: 2,500

Defense: 22

Speed: 6

Space: 1 square

Damage Resistance: 21

Toughness: 52

Shift Speed: 1

Reach: 1 square

Resolve: 22

Initiative: +6

-**Assault Rifle;** 1d20+32 accuracy, 36 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 2, Burst 1, Unlimited Overages

-**Combat Shotgun;** 1d20+31 accuracy, 36 damage, 2 strikes, 12 shots at short range; *Special Traits:* Hailfire 2, Spread, Burst 1, Close Quarters, Unlimited Overages

-**Combat Knife** 1d20+31 accuracy, 34 damage, 3 strikes; *Special Traits:* Unlimited Overages

Marine Veteran Platoon

Level 28 Human Gargantuan-sized Legion of Characters (Marine/ Tier 3 Swarm), High Threat

Hit Points: 3,750

Defense: 23

Speed: 6

Space: 1 square

Damage Resistance: 24

Toughness: 60

Shift Speed: 1

Reach: 1 square

Resolve: 22

Initiative: +6

-**Assault Rifle;** 1d20+42 accuracy, 52 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 2, Burst 1, Unlimited Overages

-**Combat Shotgun;** 1d20+41 accuracy, 52 damage, 2 strikes, 12 shots at short range; *Special Traits:* Spread, Hailfire 2, Burst 2, Close Quarters, Unlimited Overages

-**Combat Knife** 1d20+41 accuracy, 48 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

Marine Recon Infantry Squad

Level 13 Human Large-sized Group of Characters (Marine/ Tier 1 Swarm), Medium Threat

Hit Points: 840

Defense: 19

Speed: 6

Space: 2 by 2 squares

Damage Resistance: 10

Toughness: 47

Shift Speed: 2

Reach: 1 square

Resolve: 20

Initiative: +4

-**Submachine Gun;** 1d20+16 accuracy, 30 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Suppressor, Unlimited Overages

-**Designated Marksman Rifle** 1d20+18 accuracy, 32 damage, 3 strikes, 14 shots at long range; *Special Traits:* Penetration 2, Scope, Unlimited Overages

-**Combat Knife** 1d20+18 accuracy, 27 damage, 3 strikes; *Special Traits:* Unlimited Overages

Ambush Mastery: Recon squads gain the following bonuses.

-When a recon marine squad makes a ranged attacks, they can target 2 separate targets with their attacks

-When the recon squad attacks an enemy without cover while they have either cover against them or the hidden condition, the squad gains +5 accuracy and damage with their attack. In addition,

-When surprising an enemy, the recon squad gains a full-round action on the surprise round.

-Recon squads gain +5 defense when they have cover

Marine Vanguard Squad

Level 20 Human Large-sized Group of Characters (Marine/ Tier 1 Swarm), Medium Threat

Hit Points: 1,430

Defense: 27

Speed: 7

Space: 2 by 2 squares

Damage Resistance: 16

Toughness: 54

Shift Speed: 2

Reach: 1 square

Resolve: 28

Initiative: +6

-**Squad Automatic Weapon;** 1d20+25 accuracy, 41 damage, full auto, 72 shots at short range; *Special Traits:* Unlimited Overages

-**Sniper Rifle;** 1d20+26 accuracy, 60 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Rending 2, Digital Scope, Unlimited Overages

-**Combat Blade** 1d20+24 accuracy, 41 damage, 4 strikes; *Special Traits:* Unlimited Overages

Ambush Expertise: When the vanguard squad attacks an enemy without cover while they have either cover against them or the hidden condition, they gain +5 accuracy and damage with their attack.

Tactical Reposition: At the start of their turn, before performing any other actions, the vanguard squad can perform a shift action as a free action. In addition, when the vanguard takes damage from an attack while without cover, they can spend a reaction to perform a shift action after the attack is resolved. Finally, when the vanguard takes damage from an attack while within cover, they can spend a reaction to reduce the damage by half.

Ambush Position: Vanguard squads can perform one of the following actions every time they take damage from an attack:

-Reduce the damage by half, after damage resistance and hailfire are applied

-Shift after the attack is resolved, and then make a standard action attack at the closest enemy

Marine Vanguard Patrol

Level 26 Human Huge-sized Horde of Characters (Marine/ Tier 2 Swarm), High Threat

Hit Points: 2,860

Defense: 29

Speed: 7

Space: 4 by 4 squares

Damage Resistance: 16

Toughness: 30

Shift Speed: 2

Reach: 2 squares

Resolve: 28

Initiative: +6

-Squad Automatic Weapon; 1d20+35 accuracy, 41 damage, full auto, 72 shots at short range; *Special Traits:* Hailfire 1, Burst 1, Unlimited Overages

-Sniper Rifle; 1d20+36 accuracy, 60 damage, 1 strike, 4 shots at distant range; *Special Traits:* Penetration 10, Burst 1, Rending 2, Digital Scope, Hailfire 1, Unlimited Overages

-Combat Blade 1d20+34 accuracy, 41 damage, 4 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

Ambush Expertise: When the vanguard patrol attacks an enemy without cover while they have either cover against them or the hidden condition, they gain +5 accuracy and damage with their attack.

Tactical Reposition: At the start of their turn, before performing any other actions, the vanguard patrol can perform a shift action as a free action. In addition, when the vanguard takes damage from an attack while without cover, they can spend a reaction to perform a shift action after the attack is resolved. Finally, when the vanguard patrol takes damage from an attack while within cover, they can spend a reaction to reduce the damage by half.

Ambush Position: Vanguard patrols can perform one of the following actions every time they take damage from an attack:

- Reduce the damage by half, after damage resistance and hailfire are applied
- Shift after the attack is resolved, and then make a standard action attack at the closest enemy

ODST Swarms

Orbital Drop Shock Trooper Squad

Level 16 Human Large-sized Group of Characters (ODST/ Tier 1 Swarm), High Threat

Hit Points: 1,440

Defense: 22

Speed: 6

Space: 2 by 2 squares

Damage Resistance: 20

Toughness: 52

Shift Speed: 2

Reach: 1 square

Resolve: 27

Initiative: +10

-Recon Battle Rifle; 1d20+24 accuracy, 36 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 3, Hailfire 1, Digital Scope, Suppressor, Unlimited Overages

-Combat Knife 1d20+25 accuracy, 34 damage, 3 strikes; *Special Traits:* Unlimited Overages

Shock Assault: An ODST squad can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+9). If they get at least a 20, they can perform a standard action in the surprise round.

Team Tactics: Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check (1d20+9). Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Orbital Drop Shock Trooper Patrol

Level 22 Human Huge-sized Group of Characters (ODST/ Tier 2 Swarm), Extreme Threat

Hit Points: 2,880

Defense: 20

Speed: 6

Space: 4 by 4 squares

Damage Resistance: 20

Toughness: 56

Shift Speed: 2

Reach: 2 squares

Resolve: 27

Initiative: +10

-Recon Battle Rifle; 1d20+34 accuracy, 36 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 3, Hailfire 2, Burst 1, Digital Scope, Suppressor, Unlimited Overages

-Combat Knife 1d20+35 accuracy, 34 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

Shock Assault: An ODST squad can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+9). If they get at least a 20, they can perform a standard action in the surprise round.

Team Tactics: Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check (1d20+9). Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Orbital Drop Shock Trooper Veteran Squad

Level 26 Human Large-sized Group of Characters (ODST/ Tier 1 Swarm), High Threat

Hit Points: 2,570

Defense: 35

Speed: 7

Space: 2 by 2 squares

Damage Resistance: 35

Toughness: 64

Shift Speed: 2

Reach: 1 square

Resolve: 39

Initiative: +13

-Recon Battle Rifle; 1d20+30 accuracy, 39 damage, 2 strikes, 36 shots at medium range; *Special Traits:* Penetration 5, Hailfire 1, Digital Scope, Suppressor, Unlimited Overages

-Assault Rifle; 1d20+31 accuracy, 39 damage, 4 strikes or automatic, 36 shots at long range; *Special Traits:* Penetration 5, Unlimited Overages

-Combat Knife 1d20+30 accuracy, 37 damage, 3 strikes; *Special Traits:* Unlimited Overages

Critical Shots: Any target who take damage from the squad's attacks must spend either spend a morale or gain the Tormented condition for 1 round. A single target can only be affected by this ability once per round

Shock Assault: An ODST can perform a full rounds worth of activities on a surprise round. In addition, at the start of an encounter in which the ODST was not surprising a foe, they can roll tactics skill check (1d20+13). If they get at least a 20, they can perform a standard action in the surprise round.

Team Tactics: Any time a swarm of ODSTs would take damage from an attack, before hailfire is applied but after damage resistance and penetration are applied, the swarm may roll a tactics skill check. Reduce the damage of the attack by the tactics check result and then apply any hailfire.

Civilian and Insurgent Swarms

Security Official Squad

Level 8 Human Large-sized Group of Characters (Civilian/ Tier 1 Swarm), Low Threat

Hit Points: 570

Defense: 13

Speed: 5

Space: 2 by 2 squares

Damage Resistance: 8

Toughness: 40

Shift Speed: 1

Reach: 1 square

Resolve: 16

Initiative: +2

-Battle Rifle; 1d20+13 accuracy, 30 damage, 1 strike, 36 shots at long range; *Special Traits:* Hailfire 1, Scope, Unlimited Overages

-Unarmed; 1d20+13 accuracy, 21 damage, 3 strikes; *Special Traits:* Unarmed, Unlimited Overages

Guardian: A security official squad can taunt all enemies within 6 squares of them as a minor action. In addition, they can give Shielded to a single adjacent, non-swarm ally.

Insurgent Squad

Level 8 Human Large-sized Group of Characters (Insurgency/ Tier 1 Swarm), Low Threat

Hit Points: 490

Defense: 11

Speed: 5

Space: 2 by 2 squares

Damage Resistance: 6

Toughness: 40

Shift Speed: 1

Reach: 1 square

Resolve: 16

Initiative: +2

-Assault Rifle; 1d20+9 accuracy, 35 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Unlimited Overages

-Combat Knife 1d20+8 accuracy, 31 damage, 3 strikes; *Special Traits:* Unlimited Overages

-IED 1d20+7 accuracy, 45 damage, 1 strike, short range; *Special Traits:* Penetration 10, Burst 2, Grenade, Delay, Thrown in addition to other attacks

Insurgent Patrol

Level 14 Human Huge-sized Group of Characters (Insurgency/ Tier 2 Swarm), Medium Threat

Hit Points: 980

Defense: 7

Speed: 5

Space: 4 by 4 squares

Damage Resistance: 6

Toughness: 44

Shift Speed: 1

Reach: 2 squares

Resolve: 16

Initiative: +2

-Assault Rifle; 1d20+14 accuracy, 40 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 1, Unlimited Overages

-Combat Knife 1d20+13 accuracy, 36 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

-IED 1d20+12 accuracy, 50 damage, 1 strike, short range; *Special Traits:* Penetration 10, Burst 3, Hailfire 1, Grenade, Delay, Thrown in addition to other attacks, Unlimited Overages

Insurgent Platoon

Level 20 Human Gargantuan-sized Group of Characters (Insurgency/ Tier 3 Swarm), Medium Threat

Hit Points: 1,470

Defense: 3

Speed: 5

Space: 8 by 8 squares

Damage Resistance: 6

Toughness: 52

Shift Speed: 1

Reach: 3 squares

Resolve: 16

Initiative: +2

-**Assault Rifle;** 1d20+19 accuracy, 60 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 2, Unlimited Overages

-**Combat Knife** 1d20+18 accuracy, 52 damage, 3 strikes; *Special Traits:* Hailfire 1, Unlimited Overages

-**IED** 1d20+17 accuracy, 80 damage, 1 strike, short range; *Special Traits:* Penetration 10, Burst 4, Hailfire 1, Grenade, Delay, Thrown in addition to other attacks, Unlimited Overages

Rebel Fighter Squad

Level 11 Human Large-sized Group of Characters (Insurgency/ Tier 1 Swarm), Medium Threat

Hit Points: 850

Defense: 17

Speed: 6

Space: 2 by 2 squares

Damage Resistance: 7

Toughness: 44

Shift Speed: 1

Reach: 1 square

Resolve: 19

Initiative: +4

-**Assault Rifle;** 1d20+17 accuracy, 30 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Unlimited Overages

-**Bayonet;** 1d20+17 accuracy, 39 damage, 1 strike; *Special Traits:* Penetration 2, Unlimited Overages

-**Shrapnel Bomb** 1d20+16 accuracy, 30 damage, 1 strike; *Special Traits:* Burst 2, Hailfire 2, Grenade, Delay, Unlimited Overages

-**Fire Bomb** 1d20+16 accuracy, 30 damage, 1 strike; *Special Traits:* Penetration 5, Burst 3, Flames, Energy Damage, Unlimited Overages

-**Blast Bomb** 1d20+16 accuracy, 50 damage, 1 strike; *Special Traits:* Penetration 15, Grenade, Delay, Unlimited Overages

Mob Bomb: When a rebel fighter swarm makes a standard action attack, they can use their makeshift bomb ability once per round in addition to their ranged and melee attacks. This can be any form of their three bombs.

Rebel Fighter Patrol

Level 17 Human Huge-sized Group of Characters (Insurgency/ Tier 2 Swarm), High Threat

Hit Points: 1,700

Defense: 15

Speed: 6

Space: 4 by 4 squares

Damage Resistance: 7

Toughness: 48

Shift Speed: 1

Reach: 2 squares

Resolve: 19

Initiative: +4

-**Assault Rifle;** 1d20+27 accuracy, 30 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 1, Unlimited Overages

-**Bayonet;** 1d20+27 accuracy, 39 damage, 1 strike; *Special Traits:* Penetration 2, Hailfire 1, Unlimited Overages

-**Shrapnel Bomb** 1d20+26 accuracy, 30 damage, 1 strike; *Special Traits:* Burst 3, Hailfire 3, Grenade, Delay, Unlimited Overages

-**Fire Bomb** 1d20+26 accuracy, 30 damage, 1 strike; *Special Traits:* Penetration 5, Burst 4, Hailfire 1, Flames, Energy Damage, Unlimited Overages

-**Blast Bomb** 1d20+26 accuracy, 50 damage, 1 strike; *Special Traits:* Penetration 15, Burst 1, Hailfire 1, Grenade, Delay, Unlimited Overages

Mob Bomb: When a rebel fighter swarm makes a standard action attack, they can use their makeshift bomb ability once per round in addition to their ranged and melee attacks. This can be any form of their three bombs.

Rebel Fighter Platoon

Level 23 Human Gargantuan-sized Group of Characters (Insurgency/ Tier 3 Swarm), High Threat

Hit Points: 2,550

Defense: 13

Toughness: 56

Resolve: 19

Speed: 6

Shift Speed: 1

Space: 8 by 8 squares

Reach: 3 squares

Initiative: +4

Damage Resistance: 7

-**Assault Rifle;** 1d20+37 accuracy, 40 damage, 3 strikes or automatic, 36 shots at medium range; *Special Traits:* Hailfire 1, Burst 2, Unlimited Overages

-**Bayonet;** 1d20+37 accuracy, 58 damage, 1 strike; *Special Traits:* Penetration 2, Hailfire 1, Unlimited Overages

-**Shrapnel Bomb** 1d20+36 accuracy, 40 damage, 1 strike; *Special Traits:* Burst 4, Hailfire 3, Grenade, Delay, Unlimited Overages

-**Fire Bomb** 1d20+36 accuracy, 40 damage, 1 strike; *Special Traits:* Penetration 5, Burst 5, Hailfire 1, Flames, Energy Damage, Unlimited Overages

-**Blast Bomb** 1d20+36 accuracy, 80 damage, 1 strike; *Special Traits:* Penetration 15, Burst 2, Hailfire 1, Grenade, Delay, Unlimited Overages

Mob Bomb: When a rebel fighter swarm makes a standard action attack, they can use their makeshift bomb ability once per round in addition to their ranged and melee attacks. This can be any form of their three bombs.



UNSC Piloted Vehicles

These are common examples of UNSC vehicles NPCs, where the vehicle is pre-generated with an example pilot. 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.

Hornet

Level 7 Human in Huge-sized Vehicle, Extreme Threat

Hit Points: 350	Healing Threshold: NA	Damage Threshold: 58
Defense: 20	Toughness: 48	Resolve: 16
Acceleration Rating: 50	Max Speed: 400	Morale Bonus: +3
Space: 4 by 4 squares	Reach: NA	Initiative: +5
Damage Resistance: 18		

-**Twin Rotary Cannon** 1d20+11 accuracy, 27 damage, full auto, 5,000 shots at distant range; *Special Traits:* Penetration 8, Hailfire 1

-**Missile Pods** 1d20+10 accuracy, 45 damage, 2 strikes from 1 pod, 8 shots at distant range; *Special Traits:* Penetration 15, Burst 3, Missile

-**Missile Pods w/ 2 Pods** 1d20+15 accuracy, 45 damage, 2 strikes from 2 pods, 8 shots at distant range; *Special Traits:* Penetration 15, Burst 4, Hailfire 1, Missile

Skills: Acrobatics +5, Athletics +3, Computers +8, Defensive Training 3, Durability 2, Medicine +7, Melee 1, Mental Training 2, Perception +11, Pilot +13, Ranged 4, Science +8, Tactics +9

Strength: 11 **Instinct:** 5 **Agility:** 4 **Fortitude:** 2
Intelligence: 4 **Willpower:** 4

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

Strafing Fire: The hornet can be used to make automatic attack runs over the ground with its twin-rotary cannon. This can be used if the pilot makes an action move. If they do so, they can make an empowered area burst attack that takes up a 2 by 20 rectangular area. This area must be targeted on the ground and the hornet must be moving at least 40 squares per round in order to activate this.

Weapon Systems: The hornet has a front-mounted twin rotary turret that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle. Finally, the hornet has two missile pods that can be fired by the pilot. When attacking, the pilot can fire anywhere between 1-2 missile pods. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire.

Flying Vehicle: The hornet 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.

Hornets are in-atmosphere gunships used for close fire support and maintaining aerial superiority. The example hornet is helmed by a Pilot NPC.



Mantis

Level 18 Human in Huge-sized Vehicle, Extreme Threat

Hit Points: 780	Healing Threshold: NA	Damage Threshold: 71 (Reinforcement 1)
Defense: 31	Toughness: 71	Resolve: 21
Speed: 22	Shift Speed: 2	Morale Bonus: +5
Space: 3 by 3 squares	Reach: NA	Initiative: +7
Damage Resistance: 39	Energy Shield: 200 (10 shield armor)	

-**Heavy Chaingun** 1d20+25 accuracy, 44 damage, full auto, 3,000 shots at long range; *Special Traits:* Penetration 10

-**Strike Missile Pod** 1d20+24 accuracy, 60 damage, 1 strike, 40 shots at long range; *Special Traits:* Penetration 25, Burst 1, Missile

-**Smash** 1d20+20 accuracy, 90 damage, 1 strike; *Special Traits:* Close Burst 4, Knocks prone on hitting toughness

Skills: Acrobatics +14, Athletics +10, Computers +16, Defensive Training 7, Durability 5, Medicine +14, Melee 3, Mental Training 6, Perception +19, Pilot +19, Ranged 7, Science +17, Tactics +17

Strength: 18 **Instinct:** 7 **Agility:** 7 **Fortitude:** 4

Intelligence: 6 **Willpower:** 5

Weapon Systems: The mantis pilot has access to both a heavy machine gun and a strike missile pod. When attacking with the missile pod, the pilot can fire anywhere between 1-5 missiles. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire. The pilot can dual-wield to attack with both the machine gun and the missile pods in the same turn.

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

Smash: As a standard action, the mantis can empower its servos to crush the ground. The user makes a melee attack against all targets within a Close Burst (4). The attack deals 5 x strength (90) damage on a hit, or half that damage on a missed attack. If the attack hits a target's toughness, they are knocked prone.

Energy Shields: The mantis has regenerating energy shields. It has a shield pool of 200 with 10 shield armor. If it goes more than 2 or more turns without being attacked or damaged, it regains 50 energy shields at the start of its turn.

Walker: The mantis is a combat walker, therefore does not have an acceleration rating or a maximum speed. Its speed is 15 + the user's agility. Instead of losing control from crippling wound, the mantis is instead knocked prone. It can perform shift actions. It takes a full-round action to board or disembark from a mantis.

Mantis are advanced walkers with powered exoskeletons that are designed to represent the power of MJOLNIR combat armor. They are used for heavy firepower in tight confines. The example Mantis is piloted by an Expert Pilot



Mongoose

Level 4 Human in Large-sized Vehicle, Medium Threat

Hit Points: 105	Healing Threshold: NA	Damage Threshold: 30
Defense: 15	Toughness: 25	Resolve: 16
Acceleration Rating: 40	Max Speed: 120	Morale Bonus: +1
Space: 2 by 2 squares	Reach: NA	Initiative: +3
Damage Resistance: 15		

Skills: Acrobatics +1, Athletics +4, Defensive Training 2, Durability 2, Endurance +4, Melee 2, Mental Training 1, Perception +5, Pilot +7, Ranged 3, Stealth +1, Survival +4, Tactics +4

Strength: 8 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3
Intelligence: 2 **Willpower:** 2

Passenger: While the mongoose has no weapons, it has support for a single passenger. This passenger, usually a marine, fires their weapon normally from the back of the mongoose.

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

Evasive: The mongoose is good at avoiding bursts and artillery strikes. When hit by a burst attack, the mongoose pilot can make a check to evade, even if they did not bob and weave. They make a pilot check. If they succeed, their vehicle can shift 1 square for every 20 squares of their current speed. Therefore, a mongoose that is moving at 50 squares per round can shift 2 squares if they evade. The mongoose and its pilot can only make this check once per round.

Easily Flipped: The mongoose, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if the vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 15 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped mongoose. Flipping the vehicle back over is a DC 20 strength test as a full-round action, gaining a +2 to the test for every ally assisting.

A mongoose is an ATV used for reconnaissance and as a mobile fire support vessel. The example mongoose is piloted by a Marine NPC.



Pelican Dropship

Level 9 Human in Colossal-sized Vehicle, Formidable Threat

Hit Points: 1,220	Healing Threshold: NA	Damage Threshold: 107 (Reinforcement 1)
Defense: 14	Toughness: 97	Resolve: 16
Acceleration Rating: 80	Max Speed: 800	Morale Bonus: +3
Space: 20 by 20 squares	Reach: NA	Initiative: +5
Damage Resistance: 30		

-Autocannon 1d20+15 accuracy, 36 damage, full auto, 10,000 shots at remote range; *Special Traits:* Penetration 10

-Missile Pods 1d20+14 accuracy, 45 damage, 2 strike, 8 shots at distant range; *Special Traits:* Penetration 15, Burst 3, Missile

Skills: Acrobatics +5, Athletics +3, Computers +8, Defensive Training 3, Durability 2, Medicine +7, Melee 1, Mental Training 2, Perception +11, Pilot +11, Ranged 4, Science +8, Tactics +9

Strength: 25 **Instinct:** 5 **Agility:** 4 **Fortitude:** 2

Intelligence: 4 **Willpower:** 4

Flying Vehicle: The pelican 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.

Co-Pilot: The co-pilot can make a standard action to assist the pilot in all of 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 on their attack accuracy and vehicle defense.

Weapon Systems: The pelican also has a front-mounted autocannon turret that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle. It also has 4 missile pods that can be fired by the co-pilot. When attacking, the co-pilot can fire anywhere between 1-4 missile pods. For every missile pod fired beyond the first, the attack gains +5 accuracy, +1 burst area, and +1 hailfire.

Target Lock: The pilot can spend a standard action applying a target lock to a target within sight. The target lock can be expended with any missile attack. If a target lock is used with a missile attack, the attack gains +10 accuracy and ignores concealment.

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 HUD of any allied soldiers within distant range.

The pelican is the primary dropship and transport for the UNSC. These large vessels are used to drop soldiers and vehicles off on the front lines while defending themselves with autocannons and missile pods. The example Pelican is piloted by Pilot NPCs.



Scorpion Battle Tank

Level 13 Human in Gargantuan-sized Vehicle, Formidable Threat

Hit Points: 1,150	Healing Threshold: NA	Damage Threshold: 96 (Reinforcement 3)
Defense: 14	Toughness: 85	Resolve: 16
Acceleration Rating: 20	Max Speed: 90	Morale Bonus: +4
Space: 6 by 6 squares	Reach: NA	Initiative: +6
Damage Resistance: 40		

-**Battle Cannon** 1d20+20 accuracy, 100 damage, 1 strike, 100 shots at remote range; *Special Traits:* Penetration 30, Burst 4, High Explosive

-**Heavy Chaingun** 1d20+20 accuracy, 36 damage, full auto, 3,000 shots at long range; *Special Traits:* Penetration 10, Full Automatic

Skills: Acrobatics +3, Athletics +7, Defensive Training 5, Durability 5, Endurance +9, Melee 5, Mental Training 5, Perception +9, Pilot +8, Ranged 6, Stealth +4, Survival +9, Tactics +7

Strength: 24 **Instinct:** 6 **Agility:** 4 **Fortitude:** 5

Intelligence: 2 **Willpower:** 4

Weapon Systems: The scorpion has a turret with a 360-degree fire arc that is controlled by the pilot. It also has a heavy chaingun turret with a 180-degree fire arc facing the front of the vehicle. This turret is controlled by the gunner.

Treads: The scorpion ignores difficult terrain penalties on its movement.

Slow and Cumbersome: The scorpion is a heavy, cumbersome vessel. The pilot suffers disadvantage on all pilot checks with the scorpion. In addition, the extreme weight of the scorpion will cause it to crash through light terrain, such as ice or wood, and makes it impossible to 'jump' gaps with the tank.

The indomitable scorpion is the mainline tank for the UNSC. It is a bruiser that leads forward into battle, blasting apart infantry units and enemy artillery alike. The example Scorpion is piloted by Veteran Marine NPCs.



Warthog

Level 4 Human in Huge-sized Vehicle, High Threat

Hit Points: 225	Healing Threshold: NA	Damage Threshold: 45
Defense: 14	Toughness: 35	Resolve: 16
Acceleration Rating: 20	Max Speed: 120	Morale Bonus: +3
Space: 4 by 4 squares	Reach: NA	Initiative: +5
Damage Resistance: 15		

-**Heavy Chaingun** 1d20+6 accuracy, 28 damage, full auto, 3,000 shots at long range; *Special Traits:* Penetration 10, Fully Automatic

-**Gauss Cannon** 1d20+7 accuracy, 90 damage, 1 strike, 750 shots at distant range; *Special Traits:* Penetration 50

Skills: Acrobatics +1, Athletics +4, Defensive Training 2, Durability 2, Endurance +4, Melee 2, Mental Training 1, Perception +5, Pilot +7, Ranged 3, Stealth +1, Survival +4, Tactics +4

Strength: 10 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3
Intelligence: 2 **Willpower:** 2

Gunner: The warthog has a rear mounted gun, either a heavy chaingun or a gauss cannon. This weapon has a 360-degree turret that is controlled by a separate marine gunner.

Open Topped: The warthog is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the passengers do not injure the passengers unless they were targeted. If they are targeted, the passengers gain improved cover against all attacks.

Easily Flipped: The warthog, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if the vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 20 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped warthog. Flipping the vehicle back over is a DC 25 strength test as a full-round action, gaining a +2 to the test for every ally assisting.

The warthog is the classic vehicle of the UNSC, a light combat vehicle with speed, maneuverability, and a heavy weapon turret. It is the most common human vehicle to see on a battlefield. The warthog is piloted by a Marine NPC, with a separate Marine functioning as the gunner.



Veteran Warthog

Level 7 Human in Huge-sized Vehicle, High Threat

Hit Points: 225	Healing Threshold: NA	Damage Threshold: 45
Defense: 21	Toughness: 35	Resolve: 16
Acceleration Rating: 20	Max Speed: 120	Morale Bonus: +4
Space: 4 by 4 squares	Reach: NA	Initiative: +6
Damage Resistance: 15		

-**Heavy Chaingun** 1d20+12 accuracy, 36 damage, full auto, 3,000 shots at long range; *Special Traits:* Penetration 10, Fully Automatic

-**Gauss Cannon** 1d20+13 accuracy, 110 damage, 1 strike, 750 shots at distant range; *Special Traits:* Penetration 50

Skills: Acrobatics +3, Athletics +7, Defensive Training 5, Durability 5, Endurance +9, Melee 5, Mental Training 5, Perception +9, Pilot +12, Ranged 6, Stealth +4, Survival +9, Tactics +7

Strength: 10 **Instinct:** 6 **Agility:** 4 **Fortitude:** 5
Intelligence: 2 **Willpower:** 4

Gunner: The warthog has a rear mounted gun, either a heavy chaingun or a gauss cannon. This weapon has a 360-degree turret that is controlled by a separate marine gunner.

Open Topped: The warthog is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the passengers do not injure the passengers unless they were targeted. If they are targeted, the passengers gain improved cover against all attacks.

Easily Flipped: The warthog, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if the vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 20 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped warthog. Flipping the vehicle back over is a DC 25 strength test as a full-round action, gaining a +2 to the test for every ally assisting.

The veteran warthog is simply a warthog piloted by veteran marines instead of common marines. They are a common part of major offenses.



Razorback

Level 4 Human in Huge-sized Vehicle, High Threat

Hit Points: 250	Healing Threshold: NA	Damage Threshold: 45 (Reinforcement 1)
Defense: 12	Toughness: 35	Resolve: 16
Acceleration Rating: 20	Max Speed: 120	Morale Bonus: +3
Space: 4 by 4 squares	Reach: NA	Initiative: +5
Damage Resistance: 23		

Skills: Acrobatics +1, Athletics +4, Defensive Training 2, Durability 2, Endurance +4, Melee 2, Mental Training 1, Perception +5, Pilot +5, Ranged 3, Stealth +1, Survival +4, Tactics +4

Strength: 10 **Instinct:** 3 **Agility:** 3 **Fortitude:** 3
Intelligence: 2 **Willpower:** 2

Open Topped: The warthog is open topped, so all its passengers can be attacked separately from the vehicle. Burst attacks against the passengers do not injure the passengers unless they were targeted. If they are targeted, the passengers gain improved cover against all attacks.

Easily Flipped: The warthog, while very maneuverable, flips easily. If the pilot ever rolls a 1 on a pilot skill check, or if they vehicle suffers a crippling wound to the mobility or core, the pilot must make a DC 20 pilot skill check. If they fail, the vehicle flips. The vehicle and all occupants suffer 50 damage and the vehicle is inoperative until it is turned over. It is a full-round action to climb out of a flipped warthog. Flipping the vehicle back over is a DC 25 strength test as a full-round action, gaining a +2 to the test for every ally assisting.

The razor backpack, a heavy transport warthog, is usually piloted by a marine NPC and has 5 marine passengers. After the vehicle zooms into battle, the pilot and all passengers usually disembark as a move action and form a Group of Marines.



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