

Forerunner's Legacy

Leovaunt's Halo RPG

~By Leovaunt



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A Galaxy of Threats

While much of the core of Halo is the fight between humanity and the Covenant, they are not the only participants in the war for survival in the galaxy. They aren't even the greatest of evils; in many ways, both factions are victims of those that came before them: the Forerunners. The Forerunners feuds with the Flood and the ancestors of contemporary species shaped the universe as it is now. Now, humanity and the Covenant species feud with each other in the wake of the Forerunner's legacy.

A hundred thousand years ago, the Forerunner Ecumene, their stellar empire, stretched across the galaxy with wonderous works of engineering that is beyond any species in the modern era. They blended advanced technology in a way that warped space and manipulated matter in a way that seemed magical. However, even that was not enough to prevent the galactic parasite, The Flood, from consuming them. In order to spare existence from the parasite, the Forerunners activated the Halo Array, destroying both them and the parasite.

While the Forerunners are largely gone, their legacy remains. Countless Forerunner installations and artifacts remain hidden throughout the stars. Their sentinels and monitors have continued maintaining these outposts over countless millennia. Many of these installations contain trapped Flood cells, any of which has the potential to escape and cause new Flood outbreak. Finally, the ancient Prometheans, the elite mechanical warriors of the Forerunners, have recently been released providing a new threat to the universe.

In the Halo RPG, these are new threats for your player characters to face in battle. This resource provides everything you need to know about including Forerunner installations, sentinels, Flood, and Prometheans in your games of Halo. This will greatly expand your games of Halo outside the constant battle between the UNSC and Covenant and supply you with multiple enemies to diversify your campaigns.

The factions included in this resource are monstrous, alien, or non-sentient in nature and are therefore not suitable for player characters. However, Chapter 5 of this resource is a change of pace, providing player characters with new talents that relate to dealing with the technology and adversaries in this resource.



Chapter 1: The Flood

Part 1: What is the Flood?

The Flood is an extra-galactic species of parasites that represent the greatest threat to all species in the galaxy. It is a race that infects all other biological species to bring them into its whole. A single surviving Flood spore can lead to the end of a world, as the Flood continues to self-replicate until all has been consumed. The existence of the Flood led to the fall of the Forerunners as well as the creation and firing of the Halo rings.

Flood is a separate, non-playable species of organic parasites that is a threat to all other races. In the contemporary era, the Flood are successfully contained across various Forerunner installations across the galaxy. Recently, the Flood came to power and almost wiped out life again. Defeated on Installation 00, or the Ark, the Flood is now only found in containment on various installations or contained within the ruined husk of High Charity, the former Covenant space station, which had crashed on Installation 0.

Players in the Halo Roleplaying Game may come across Flood if the campaign overlaps with the major Flood incursions in various Halo video games. Otherwise, they may face Flood when exploring various Forerunner installations throughout the galaxy, where the Flood is being contained. If the Flood escapes containment in these installations, they will quickly grow and spread and become a great threat to everyone. Halo warriors may be on the front line fighting to prevent the Flood from escaping their cage and consuming all life in the galaxy.

History of the Flood

Ancient Times

First signs of the Flood in ancient times was a toxic dust discovered on ancient ships lost in space. This discovery was made by ancient humans over 100,000 years ago. These humans experimented with the dust, using it as a toxin or a drug. Eventually, the dust developed its own properties and became a parasite, infesting hosts and drawing them into a collective.

The humans began losing worlds to the Flood, forcing a desperate defense. Humanity began to purge any world that had a trace of Flood life, for even a single spore could lead to a world's destruction. This brought them into conflict with the Forerunners after destroying several worlds owned by that stellar empire. Suddenly, humanity was fighting for survival against both the Flood and the Forerunners. The Forerunners won against the humans, eliminating their empire and technologically devolving their species. Afterwards, they realize the true threat and was forced to defend themselves against the Flood.

Despite being parasitic origin, the Flood had developed a powerful and brilliant Gravemind to lead over them, guided by several Key-Minds. The Gravemind was the accumulation of all the memories and intelligences of every creature assimilated by the Flood and was an uncannily intelligent. It waged war against the Forerunners, consuming world after world, with a tactical aptitude that was unnatural. For all the technology and military might they possessed, the Forerunners found themselves losing to the Flood.

A desperate solution was taken. A series of Forerunner installation were created, the Halo rings. These super weapons could release a destructive pulse that could exterminate all sentient life in the universe, starving the Flood. While many alternatives were considered, this proved to be the only way to defeat the Flood. When samples of various biological and sentient life were safely stored away on the Ark, a premier installation capable of creating Halo rings, the rings were activated. They cleansed the galaxy of all life.

The few remaining Forerunners seeded the various sapient species on worlds throughout the universe, allowing them to rebuild. The Flood were wiped out, but samples of them remained in containment in various Forerunner installations throughout the galaxy. This would prove to be a mistake, however, as it would allow the Flood to return in the modern era.



Modern Times

As a hundred millennia passed, the Flood passed from all knowledge except by the robotic monitors that controlled ancient Forerunner installations. They would come back to the universe with the battle over Installation 04, one of the long dormant Halo rings.

In this time, humans fought against the alien Covenant for survival. This battle came to a Halo ring, for the first time revealing their existence to the reborn galaxy. In their recklessness to exploit the halo for religious purposes, the Covenant released the Flood from containment on the ring. Only the actions of a brave Spartan, John 117, prevented the Flood from becoming a galactic threat once again. He created an explosion aboard a crashed starship, the *Pillar of Autumn*, which destroyed the Halo ring and the Flood infesting it.

The Covenant did not give up seeking out the Halo rings, however. They believed the rings were objects of religious significance, capable of causing a Great Journey into the beyond, a sort of rapture. Little did they know that Halo was not a device of divinity, but a weapon for cleansing the universe of life. Blinded with religious hysteria, the Covenant unknowingly sought another ring to activate.

They found their chance with Installation 05. Once again, the Covenant showed no regard for containment. The Flood spread across the installation, consuming human and Covenant alike. It became so pervasive that a new Gravemind was formed. This Gravemind led the Flood to capture the Covenant capital city and space station, *High Charity*, which held orbit over the Halo ring. With it under his control, the Gravemind had countless new hosts and a slip-space capable vessel to travel throughout the galaxy. In the meantime, human heroes and Covenant rebels were able to prevent the activation of Installation 05.

The Gravemind infested a Covenant ship and sent it to Earth to wipe out humanity, but a rebel Covenant fleet, allying with the humans, prevented the infection by vaporizing large parts of Africa. The rebel Covenant and surviving humans made an alliance to travel to the Ark and prevent the Prophet of Truth, leader of the loyalist Covenant, from activating the Halo rings and destroying the universe.

While the allied forces were able to stop Truth, the Gravemind had gotten wind of their plans and crashed *High Charity* into the Ark and spread his legions to gain control of the installation. To destroy the Flood once and for all, the allies activated a newly created Halo ring and used it to purge all life from the Ark, while being far enough away from the galactic center to not wipe out the galaxy. While the activation was successful and the Gravemind was killed, the losses were great.

After the War

While the Flood threat had, once again, be wiped out, it remained a danger that hung over the universe. Countless more Forerunner installations existed that contained Flood samples. What happened on Installation 05 proved that even the slightest breach in containment could lead to the creation of a Gravemind. Thus, many resources are dedicated to finding the remaining Flood in storage from ancient times and making sure they are never set loose or fall into enemy hands.

One such breach occurred years after the war on the Ark. While the Flood had been wiped out, some spores remained in the burnt-out husk of *High Charity*. When a rogue faction of Jiralhane known as the Banished deactivated Forerunner defenses and tried to salvage *High Charity* for loot, they let the Flood out once more. The Flood washed over the Ark once again. Only desperate measures by the Banished caused the destruction of a new Proto-Gravemind and allowed the Flood to be contained once again. The event showed how easy it was to lead the Flood into prominence once again.



Flood Behavior

Flood are a blight on the galaxy. A group of character heroes fighting the Flood should feel overwhelmed and terrified. Not only are they face an infinite foe, but the smallest misstep may result in joining their number; your biological matter become consumed and converted, while your memories are stolen and added to a gestalt consciousness.

Flood are not random monsters that are encountered in the game; they are found as part of a regional infection. Where there is one, there is always plenty more. When placing the Flood into your games of Halo as a Game Master, you need to acknowledge what stage of Flood infestation the campaign is at. The stage of Flood infestation determines what enemies are encountered and how dangerous the overall threat is.

Stage 1: Feral

Upon their initial release, the Flood have no guiding intelligence and simply act on a will to absorb everything they come across. Hordes of pod infectors are released, all of which seek out potential life to absorb into the whole. While they are very aggressive and follow a pack mentality, Flood working in small animalistic groups, there is no overall intelligence. They can be outwitted and beaten with sound strategy and overwhelming firepower.

In the feral stage, Flood encounters should include pod infectors, carrier forms, and combat forms.

Stage 2: Coordinated

The second stage of a Flood incursion begins when the Flood have consumed their surroundings and taken over their environment. It also relies on them consuming enough intelligence to feed the creation of a Proto-Gravemind. With control of their environment, Flood begin replicating even more quickly and begin to create warrior organisms that are not dependent on organic hosts, known as pure forms. In this phase, the Flood have converted their environment and have breeding hives for organisms along with dangerous tendrils that extend from the hives and Proto-Gravemind. Once enough intelligence and biomass has been absorbed by the Flood, the Proto-Gravemind will evolve into a full gravemind.

In the coordinated stage, Flood encounters include all possible Flood creatures, although pure forms may be rare in the early periods of this phase. Abominations are also extremely rare.

Stage 3: Interstellar

The interstellar phase involves the Flood moving beyond the consumption of biological matter and now consuming technology and information as well. The Flood have gained control of capital ships and war machines, as well as advanced systems such as force fields, teleporters, and Forerunner artifacts. Most notably, the control of space faring ships allows the Flood to travel from one star system to another, becoming a threat to the entire galaxy, a threat that is no longer contained.

In the interstellar stage, Flood encounters include all possible forms. It also includes massive capital ships of other species that have become infected and are controlled by the Flood. Flood organisms are so advanced that they count as super artificial intelligences for the purpose of hacking.

Stage 4: Transgalactic

The final Flood phase means that the Flood have consumed all life and information in the galaxy. In their hunger, they travel to a new galaxy to feed. While this has never been proven to occur, the Flood came very close to this stage during the Forerunner-Flood war, stopped only by the activation of the Halo rings. If the stage occurs, it means all life in the Milky Way galaxy has been consumed.



~An environment infected by the Flood

The Horror of the Flood

Utilizing the Flood in game should involve strong horror aspects. The Flood is a nightmare. Let the player's feel that nightmare. Draw out the suspense, capture the surroundings, make the players feel like they are in a nightmarish environment. Have the lights go out, slime coating along the walls, the sounds of scuttling around them, maybe even a faint sight of a creature hiding from sight.

Also use NPCs to capture the drama. A commonly witnessed scene in the Halo video games are surviving soldiers who have lost their minds after witnessing a Flood attack. They ramble, babble, and cry while shooting at anything they see. Build the apprehension of broken souls who witnessed the most horrible thing imaginable.

The worst should come when confronting the Flood. Characters with followers have the most to lose. Imagine the terror when your squad members rapidly transform into combat form and you are forced to fight them off for your own survival. Worse yet, when your squad members are all gone, are you next?

In the opposite, Spartans have very little to lose and are most effective at combating the Flood. They do not have henchmen to lose and are immune to infestation themselves. Grunts and jackals are considered unworthy of transformation into combat form but will eventually be turned into carriers. Elites and brutes do need to worry about being turned into combat forms, making it a very real threat for them.

If a character is transformed by the Flood, it is over for them. They cannot be saved. That player will be forced to reroll a new character. Hopefully, if they are dropped by the swarm, their comrades can pull the body away from the Flood before they can be infected.

If one Spore Survives...

Fighting the Flood is difficult, as it is next to impossible to eliminate all the Flood with a ground operation. Destroying the Flood usually requires saturated orbital bombardments or massive hosts of Forerunner sentinels. For all his might, Master Chief could not defeat the Flood with a tactical expertise and an assault rifle. He needed to put events into motion to create massive devastation. For example, he defeated the Flood on Installation 04 by detonating the *Pillar of Autumn* and destroying the Halo ring.

If one spore survives, the Flood can survive. A single infection pod can sneak up and infect an isolated host, transforming them into a combat form. That combat form will eventually become a carrier form, creating new Flood hosts. Those hosts infect new victims, possibly those killed by the isolated combat form. One very quickly becomes many.

Missions Involving the Flood

Missions involving the Flood are rarely simply to kill all the Flood. It may involve that but are more complicated. Ground operations by troops against the Flood are risky. They are only performed when a surgical strike force is needed for an objective that cannot be carried out with overwhelming firepower. Use the following ideas as guidelines for missions involving the Flood.

- Retrieve an item or piece of information from aboard a Flood-infected ship or installation
- Set off charges or activate a self-destruct sequence that would cut off the Flood
- Fight past the Flood to activate Forerunner sentinel defense systems
- Hold the ground against a Flood advance until reinforcements or evacuation comes
- Destroy or seriously wound a leader form to weaken the gestalt intelligence
- Destroy a hive growth that is producing more Flood organisms
- Fight past Flood forces to evacuate or rescue soldiers behind enemy lines
- Prepare and mark a series of locations for orbital strikes or artillery bombardments
- Protect a nuclear warhead from being stolen by the Flood, and escape before the warhead decimates the Flood
- Search and destroy any vehicles, starships, or data banks that can be stolen by the Flood



Part 2: Flood Rules

Now that you understand what the Flood are, you need to understand how to use them in gameplay. Able to infest most other lifeforms, Flood are a varied species that has a number of traits in common with one another.

Flood Natural Weapons

Flood use a small number of signature natural weapons across all their forms. Combat form flood will also use the weapons of other species, namely firearms and vehicles.

Flood Combat Tendrils

Damage: 30 **Accuracy:** +3

RoF: Slow **Range:** Melee

Power Rating: +5

Special Traits: Scaling Penetration (4 + 1/2 level), Rending (4)

Notes: The signature natural weapon of the Flood, the combat tendrils often scales in damage based on size. In addition, its penetration value scales based on the level of the source creature. More advanced flood forms leave more efficient and precise puncturing wounds, thus have higher penetration

Flood Spike Barrage

Damage: 21 **Accuracy:** +3

RoF: Fully-Automatic **Range:** Long

Shots: Infinite **Power Rating:** +3

Special Traits: Penetration (7), Rending (4)

Notes: The spike barrage follows all the rules for a fully-automatic weapon, except it does not need to keep track of ammunition.

Infectious Tendrils

Damage: 20 **Accuracy:** +3

RoF: Slow **Range:** Melee

Power Rating: +4

Special Traits: Penetration (3)

Notes: The infectious tendrils of the pod infectors do not vary based on size. This natural weapon is designed for a tiny creature.

Flood Natural Armor: Infected Hide

Many flood organisms have natural armor that protects them from harm. This natural armor is tough, layers of skin, muscle and carapace. Flood use one of the following varieties for natural armor.

Infested Armor	Damage Resistance	Defense Penalty	Resistance Rating	Damage Threshold
Infested Battle Armor	+7 DR	-2 defense	+3 resistance rating	+5 damage threshold
Infested Hide I	+3 DR	-0 defense	+2 resistance rating	+0 damage threshold
Infested Hide II	+6 DR	-1 defense	+2 resistance rating	+3 damage threshold
Infested Hide III	+12 DR	-2 defense	+3 resistance rating	+6 damage threshold
Infested Hide IV	+16 DR	-3 defense	+3 resistance rating	+6 damage threshold

Flood Species Traits

Flood are not susceptible to mind-affecting attacks such as combat influence. They are fearless and never flee from combat. Flood do not have a healing threshold and can be healed any number of times per day. When outside an encounter, a Flood recovers 5 hit points per minute. All flood infection, carrier, and pure forms cannot use weapons, armor, and equipment that are created and utilized by other species. Combat form, however, can use weapons and tools of other species, and frequently do. However, the knowledge of how to use those technologies is absorbed by the Flood gestalt intelligence, allowing them to utilize the technology of absorbed species. Flood have been known to fly stolen ships, activate Forerunner teleportation networks, and maintain power to advanced equipment.

Flood Combat Form Conversion

Flood adapt other species into their number. Often, they will target strong humanoid races to pull into their whole, such as humans, elites, and brutes. There is some level of variability for a combat flood based on the target NPC that is converted.

Variant: Bodies turn into flood turn into the flood variant closest to the target's level. For example, there is a basic combat form at level 5, evolved combat form at level 15, and legendary combat form at level 20. Thus, level 1-10 corpses become basic combat forms, level 11-20 corpses become evolved combat forms, and level 21+ corpses become legendary combat forms. Combat forms will also use the species variant of the corpse. Thus, a level 12 sangheili corpse will become an evolved elite combat form, while a level 3 marine corpse will become a basic human combat form.

Mindless Monstrosity: The target becomes a creature rather than a character. It cannot be spoken to or reasoned with. It is immune to combat influence and does not have a morale score. It is utterly fearless

Ability Score Modifier: +3 maximum strength and fortitude. Intelligence is always 1.

Skills and Talents: Despite becoming a new lifeform, the infested minion's skills remain mostly unchanged. This is the result of the infected flood assimilating the skills of the host. However, the new creature does have max skill ranks for its level in the following skills: athletics, endurance, melee. The combat form also retains all their talents, as their attributes are stolen by the flood. In addition, they gain the Jaded and Cynic talents.

Natural Weapons and Armor: Combat form flood gain the Flood Combat Tendrils natural weapon. They gain bonus damage with this weapon equal to their level. Combat form have a natural armor, which usually includes the melded target's body armor. This counts as 'infested battle armor' natural armor.

Equipment: Most combat flood maintains use of any weapons they were carrying. Therefore, if a marine was infested while using an assault rifle, the flood will still have that assault rifle, if it chooses. They probably do not still have any extra ammunition or backup weapons that were carried, however.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap through the air squares equal to $\frac{1}{2}$ its strength score. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Natural Growth: Like all flood, combat forms do not have a healing threshold and naturally regenerate 5 hit points per minute outside of an encounter. Combat form's natural resilience gives them +25 maximum hit points.

Threat Level: Combat Forms are always at least medium threat opponents.



Optional Rule: Horror of the Flood

If you want to capture the horror of the Flood in gameplay, you can play this optional rule to have the Flood's terrifying aspects attack the morale of the characters. With this rule, all players lose a morale if they are within 15 squares and line of sight of: an infection form killing and reviving a creature into a combat form, an infection form resurrecting a combat form. In addition, when a Flood infection form is latched onto you, you lose 1 morale per turn.

Flood Environment

In the modern era, Flood usually escape containment on a Forerunner installation and seek to contaminate everything they come across. After they have built up a sizable infestation, they will seek to convert their environment into a biological infestation. Flood infected regions and structures are covered with a slimy, flesh-like growth across the surfaces, as well as tumorous growths and appendages across various surfaces. The air will be thick with sparse clouds of micro-spores that float gently about in a haze of brown and green. The growths will connect various machines together and continue to power them and allow them to serve their original function.

In this section, we will look at several environmental factors for fighting in an environment that is infected with Flood growths.

Slimy Biomatter

Flood growths are slimy, organic growths. Despite being biological, they are toxic and non-edible. Eating Flood growths gives no sustenance and deals 5 poison damage per ounce consumed. Over time, it might causes nausea and vomiting. Infected surfaces are often dangerous to climb or move around. The DC for athletics and acrobatics checks to climb or balance on infected surfaces increases by 2.

Camouflage

The coloration of infected terrain matches with flood bioforms, helping them hide from enemies. All flood organisms gain +5 to stealth checks when in infected terrain.

Toxic Spores

While the spores won't quickly kill you for staying in an infected region, they will kill you over time. At the end of every hour spent in an infected area, if you do not have your own air supply, you must take a DC 10 endurance check or gain 1 fatigue and lose 1 healing threshold. Every hour after the first, the DC increases by 1. Every hour you fail, you gain fatigue and lose healing thresholds.

Spontaneous Growth of Pod Infectors

The flood overgrowth is part of the communal Flood whole. It is constantly producing new pod infectors to unleash on the galaxy. You may rule that, in an encounter with other Flood forces in an infected area, that there is a chance the environment creates more infectors to defend the location with. Roll a d20. On a 18-20, the ground sprouts open in an area and spawns a Group of Pod Infectors. The Pod Infectors sprout from the ground anywhere in the battlefield that is at least 3 squares from any enemies.

Blister Pods

A blister pod is a large spore pod that will emerge from the ground and explode shortly after. After it explodes, it will release a Flood creature. Blister pods are a way for the Flood hive to fight back, by spawning advanced forms and groups of forms in pods and sending them through the growths to the front line. When a blister pod appears, taking up 1 square on the battlefield, it will begin to swell. It counts a medium-sized, light object for the purpose of being destroyed. If it is not destroyed before the start of the next turn, it explodes with a +5 accuracy bonus, dealing 40 damage on hit (half on a miss) to all creatures adjacent to them. Afterwards, it will release a flood creature, one of the following: group of pod infectors, carrier form, or a medium-sized pure form. That newly spawned creature while roll initiative and act on their turn.

Presence of Pure Strains

Pure strain Flood only spawn when the Flood begins to settle in a location and have a large enough dominion. Their collective has begun to spawn creatures that are not dependent on converting other creatures into combat organisms. Therefore, an infected region is usually guarded by large numbers of powerful pure strains.

Part 3: Flood Bestiary

The Flood are a vicious enemy intent on absorbing all life into itself. This section will contain statistics and rules for many of the most commonly encountered Flood forms. They are organized by category and stage of invasion.

Infection and Carrier Forms

When the Flood are unleashed, their invasion begins with a host of small infection forms that overwhelm enemies with raw numbers and convert foes into their whole. As they begin to infect others, they also create carrier forms to help propagate their numbers of infectors. Many infection Flood fight in different sizes of swarms, so example swarms are provided here.

Flood Pod Infection Form Description

Pod infectors are by far the most common strain of Flood. Created in countless numbers, they advance in massive tides as they make suicidal runs to infect any lifeforms they can find. Upon seeing an approaching infection form, wise soldiers would maintain distance from these organisms, despite their small size, and kill them from a range.

Flood Pod Infection Form

Level 5 Tiny-sized Non-Heroic Creature (Creature/ Flood/ Assassin), Lesser Threat

Hit Points: 35	Healing Threshold: NA	Damage Threshold: 15
Defense: 22	Toughness: 9	Resolve: 19
Speed: 3	Shift Speed: 1	Morale Bonus: NA
Space: 0 squares	Reach: 0 squares	Initiative: +5
Damage Resistance: 4		

-Infectious Tendrils 1d20+9 accuracy, 29 damage, 1 strike; *Special Traits:* Penetration 3

Skills: Acrobatics +8, Athletics +7, Defensive Training 2, Durability 3, Endurance +7, Melee 4, Mental Training 4, Perception +8, Stealth +8, Survival +10

Perks: Fire Into Melee, Empowered Attack

Strength: 2 **Instinct:** 5 **Agility:** 3 **Fortitude:** 2

Intelligence: 1 **Willpower:** 4

Gear: Infectious Tendrils, Infected Hide I

Latch: If a flood infection form's melee attack bypasses the target's defense and toughness, it latches onto the target. It instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Leap Attack: The infection form can spend a full-round action to leap at a target that is between 1-2 squares away, pouncing on them. If they do, they gain +2 accuracy and +5 damage on their melee attack and gain +2 defense on any opportunity attacks provoked by entering the target's square.

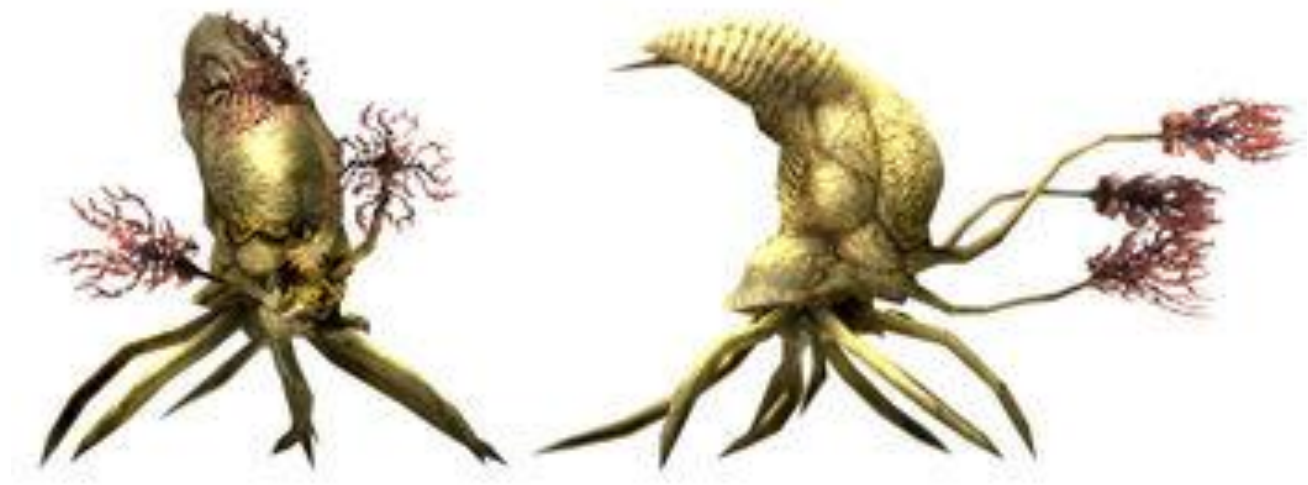
Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can spend a standard action to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Flood will not assimilate jackals or grunts and cannot assimilate Spartans. If a flood assimilates a creature or reanimates a creature, all enemies within medium range that witnesses the act loses a morale level.

Shield Burst: If the infection form hits an energy shield but the attack does not bypass the shield, the flood dies after dealing damage.

Tiny-sized: An infection form is a tiny-sized creature. They are so small that they can fit in the space with another creature or character, including up to five other tiny-sized creatures. They have a reach of 0 squares, meaning they must enter their target's square in order to attack them.

Lesser Threat: An infection form is defeated if it suffers a crippling wound.



~Different angles of a Flood Infection Form

Infection Form Swarm Description

Infection forms are rarely encountered outside of a united, carpet of living creatures. Individual infection forms are usually recently released specimens, specimens who were separated from a swarm, or are probing unfamiliar territory. Usually, they advance in concentrated numbers to overwhelm their foes.

Swarms of infection forms can sacrifice their number to infect corpses and the living or reanimate slain combat form. They will do this whenever possible, even if it is the last number of the swarm. Their only priority is the spread their number to create as many combat forms as possible. Any effect that would cause them to lose one of their number deals 35 damage to the swarm.

Many Flood encounters will include groups of infection swarms. A group consists of approximately 8-12 individuals fighting as a single unit. A common encounter with a rising Flood population will include 2-4 groups of infection flood alongside an equal number of combat form.

Hordes of infection consist of dozens of individuals and are usually found when a Flood presence is on a great rise. They swarm over a region, attacking everything they come across, enveloping scattered troops busy fighting combat forms. Legions, on the other hand, are the largest swarms infection form are found within. They consist of hundreds of individuals acting as one. They are generally only formed when an intelligence has developed in the swarm.

Swarm Traits: Regardless the size of the swarm, swarms have several traits in common. Swarms are immune to crippling wounds, combat influence, do not use morale levels or have a morale bonus, damage threshold, or healing threshold. They gain an additional +20 bonus to toughness on top of the toughness bonus for their size increase. Swarms are susceptible to the Burning or Melting conditions but can only suffer them from area of effect attacks. Those conditions gain Hailfire (2) against the swarm. When utilizing an effect that activates based on killing enemies, such as morale, the entire swarm must be killed for it to count as a kill.

Area of effect attacks gains additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum hailfire from area attacks, based on the swarm size, and this hailfire stacks with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.

Group of Flood Pod Infectors

Level 11 Medium-sized Group of Creatures (Flood Tier 1 Swarm), Low Threat

Hit Points: 350	Healing Threshold: NA	Damage Threshold: NA
Defense: 16	Toughness: 37	Resolve: 19
Speed: 3	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 0 squares	Initiative: +5
Damage Resistance: 4		

-Infectious Tendrils 1d20+19 accuracy, 39 damage, 1 strike; *Special Traits:* Penetration 3, Unlimited MAO

Skills: Acrobatics +8, Athletics +7, Defensive Training 2, Durability 3, Endurance +7, Melee 4, Mental Training 4, Perception +8, Stealth +8, Survival +10

Latch: If a flood infection form's melee attack bypasses the target's defense and toughness, it detaches an infector to latch onto the target. The swarms suffers 35 damage as it loses one of its number. The flood attached to the target instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood, using the statistics for a single pod infector, gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Leap Attack: The infection form can spend a full-round action to leap at a target that is between 1-2 squares away, pouncing on them. If they do, they gain +2 accuracy and +5 damage on their melee attack and gain +2 defense on any opportunity attacks provoked by entering the target's square.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can sacrifice 35 hit points as a free action to sacrifice a flood to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Alternatively, an entire, unharmed group of flood pod infectors can sacrifice themselves to turn a fallen group of bodies into a group of combat flood.

Shield Burst: If the infection form hits an energy shield but the attack does not bypass the shield, the swarm suffers 35 piercing damage.

Horde of Flood Pod Infectors

Level 17 Large-sized Horde of Creatures (Flood Tier 2 Swarm), Medium Threat

Hit Points: 700	Healing Threshold: NA	Damage Threshold: NA
Defense: 14	Toughness: 41	Resolve: 19
Speed: 3	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 squares	Initiative: +5
Damage Resistance: 4		

-Infectious Tendrils 1d20+29 accuracy, 39 damage, 1 strike; *Special Traits:* Penetration 3, Hailfire 1, Unlimited MAO

Skills: Acrobatics +8, Athletics +7, Defensive Training 2, Durability 3, Endurance +7, Melee 4, Mental Training 4, Perception +8, Stealth +8, Survival +10

Latch: If a flood infection form's melee attack bypasses the target's defense and toughness, it detaches an infector to latch onto the target. The swarms suffers 35 damage as it loses one of its number. The flood attached to the target instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood, using the statistics for a single pod infector, gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Leap Attack: The infection form can spend a full-round action to leap at a target that is between 1-2 squares away, pouncing on them. If they do, they gain +2 accuracy and +5 damage on their melee attack and gain +2 defense on any opportunity attacks provoked by entering the target's square.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can sacrifice 35 hit points as a free action to sacrifice a flood to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Alternatively, an entire, unharmed horde of flood pod infectors can sacrifice themselves to turn a fallen horde of bodies into a horde of combat flood.

Shield Burst: If the infection form hits an energy shield but the attack does not bypass the shield, the swarm suffers 35 piercing damage.

Legion of Flood Pod Infectors

Level 23 Horde-sized Horde of Creatures (Flood Tier 3 Swarm), High Threat

Hit Points: 1,050	Healing Threshold: NA	Damage Threshold: NA
Defense: 12	Toughness: 45	Resolve: 19
Speed: 3	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +5
Damage Resistance: 4		

-Infectious Tendrils 1d20+39 accuracy, 58 damage, 1 strike; *Special Traits:* Penetration 3, Hailfire 1, Unlimited MAO

Skills: Acrobatics +8, Athletics +7, Defensive Training 2, Durability 3, Endurance +7, Melee 4, Mental Training 4, Perception +8, Stealth +8, Survival +10

Latch: If a flood infection form's melee attack bypasses the target's defense and toughness, it detaches an infector to latch onto the target. The swarms suffers 35 damage as it loses one of its number. The flood attached to the target instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood, using the statistics for a single pod infector, gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Leap Attack: The infection form can spend a full-round action to leap at a target that is between 1-2 squares away, pouncing on them. If they do, they gain +2 accuracy and +5 damage on their melee attack and gain +2 defense on any opportunity attacks provoked by entering the target's square.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can sacrifice 35 hit points as a free action to sacrifice a flood to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Alternatively, an entire, unharmed legion of flood pod infectors can sacrifice themselves to turn a fallen legion of bodies into a legion of combat flood.

Shield Burst: If the infection form hits an energy shield but the attack does not bypass the shield, the swarm suffers 35 piercing damage.

Flood Seeder Infection Form Description

Seeders are a much more dangerous form of infection form capable of not only flight but spitting organic spikes towards foes. They are not as common as pod infectors, and only created when there is advanced mind leading their Flood, such as proto-gravemind. They were heavily used by the Flood on the battle of Installation 0.

Seeder infectors will try to climb aboard aircraft and infect their pilots, thus taking the aircraft from the Flood. Against ground forces, they will either dive and try to infect them with their tendrils or bombard them with their spike barrage.

Flood Seeder Infection Form

Level 8 Small-sized Non-Heroic Creature (Creature/ Flood/ Assassin), Low Threat

Hit Points: 52	Healing Threshold: NA	Damage Threshold: 17
Defense: 21	Toughness: 15	Resolve: 19
Speed: 8 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 3 squares	Initiative: +6
Damage Resistance: 6		

-Infectious Tendrils 1d20+12 accuracy, 33 damage, 1 strike maximum; *Special Traits:* Penetration 3

-Flood Spike Barrage 1d20+11 accuracy, 30 damage, full auto, unlimited shots at long range; *Special Traits:* Penetration 7, Rending 4, Full Auto

Skills: Acrobatics +10, Athletics +8, Defensive Training 4, Durability 3, Endurance +7, Melee 5, Mental Training 4, Perception +9, Ranged 4, Stealth +9, Survival +11

Perks: Fire Into Melee, Empowered Attack

Strength: 2 **Instinct:** 6 **Agility:** 4 **Fortitude:** 2

Intelligence: 1 **Willpower:** 4

Gear: Infectious Tendrils, Flood Spike Barrage, Infected Hide I

Infect Aircraft: A flood seeder form can try to pierce the hull of an adjacent aircraft and crawl inside. Doing so requires hitting the defense of a vehicle with a melee attack. If they hit, they grab onto the vehicle. Afterwards, they can spend a full-round action making checks to crawl inside the vehicle. The check is +30 versus the vehicle's toughness. If they succeed, they crawl inside the cockpit and instantly make an Infectious Tendrils check against the pilot. If they fail their check to crawl inside, they lose their grip on the vehicle and fly off.

Once the seeder is inside the cockpit, it will try to latch on and assimilate the pilot. The pilot will be forced to evacuate the vehicle or user personnel weapons to fight off the seeder form.

Latch: If a flood seeders form's melee attack bypasses the target's defense and toughness, it latches onto the target. It instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Flight: The seeder infection possesses natural flight, and can also move like a flying vehicle, with an acceleration of 20 and a maximum speed of 120.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can spend a standard action to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Flood will not assimilate jackals or grunts and cannot assimilate Spartans. If a flood assimilates a creature or reanimates a creature, all enemies within medium range that witnesses the act loses a morale level.



Seeder Infector Swarm Description

Like regular pod injectors, seeder infectors are commonly encountered in swarms. However, they are a more advanced strain and are generally not produced in the numbers of pod injectors. Thus, seeder infectors are generally not encountered in legions. Most commonly, they form groups that seek out aircraft and try to infect the pilot.

Swarm Traits: The swarm is immune to crippling wounds, combat influence, and has no morale score or healing threshold. Area of effect attacks gain additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum value of hailfire based on the size of the swarm (+1 for groups, +2 for hordes, and +4 for legions). The swarm's melee attacks effect all squares within reach, and they can make a melee and ranged attack in the same action. In addition, swarms gain Hailfire (2) when attacking another swarm.

Area of effect attacks gains additional hailfire when targeting swarms. Bursts gain +1 hailfire per burst area, cones gain +1 hailfire per 2 cone value, and lines gain +1 hailfire per 4 hailfire. All these effects can gain a maximum hailfire from area attacks, based on the swarm size, and this hailfire stacks with other sources of hailfire. In addition, swarms gain Hailfire (2) when attacking another swarm.



Group of Flood Seeder Infection Form

Level 14 Medium-sized Swarm of Creatures (Creature/ Flood/ Assassin), Medium Threat

Hit Points: 520	Healing Threshold: NA	Damage Threshold: NA
Defense: 19	Toughness: 39	Resolve: 19
Speed: 8 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 3 squares	Initiative: +6
Damage Resistance: 6		

-Infectious Tendrils 1d20+22 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 3

-Flood Spike Barrage 1d20+21 accuracy, 40 damage, full auto, unlimited shots at long range; *Special Traits:* Penetration 7, Rending 4, Full Auto

Skills: Acrobatics +10, Athletics +8, Defensive Training 4, Durability 3, Endurance +7, Melee 5, Mental Training 4, Perception +9, Ranged 4, Stealth +9, Survival +11

Infect Aircraft: A flood seeder form can try to pierce the hull of an adjacent aircraft and crawl inside. Doing so requires hitting the defense of a vehicle with a melee attack. If they hit, they grab onto the vehicle. It detaches a seeder onto the vehicle and suffers 52 damage. Afterwards, they can spend a full-round action making checks to crawl inside the vehicle. The check is +30 versus the vehicle's toughness. If they succeed, they crawl inside the cockpit and instantly make an Infectious Tendrils check against the pilot. If they fail their check to crawl inside, they lose their grip on the vehicle and fly off.

Once the seeder is inside the cockpit, it will try to latch on and assimilate the pilot. The pilot will be forced to evacuate the vehicle or user personnel weapons to fight off the seeder form.

Latch: If a flood seeders form's melee attack bypasses the target's defense and toughness, it detaches a seeder to latch onto the target. The swarms suffers 52 damage as it loses one of its number. The. It instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Flight: The seeder infection possesses natural flight, and can also move like a flying vehicle, with an acceleration of 20 and a maximum speed of 120.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can sacrifice 52 hit points spend a standard action to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Flood will not assimilate jackals or grunts and cannot assimilate Spartans. If a flood assimilates a creature or reanimates a creature, all enemies within medium range that witnesses the act loses a morale level.

Alternatively, an entire, unharmed group of flood pod seeders can sacrifice themselves to turn a fallen group of bodies into a group of combat flood.

Horde of Flood Seeder Infection Form

Level 20 Large-sized Swarm of Creatures (Creature/ Flood/ Assassin), High Threat

Hit Points: 1,040	Healing Threshold: NA	Damage Threshold: NA4
Defense: 17	Toughness: 43	Resolve: 19
Speed: 8 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 4 squares	Initiative: +6
Damage Resistance: 6		

-Infectious Tendrils 1d20+32 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 3, Hailfire 1

-Flood Spike Barrage 1d20+31 accuracy, 40 damage, full auto, unlimited shots at long range; *Special Traits:* Penetration 7, Rending 4, Burst 1, Hailfire 1, Full Auto

Skills: Acrobatics +10, Athletics +8, Defensive Training 4, Durability 3, Endurance +7, Melee 5, Mental Training 4, Perception +9, Ranged 4, Stealth +9, Survival +11

Infect Aircraft: A flood seeder form can try to pierce the hull of an adjacent aircraft and crawl inside. Doing so requires hitting the defense of a vehicle with a melee attack. If they hit, they grab onto the vehicle. It detaches a seeder onto the vehicle and suffers 52 damage. Afterwards, they can spend a full-round action making checks to crawl inside the vehicle. The check is +30 versus the vehicle's toughness. If they succeed, they crawl inside the cockpit and instantly make an Infectious Tendrils check against the pilot. If they fail their check to crawl inside, they lose their grip on the vehicle and fly off.

Once the seeder is inside the cockpit, it will try to latch on and assimilate the pilot. The pilot will be forced to evacuate the vehicle or user personnel weapons to fight off the seeder form.

Latch: If a flood seeders form's melee attack bypasses the target's defense and toughness, it detaches a seeder to latch onto the target. The swarms suffers 52 damage as it loses one of its number. The. It instantly deals 1 core wound to the target and deals another core wound at the start of each round until it or the target dies. The flood gains +5 defense when latched onto a target, and missed attacks are applied against the victim. The flood can also be removed with a DC 20 strength test as a standard action. If the victim dies while the flood is latched on, it will begin transforming them into a combat form if they are a viable species as per the assimilate rule.

Flight: The seeder infection possesses natural flight, and can also move like a flying vehicle, with an acceleration of 20 and a maximum speed of 120.

Assimilate: If the flood finds the dead body of a human, elite, prophet, or brute, it can sacrifice 52 hit points spend a standard action to assimilate that body into a combat form. On the flood's next turn, they are replaced by a flood combat form of the appropriate type that rolls its own initiative. A flood can also go up to a fallen combat form and sacrifice itself to reanimate the body, causing it to come back to life with 5x level current hit points, up to its normal maximum.

Flood will not assimilate jackals or grunts and cannot assimilate Spartans. If a flood assimilates a creature or reanimates a creature, all enemies within medium range that witnesses the act loses a morale level.

Alternatively, an entire, unharmed horde of flood pod seeders can sacrifice themselves to turn a fallen group of bodies into a horde of combat flood.

Flood Carrier Form Description

As the Flood swarms over a region, they will begin to infest anything they come across. Many of those infected are unworthy of becoming a combat form and are transformed into a carrier form. Carriers are living incubators for more pod infectors. They grow additional pods within their bowels and carry them to the front line of the Flood expansion. Upon encountering an enemy, they explode violently, damaging their enemies and releasing a new pack of infectors to continue the cycle.

Flood Carrier Form

Level 10 Medium-sized Non-Heroic Creature (Creature/ Flood/ Heavy), Low Threat

Hit Points: 161	Healing Threshold: NA	Damage Threshold: 36
Defense: 15	Toughness: 18	Resolve: 24
Speed: 4	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +1
Damage Resistance: 24		

-Detonation 1d20+8 accuracy (1d20+13 on deliberate explosion), 55 damage, 1 strike; *Special Traits:* Penetration 10, Burst 2 (centered on self)

Skills: Athletics +5, Defensive Training 3, Durability 5, Endurance +13, Mental Training 6, Perception +6, Ranged 6, Stealth +7

Perks: Empowered Attack, Fire Into Melee, Improved Wound I

Strength: 3 **Instinct:** 1 **Agility:** 1 **Fortitude:** 7

Intelligence: 1 **Willpower:** 6

Gear: Infected Hide III

Explosion: The flood carrier can spend a full-round action choosing to explode. If it does so, it instantly dies but makes a Detonation attack centered on itself with a +5 accuracy bonus. After the attack, a Group of Flood Pod Infectors unit spawns in its previous square, released from the bowels of the carrier form. The flood carrier form also explodes when it is reduced to 0 hit points. This is identical to when it chooses to explode, except it does not gain a bonus +5 accuracy. The attack profile above does not include the bonus accuracy.



Flood Combat Forms

Combat forms are the soldiers of the Flood armies. Their purpose is not to infect, but to kill all enemy resistance and let the infection form take the corpses. Most combat form in the galaxy have been infested humans, elites, and brutes. As the Flood armies spread from the source of their infection, they continue to turn the fallen dead into fresh ranks of soldiers, becoming more powerful than they were before while enemy ranks lessen.

Flood combat forms use the weapons of their vessels in battle. They are not extremely effective with them, as combat forms are uncoordinated compared to a trained soldier. They make up for that with their incredible toughness and strength. The primary strategy of a combat form is to fire at enemies within range until they are approached or run out of ammunition. Afterwards, they attack with their deadly combat tendrils. Some combat forms eschew weapons entirely, and just performing lunge attacks against nearby enemies, tearing them apart with their tendrils.

It is important to remember that, while combat form are more dangerous, leaving infection form alive while combat form are active is very unhealthy. Not only does it allow the infection form to sneak up on you and try to infest you, but infection forms can sacrifice themselves to revive a fallen combat form, turning into a never-ending cycle of regenerating zombie-like villains.

Flood combat form may possess all the skills of their host, but rarely use them. For example, combat form never use combat augmentations such as tactics, lore, or leadership. With no sense of self preservation, they do not use Bob and Weave either. They will utilize the Aim and Heavy Strike behaviors, however.

Flood Human Combat Forms Description

The poor victims of the predatory Flood, human combat forms are often found in large numbers wherever the Flood strikes a habituated area. Fighting alongside flood of different races, human Flood enter battle with weapons such as shotguns and assault rifles, providing an ample source of ammunition for those fighting them. The basic human combat form is solid for representing any turned human between level 1 and 10. The evolved human combat form represents humans between levels 11-20. The legendary human combat form represents a flood infected human of level 21 or higher.

Human Flood Combat Form, Basic

Level 5 Flood Non-heroic Creature (Creature/ Flood/ Soldier), Medium Threat

Hit Points: 127	Healing Threshold: NA	Damage Threshold: 31
Defense: 18	Toughness: 21	Resolve: 16
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 13		

-Combat Tendril 1d20+9 accuracy, 43 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Skills: Acrobatics +8, Athletics +11, Defensive Training 3, Durability 4, Endurance +9, Melee 4, Mental Training 2, Perception +4, Pilot +4, Ranged 3, Stealth +6

Perks: Fire into Melee, Fast Hands

Strength: 7 **Instinct:** 2 **Agility:** 4 **Fortitude:** 6

Intelligence: 1 **Willpower:** 3

Gear: Flood Combat Tendrils, Infested Battle Armor

Reckless Fire Stance: As a full-round action, the combat form can fire its ranged weapon twice, at the same or different targets. If it does, it suffers -3 accuracy on each attack.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 3 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Assault Rifle; 1d20+6 accuracy, 23 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-Battle Rifle; 1d20+6 accuracy, 23 damage, +1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-Combat Shotgun; 1d20+5 accuracy, 23 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-Submachine Gun; 1d20+6 accuracy, 23 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Human Flood Combat Form, Evolved

Level 15 Flood Non-heroic Creature (Creature/ Flood/ Soldier), Medium Threat

Hit Points: 220	Healing Threshold: NA	Damage Threshold: 36
Defense: 25	Toughness: 30	Resolve: 23
Speed: 7	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 2 square	Initiative: +4
Damage Resistance: 20		

-Combat Tendril 1d20+17 accuracy, 63 damage, 1 strike maximum; *Special Traits:* Penetration 11, Rending 4

Skills: Acrobatics +13, Athletics +16, Defensive Training 6, Durability 7, Endurance +14, Melee 7, Mental Training 5, Perception +9, Pilot +9, Ranged 6, Stealth +11

Perks: Fire into Melee, Fast Hands, Extra Reactions

Strength: 9 **Instinct:** 4 **Agility:** 6 **Fortitude:** 8

Intelligence: 1 **Willpower:** 3

Gear: Flood Combat Tendrils, Infected Battle Armor

Reckless Fire Stance: As a full-round action, the combat form can fire its ranged weapon twice, at the same or different targets. If it does, it suffers -3 accuracy on each attack.

Extended Reach: The combat form gains +1 square of reach.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 4 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Additional Weapons: The flood combat form is usually equipped with one of the following weapons.

-Assault Rifle; 1d20+14 accuracy, 29 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-Battle Rifle; 1d20+14 accuracy, 29 damage, +1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-Combat Shotgun; 1d20+13 accuracy, 29 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-Submachine Gun; 1d20+14 accuracy, 29 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Human Flood Combat Form, Legendary

Level 25 Flood Non-heroic Creature (Creature/ Flood/ Soldier), Medium Threat

Hit Points: 340	Healing Threshold: NA	Damage Threshold: 42
Defense: 34	Toughness: 39	Resolve: 32
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 27		

-Combat Tendril 1d20+26 accuracy, 85 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4

Skills: Acrobatics +19, Athletics +22, Defensive Training 10, Durability 11, Endurance +20, Melee 11, Mental Training 9, Perception +15, Pilot +15, Ranged 10, Stealth +15

Perks: Fire into Melee, Fast Hands, Extra Reactions (4), Improved Wound 1, Wound Resilience 1, Improved Evasion

Strength: 11 **Instinct:** 6 **Agility:** 8 **Fortitude:** 10

Intelligence: 1 **Willpower:** 5

Gear: Flood Combat Tendrils, Infected Battle Armor

Reckless Fire Stance: As a full-round action, the combat form can fire its ranged weapon twice, at the same or different targets. If it does, it suffers -3 accuracy on each attack.

Extended Reach: The combat form gains +1 square of reach.

Absorbed Combat Training: The combat form gains +2 accuracy, +2 power ratings of damage, and +8 penetration with human weapons.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 5 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Additional Weapons: The flood combat form is usually equipped with one of the following weapons.

-**Assault Rifle;** 1d20+25 accuracy, 41 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Penetration 8, Ammunition Display

-**Battle Rifle;** 1d20+25 accuracy, 41 damage, +1 strike maximum, 36 shots at long range; *Special Traits:* Penetration 8, Burst Fire, Scope

-**Combat Shotgun;** 1d20+24 accuracy, 41 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Penetration 8, Spread, Close Quarters, Gradual Reload

-**Submachine Gun;** 1d20+25 accuracy, 41 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Penetration 8, Fast Reload



~Human Combat Form Flood

Flood Elite Combat Forms Description

When infected with the Flood, elites become even more dangerous foes. Equipped with some of their technology in life in addition to improved strength, they are creatures of great power and agility. The basic elite combat form is solid for representing any turned elite between level 1 and 10. The evolved elite combat form represents elite between levels 11-20. The legendary elite combat form represents a flood infected elite of level 21 or higher.



Elite Flood Combat Form, Basic

Level 5 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Assassin), Medium Threat

Hit Points: 141	Healing Threshold: NA	Damage Threshold: 34
Defense: 18	Toughness: 25	Resolve: 17
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 11		

-Combat Tendril 1d20+9 accuracy, 49 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Skills: Acrobatics +10, Athletics +13, Defensive Training 4, Durability 4, Endurance +11, Melee 4, Mental Training 3, Perception +7, Pilot +6, Ranged 3, Stealth +10

Perks: Fire into Melee, Empowered Attack

Strength: 8 **Instinct:** 2 **Agility:** 5 **Fortitude:** 7

Intelligence: 1 **Willpower:** 3

Gear: Flood Combat Tendrils, Infected Battle Armor

Ambush: The combat form's attacks gain Hailfire (1) against flat-footed adversaries.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 4 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Plasma Rifle 1d20+5 accuracy, 23 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-Plasma Pistol 1d20+5 accuracy, 23 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-Carbine 1d20+6 accuracy, 33 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-Needler 1d20+9 accuracy, 22 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-Energy Sword 1d20+10 accuracy, 60 damage, 1 strike; *Special Traits:* Penetration 20, Plasma

Elite Flood Combat Form, Evolved

Level 15 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Assassin), Medium Threat

Hit Points: 226	Healing Threshold: NA	Damage Threshold: 39
Defense: 25	Toughness: 32	Resolve: 24
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 17		

-Combat Tendril 1d20+17 accuracy, 70 damage, 1 strike maximum; *Special Traits:* Penetration 11, Rending 4

Skills: Acrobatics +17, Athletics +20, Defensive Training 7, Durability 7, Endurance +18, Melee 7, Mental Training 6, Perception +14, Pilot +13, Ranged 6, Stealth +17

Perks: Fire Into Melee, Empowered Attack, Improved Wound 1, Stealth Focus

Strength: 10 **Instinct:** 4 **Agility:** 7 **Fortitude:** 9

Intelligence: 1 **Willpower:** 5

Gear: Flood Combat Tendrils, Infected Battle Armor

Ambush: The combat form's attacks gain Hailfire (1) against flat-footed adversaries.

Lurk: The combat form starts encounters Hidden, as long as it has no enemies within 6 squares of it.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 5 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Plasma Rifle 1d20+13 accuracy, 29 damage, 4 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-Plasma Pistol 1d20+13 accuracy, 29 damage, 4 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat

-Carbine 1d20+14 accuracy, 41 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope

-Needler 1d20+17 accuracy, 28 damage, 4 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing

-Energy Sword 1d20+18 accuracy, 85 damage, 1 strike; *Special Traits:* Penetration 20, Plasma

Elite Flood Combat Form, Legendary

Level 25 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Assassin), Medium Threat

Hit Points: 342	Healing Threshold: NA	Damage Threshold: 45
Defense: 27	Toughness: 34	Resolve: 26
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +4
Damage Resistance: 20		

-Combat Tendril 1d20+26 accuracy, 96 damage, 1 strike maximum; *Special Traits:* Penetration 16, Rending 4

Skills: Acrobatics +25, Athletics +28, Defensive Training 11, Durability 11, Endurance +26, Melee 11, Mental Training 10, Perception +22, Pilot +21, Ranged 10, Stealth +25

Perks:

Strength: 12 **Instinct:** 6 **Agility:** 9 **Fortitude:** 11

Intelligence: 1 **Willpower:** 5

Gear: Flood Combat Tendrils, Infected Battle Armor

Ambush: The combat form's attacks gain Hailfire (1) against flat-footed adversaries.

Lurk: The combat form starts encounters Hidden, as long as it has no enemies within 6 squares of it.

Covenant Weapon Expertise: The combat form gains +2 accuracy, +2 power ratings of damage, and +8 penetration with ranged covenant weapons.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 6 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-**Plasma Rifle** 1d20+24 accuracy, 44 damage, 5 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 11, Plasma, Overheat

-**Plasma Pistol** 1d20+24 accuracy, 44 damage, 5 strikes, 200 shots at medium range; *Special Traits:* Penetration 11, Plasma, Charged Shot, Overheat

-**Carbine** 1d20+25 accuracy, 61 damage, 3 strikes, 18 shots at long range; *Special Traits:* Penetration 12, Digital Scope

-**Needler** 1d20+28 accuracy, 43 damage, 5 strikes, 20 shots at medium range; *Special Traits:* Penetration 8, Needle Blast, Homing

-**Energy Sword** 1d20+27 accuracy, 120 damage, 1 strike; *Special Traits:* Penetration 20, Plasma



Flood Brute Combat Forms Description

Brutes infected by the Flood become even tougher and more relentless than before. Flood brutes are used as line breakers and living tanks by the Flood intelligences. The basic brute combat form is solid for representing any turned brute between level 1 and 10. The evolved brute combat form represents brutes between levels 11-20. The legendary brute combat form represents a flood infected human between levels 21+.

Brute Flood Combat Form, Basic

Level 5 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Heavy), Medium Threat

Hit Points: 165	Healing Threshold: NA	Damage Threshold: 37
Defense: 17	Toughness: 27	Resolve: 19
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 17		

-Combat Tendril 1d20+8 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Skills: Acrobatics +8, Athletics +14, Defensive Training 4, Durability 4, Endurance +14, Melee 4, Mental Training 3, Perception +5, Pilot +6, Ranged 3, Stealth +6

Perks: Empowered Attack, Fire Into Melee

Strength: 10 **Instinct:** 2 **Agility:** 4 **Fortitude:** 10

Intelligence: 1 **Willpower:** 5

Gear: Flood Combat Tendrils, Infected Battle Armor

Regenerating Flesh: The combat form's heals 20 hit points at the start of each of its turns.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 5 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Plasma Rifle 1d20+4 accuracy, 23 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-Mauler 1d20+4 accuracy, 23 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-Spiker 1d20+5 accuracy, 24 damage, 3 strikes, 40 shots at long range; *Special Traits:* Penetration 2, Rending 4

-Brute Shot 1d20+5 accuracy, 50 damage, 2 strikes, 6 shots at long range; *Special Traits:* Pen 10, Burst 2, High Explosive, Grenade

-Gravity Hammer 1d20+7 accuracy, 70 damage, 1 strike; *Special Traits:* Penetration 10, Cleaving 2

Brute Flood Combat Form, Evolved

Level 15 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Heavy), Medium Threat

Hit Points: 306	Healing Threshold: NA	Damage Threshold: 42
Defense: 20	Toughness: 31	Resolve: 21
Speed: 6	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +2
Damage Resistance: 25		

-Combat Tendril 1d20+13 accuracy, 56 damage, 1 strike maximum; *Special Traits:* Penetration 11, Rending 4, Cleaving 1

Skills: Acrobatics +12, Athletics +19, Defensive Training 7, Durability 7, Endurance +19, Melee 7, Mental Training 6, Perception +8, Pilot +10, Ranged 6, Stealth +10

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

Strength: 12 **Instinct:** 2 **Agility:** 5 **Fortitude:** 12

Intelligence: 1 **Willpower:** 5

Gear: Flood Combat Tendrils, Infested Battle Armor

Regenerating Flesh: The combat form's heals 20 hit points at the start of each of its turns.

Sweeping Attacks: The combat form gains Cleaving (1) with their tendril attack.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 6 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-**Plasma Rifle** 1d20+9 accuracy, 29 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-**Mauler** 1d20+9 accuracy, 29 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Spiker** 1d20+10 accuracy, 30 damage, 3 strikes, 40 shots at long range; *Special Traits:* Penetration 2, Rending 4

-**Brute Shot** 1d20+10 accuracy, 60 damage, 2 strikes, 6 shots at long range; *Special Traits:* Pen 10, Burst 2, High Explosive, Grenade

-**Gravity Hammer** 1d20+9 accuracy, 90 damage, 1 strike; *Special Traits:* Penetration 10, Cleaving 2

Brute Flood Combat Form, Legendary

Level 25 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Heavy), Medium Threat

Hit Points: 470

Defense: 25

Speed: 7

Space: 1 square

Damage Resistance: 35

Healing Threshold: NA

Toughness: 37

Shift Speed: 2

Reach: 1 square

Damage Threshold: 48

Resolve: 25

Morale Bonus: NA

Initiative: +2

-**Combat Tendril** 1d20+21 accuracy, 82 damage, 1 strike maximum; *Special Traits:* Penetration 24, Rending 4, Cleaving 1

Skills: Acrobatics +17, Athletics +25, Defensive Training 11, Durability 11, Endurance +25, Melee 11, Mental Training 10, Perception +12, Pilot +15, Ranged 10, Stealth +15

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 2

Strength: 14

Instinct: 2

Agility: 6

Fortitude: 14

Intelligence: 1

Willpower: 5

Gear: Flood Combat Tendrils, Infected Battle Armor

Regenerating Flesh: The combat form's heals 20 hit points at the start of each of its turns.

Sweeping Attacks: The combat form gains Cleaving (1) with their tendril attack.

Melee Weapon Expertise: The combat form gains +2 accuracy, +2 power ratings of damage, and +8 penetration with melee weapons.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 7 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-**Plasma Rifle** 1d20+15 accuracy, 38 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat

-**Mauler** 1d20+15 accuracy, 38 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters

-**Spiker** 1d20+16 accuracy, 39 damage, 3 strikes, 40 shots at long range; *Special Traits:* Penetration 2, Rending 4

-**Brute Shot** 1d20+16 accuracy, 75 damage, 2 strikes, 6 shots at long range; *Special Traits:* Pen 10, Burst 2, High Explosive, Grenade

-**Gravity Hammer** 1d20+18 accuracy, 125 damage, 1 strike; *Special Traits:* Penetration 18, Cleaving 2



Flood Combat Form Common Swarms

In large scale engagements, combat forms will form swarms, especially the basic combat forms. All combat form flood have the following swarm traits.

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Group of Basic Human Flood Combat Forms

Level 11 Flood Large-sized Swarm of Creatures (Flood/ Tier 1 Swarm), High Threat

Hit Points: 1,270

Defense: 16

Speed: 6

Space: 2 by 2 squares

Damage Resistance: 13

Toughness: 45

Shift Speed: 1

Reach: 1 square

Resolve: 16

Morale Bonus: NA

Initiative: +2

-Combat Tendril 1d20+19 accuracy, 53 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Reckless Fire Stance: As a full-round action, the combat form swarm can fire its ranged weapon twice, at the same or different targets. If it does, it suffers -3 accuracy on each attack. It can still make a melee attack against adjacent enemies.

Lunge: A combat form swarm is capable of powerful lunges. As a move action, it can leap 3 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Assault Rifle; 1d20+16 accuracy, 33 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display

-Battle Rifle; 1d20+16 accuracy, 33 damage, +1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope

-Combat Shotgun; 1d20+15 accuracy, 33 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload

-Submachine Gun; 1d20+16 accuracy, 33 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload

Horde of Basic Human Flood Combat Forms

Level 17 Flood Huge-sized Swarm of Creatures (Flood/ Tier 2 Swarm), Extreme Threat

Hit Points: 2,540

Defense: 14

Speed: 6

Space: 4 by 4 squares

Damage Resistance: 13

Toughness: 49

Shift Speed: 1

Reach: 2 square

Resolve: 16

Morale Bonus: NA

Initiative: +2

-Combat Tendril 1d20+29 accuracy, 53 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4, Hailfire 1

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Reckless Fire Stance: As a full-round action, the combat form swarm can fire its ranged weapon twice, at the same or different targets. If it does, it suffers -3 accuracy on each attack. It can still make a melee attack against adjacent enemies.

Lunge: A combat form swarm is capable of powerful lunges. As a move action, it can leap 3 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

- Assault Rifle;** 1d20+26 accuracy, 33 damage, 3 strikes maximum or automatic, 36 shots at medium range; *Special Traits:* Ammunition Display, Hailfire 1, Burst 1
- Battle Rifle;** 1d20+26 accuracy, 33 damage, +1 strike maximum, 36 shots at long range; *Special Traits:* Burst Fire, Scope, Hailfire 1, Burst 1
- Combat Shotgun;** 1d20+25 accuracy, 33 damage, 1 strike maximum, 12 shots at short range; *Special Traits:* Spread, Close Quarters, Gradual Reload, Hailfire 1, Burst 1
- Submachine Gun;** 1d20+26 accuracy, 33 damage, 3 strikes or automatic, 60 shots at short range; *Special Traits:* Fast Reload, Hailfire 1, Burst 1

Group of Basic Elite Flood Combat Form

Level 11 Flood Large-sized Swarm of Creatures (Flood/ Tier 1 Swarm), High Threat

Hit Points: 1,410

Defense: 16

Toughness: 49

Resolve: 17

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +2

Damage Resistance: 11

-**Combat Tendril** 1d20+19 accuracy, 59 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Ambush: The combat form's attacks gain Hailfire (1) against flat-footed adversaries.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 4 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

- Plasma Rifle** 1d20+15 accuracy, 33 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat
- Plasma Pistol** 1d20+15 accuracy, 33 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat
- Carbine** 1d20+16 accuracy, 43 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope
- Needler** 1d20+19 accuracy, 32 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing
- Energy Sword** 1d20+20 accuracy, 70 damage, 1 strike; *Special Traits:* Penetration 20, Plasma

Horde of Basic Elite Flood Combat Form

Level 17 Flood Huge-sized Swarm of Creatures (Flood/ Tier 2 Swarm), Extreme Threat

Hit Points: 2,820

Defense: 14

Toughness: 53

Resolve: 17

Speed: 6

Shift Speed: 2

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 2 square

Initiative: +2

Damage Resistance: 11

-**Combat Tendril** 1d20+29 accuracy, 59 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4, Hailfire 1

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Ambush: The combat form's attacks gain Hailfire (1) against flat-footed adversaries.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 4 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

- Plasma Rifle** 1d20+15 accuracy, 33 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat, Hailfire 1, Burst 1
- Plasma Pistol** 1d20+15 accuracy, 33 damage, 3 strikes, 200 shots at medium range; *Special Traits:* Penetration 3, Plasma, Charged Shot, Overheat, Hailfire 1, Burst 1
- Carbine** 1d20+16 accuracy, 43 damage, 2 strikes, 18 shots at long range; *Special Traits:* Penetration 4, Digital Scope, Hailfire 1, Burst 1
- Needler** 1d20+19 accuracy, 32 damage, 3 strikes, 20 shots at medium range; *Special Traits:* Needle Blast, Homing, Hailfire 1, Burst 1
- Energy Sword** 1d20+20 accuracy, 70 damage, 1 strike; *Special Traits:* Penetration 20, Plasma, Hailfire 1

Group of Basic Brute Flood Combat Forms

Level 11 Flood Large-sized Swarm of Creatures (Flood/ Tier 1 Swarm), High Threat

Hit Points: 1,650

Defense: 15

Toughness: 51

Resolve: 19

Speed: 6

Shift Speed: 1

Morale Bonus: NA

Space: 2 by 2 squares

Reach: 1 square

Initiative: +2

Damage Resistance: 17

-**Combat Tendril** 1d20+18 accuracy, 55 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Regenerating Flesh: The combat form's heals 20 hit points at the start of each of its turns.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 5 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

- Plasma Rifle** 1d20+14 accuracy, 33 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat
- Mauler** 1d20+14 accuracy, 33 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters
- Spiker** 1d20+15 accuracy, 34 damage, 3 strikes, 40 shots at long range; *Special Traits:* Penetration 2, Rending 4
- Brute Shot** 1d20+15 accuracy, 60 damage, 2 strikes, 6 shots at long range; *Special Traits:* Pen 10, Burst 2, High Explosive, Grenade
- Gravity Hammer** 1d20+17 accuracy, 80 damage, 1 strike; *Special Traits:* Penetration 10, Cleaving 2

Horde of Basic Brute Flood Combat Forms

Level 17 Flood Huge-sized Swarm of Creatures (Flood/ Tier 2 Swarm), Extreme Threat

Hit Points: 3,300

Defense: 13

Speed: 6

Space: 4 by 4 squares

Damage Resistance: 17

Toughness: 55

Shift Speed: 1

Reach: 2 squares

Resolve: 19

Morale Bonus: NA

Initiative: +2

-Combat Tendril 1d20+28 accuracy, 55 damage, 1 strike maximum; *Special Traits:* Penetration 6, Rending 4, Hailfire 1

Will Not Die (Swarm Trait): Combat form swarms are unstoppable and unyielding. They take half damage from all attacks, determined after damage resistance and hailfire, except from attacks that deal energy or hardlight damage, or have the Flames trait. In addition, each type a combat form swarm takes damage from an attack, it can shift 1 square in any direction.

Regenerating Flesh: The combat form's heals 20 hit points at the start of each of its turns.

Lunge: A combat form is capable of powerful lunges. As a move action, it can leap 5 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Alternate Weapons: The flood combat form is usually equipped with one of the following weapons.

-Plasma Rifle 1d20+24 accuracy, 33 damage, 3 strikes or automatic, 400 shots at medium range; *Special Traits:* Penetration 3, Plasma, Overheat, Hailfire 1, Burst 1

-Mauler 1d20+24 accuracy, 33 damage, 1 strike, 5 shots at short range; *Special Traits:* Spread, Close Quarters, Hailfire 1, Burst 1

-Spiker 1d20+25 accuracy, 34 damage, 3 strikes, 40 shots at long range; *Special Traits:* Penetration 2, Rending 4, Hailfire 1, Burst 1

-Brute Shot 1d20+25 accuracy, 60 damage, 2 strikes, 6 shots at long range; *Special Traits:* Pen 10, Burst 2, High Explosive, Grenade, Hailfire 1, Burst 1

-Gravity Hammer 1d20+27 accuracy, 80 damage, 1 strike; *Special Traits:* Penetration 10, Cleaving 2, Hailfire 1, Burst 1



Flood Pure Forms

Flood pure forms are developed in the coordinated stage of Flood development. Once the Flood has accumulated significant intelligence and biomass, they will develop powerful organisms that spawned instead of created through infecting other creatures. These pure forms are plentiful in the blightlands and hives of Flood territory, and fight alongside combat strain to defend those regions.

Stalker, Ranged, and Tank Pure Forms Description

This trio of pure forms are the most commonly encountered pure forms, functioning as elite infantry for the Flood. They were commonly encountered after the infestation of *High Charity* by the Gravemind. They are linked together by their special ability to transform from one type into another. They are known to adopt one form if it suits them, and then switch to another form when it is more practical.

Stalker forms are the most common and are often considered the default form of these pure Flood. Stalkers are timid creatures that run from most foes until their backs are turned, and then ambush them with powerful surprise attacks. They are twitchy creatures that can jump, skitter, and attack quickly before scampering away.

Ranged forms are stationary pure Flood, that transform themselves into a powerful, living turret. They root in place and bury their enemy with hails of rapid fire bone shards. Tank forms, on the other hand, are the most dangerous and powerful. Near unstoppable living hulks of flesh and muscle, tank forms are bruisers and line breakers.

Flood Stalker Form

Level 12 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Guerilla), Medium Threat

Hit Points: 137	Healing Threshold: NA	Damage Threshold: 32
Defense: 28	Toughness: 29	Resolve: 30
Speed: 7, Climb 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 11		

-Combat Tendril 1d20+14 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 10, Rending 4

Skills: Acrobatics +15, Athletics +13, Defensive Training 6, Durability 5, Endurance +13, Melee 5, Mental Training 6, Perception +14, Ranged 5, Stealth +15, Survival +13

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

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

Intelligence: 1 **Willpower:** 6

Gear: Flood Combat Tendrils, Infected Hide II

Lunge: A stalker is capable of powerful lunges. As a move action, it can leap 8 squares through the air. If it attacks with its Flood Combat Tendrils natural weapon after its lunge, it gains +5 accuracy and +10 damage with that attack.

Sudden Movement: If a stalker is missed by an attack, it can either make an opportunity attack or a shift action. This uses up one of its reactions each turn.

Stealth: The stalker form starts an encounter with the hidden condition, unless its opponents are somehow aware of it. It can move at full speed while it is hidden and can even use its lunge ability. When it attacks, it is automatically revealed. After it has been revealed, it can try to hide again, even while in plain sight. However, doing so requires a stealth check against the perception of all enemies within 6 squares.

Transformation: Over a full-round action that provokes an opportunity attack, the stalker form can transform into either a ranged form or a tank form. It can do this while hidden, and it keeps the hidden condition until transformed. At the start of its next turn, it becomes the new type of flood form. That flood form has all of the damage suffered by the stalker, just applied to its new maximum hit point total. The new form replaces the stalker form for the purpose of rewarding experience.

Flood Ranged Form

Level 12 Flood Giant-sized Non-heroic Creature (Creature/ Flood/ Soldier), High Threat

Hit Points: 259	Healing Threshold: NA	Damage Threshold: 42
Defense: 19	Toughness: 38	Resolve: 29
Speed: 0	Shift Speed: 0	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 27		

-Flood Spike Barrage 1d20+15 accuracy, 30 damage, full auto, unlimited shots at long range; *Special Traits:* Penetration 7, Rending 4, Full Auto

Skills: Defensive Training 6, Durability 6, Endurance +13, Mental Training 6, Perception +13, Ranged 6, Stealth +5, Survival +11

Perks: Fire Into Melee, Fast Hands, Wound Resilience 1

Strength: 6 **Instinct:** 7 **Agility:** 1 **Fortitude:** 7

Intelligence: 1 **Willpower:** 6

Gear: Flood Combat Tendrils, Infected Hide III

Brace: The ranged form can curl itself into a tight shell, protecting itself. This is a full-round action. While it does so, it gains +10 damage resistance, a +5 cover bonus to defense, and regenerates 20 hit points per round. It cannot perform any actions while braced.

Advanced Senses: The flood's special senses allow it to avoid accuracy penalties from concealment or total concealment within 20 squares. It can also make spotter actions within this range as a move action, sharing that data with all nearby flood.

Long Ranged Attack: The flood spike barrage is a fully automatic attack that can use any full auto firing methods. However, the spike barrage attack suffers a -5 accuracy penalty against adjacent enemies.

Transformation: Over a full-round action that provokes an opportunity attack, the ranged form can transform into either a stalker form or a tank form. It can do this while hidden, and it keeps the hidden condition. At the start of its next turn, it becomes the new type of flood form. That flood form has all the damage suffered by the ranged form, just applied to its new maximum hit point total. If it transforms into a tank form, the tank form replaces the stalker form for the purpose of rewarding experience.

Rooted: The flood ranged form roots in place upon being created and cannot move. It gains +10 to its toughness against attacks that would move it. It can cling to walls or ceilings as easily as the ground.



~Stalker Form (left)



~Ranged Form (right)

Flood Tank Form

Level 12 Flood Large-sized Non-heroic Creature (Creature/ Flood/ Fighter), Extreme Threat

Hit Points: 412	Healing Threshold: NA	Damage Threshold: 60
Defense: 21	Toughness: 39	Resolve: 35
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 square	Reach: 2 squares	Initiative: +4
Damage Resistance: 37		

-Combat Tendril 1d20+18 accuracy, 56 damage, 1 strike maximum; *Special Traits:* Penetration 20, Rending 4

Skills: Athletics +19, Defensive Training 7, Durability 7, Endurance +19, Melee 7, Mental Training 7, Perception +11, Survival +11

Perks: Fire Into Melee, Wound Resilience 2

Strength: 12 **Instinct:** 4 **Agility:** 3 **Fortitude:** 12

Intelligence: 1 **Willpower:** 7

Gear: Large-sized Flood Combat Tendril, Infected Hide IV

Persistent Advance: The tank form can perform two standard actions every turn.

Battering Limbs: The tank form can attack with its combat tendril weapon as a minor action. It can drop its actions as normal to attack with this weapon, potentially attacking up to 4 times per round. Its combat tendrils also gain +10 penetration.

Regurgitate Infectors: The tank form can sacrifice 75 hit points as a standard action to spawn a Group of Pod Infectors in an adjacent square. Once spawned, the infectors roll initiative and act on their own turn.

Draw Fire: The tank form is Shielding for all flood lifeforms within 3 squares, except for other tank forms.

Charge: If the tank form performs a charge action on their turn, they gain +20 damage instead of the normal damage bonus. Furthermore, the target is knocked prone and staggered if the attack bypasses defense and toughness.

Rapidly Renewing Frame: The flood tank form regenerates 40 hit points at the start of each turn.



~Tank Form

Flood Tentacles Description

Flood tentacles are limbs that are part of a higher Flood being, such as a Gravemind, proto-Gravemind, or a hive. These tentacles travel through the ground or across the landscape, breaking free of the surface when their governing intelligence requires them to fight. These combat tentacles vary in size, from between the size of a bus to that of a skyscraper. Their size gives them incredible reach and power, with the ability to combat large numbers of enemies or even crush tanks and aircraft.

It is important to remember that Flood tentacles are not their own beings, but extensions of a higher organism. When combated, they typically sprout from the ground and fight from a stationary position. If they need to move, they retract into the ground and relocate to another position to emerge. Despite all this, Flood tentacles still roll their own initiative and function as an autonomous unit in combat.

Flood Tentacle, Lesser

Level 8 Flood Huge-sized Non-heroic Creature (Creature/ Flood/ Heavy), High Threat

Hit Points: 350	Healing Threshold: NA	Damage Threshold: 54
Defense: 14	Toughness: 36	Resolve: 25
Speed: 10 Burrow	Shift Speed: NA	Morale Bonus: NA
Space: 2 by 2 square	Reach: 10 square	Initiative: +4
Damage Resistance: 31		

-Combat Tendril 1d20+17 accuracy, 76 damage, 1 strike maximum; *Special Traits:* Penetration 8, Rending 4

Skills: Athletics +17, Defensive Training 5, Durability 5, Melee 5, Mental Training 5, Stealth +9

Perks: Empowered Attack, Fire Into Melee, Wound Resilience 1

Strength: 12 **Instinct:** 4 **Agility:** 4 **Fortitude:** 14

Intelligence: 1 **Willpower:** 6

Gear: Huge-sized Flood Combat Tendril, Infected Hide III

Submerged Tentacle: The flood tentacle is an extension of a large growth of flood. In combat, it emerges from the ground from the ground and attacks from the location it emerges. It generally does not move but will sometimes burrow under the ground again as a full-round action to emerge from another location. The flood tendril is the peak of the burrowing organism. If it is killed, the remaining underground roots that connect to the flood hive retract back to the hive.

Extended Reach: The flood tentacle is a giant limb that stretches 10 squares out of the ground. It can make melee opportunity attacks at any target within its 10 square reach. All the normal means of provoking opportunity attacks, such as aiming or moving out of a threatened square, provoke attacks from the flood tentacle.

Grab and Squeeze: If the flood tentacle's attack bypasses the defense and toughness of a target, it can choose to grab them in addition to dealing normal damage. If it is grabbing a target at the start of its turn, it determines what square within its reach the target is in. In addition, it can take a constrict action to crush the target. Constricting does not require any check, but the target gains the Crushed condition and has a -5 penalty to escape the tentacle's grasp.

Flood Tentacle Greater

Level 8 Flood Huge-sized Colossal-heroic Creature (Creature/ Flood/ Heavy), Formidable Threat

Hit Points: 908	Healing Threshold: NA	Damage Threshold: 102
Defense: 6	Toughness: 84	Resolve: 32
Speed: 50 Burrow	Shift Speed: NA	Morale Bonus: NA
Space: 4 by 4 square	Reach: 60 square	Initiative: +4/4
Damage Resistance: 42		

-Combat Tendril 1d20+41 accuracy, 118 damage, 1 strike maximum; *Special Traits:* Penetration 8, Rending 4, Cleaving 2

Skills: Athletics +41, Defensive Training 5, Durability 5, Melee 5, Mental Training 5, Stealth +7

Perks: Empowered Attack, Fire Into Melee, Wound Resilience 1

Strength: 36 **Instinct:** 4 **Agility:** 2 **Fortitude:** 25

Intelligence: 1 **Willpower:** 6

Gear: Colossal-sized Flood Combat Tendril, Infected Hide III

Reach of the Parasite: The flood tentacle rolls initiative twice and performs all of their actions on each initiative.

Sweeping Strikes: As a full-round action on its turn, the flood tentacles can use one of two sweeping strike attacks, representing using their massive bulk to strike a large area. It cannot perform these attacks on an opportunity attack. At the start of its turn, it chooses which sweeping strike attack it is using. Both of these attacks have a -20 accuracy penalty.

Precision Strike: The flood tentacle attacks a single target within range. If the attack hits, it gains +40 penetration.

Body Slam: The flood tentacles slams its full weight in a single direction. It effects a line area, except the line is 4 squares wide and 60 squares long. Because this is an area attack, it can be evaded by characters with the Dodge talent.

Submerged Tentacle: The flood tentacle is an extension of a large growth of flood. In combat, it emerges from the ground from the ground and attacks from the location it emerges. It generally does not move but will sometimes burrow under the ground again as a full-round action to emerge from another location. The flood tendril is the peak of the burrowing organism. If it is killed, the remaining underground roots that connect to the flood hive retract back to the hive.

Extended Reach: The flood tentacle is a giant limb that stretches 60 squares out of the ground. It can make melee opportunity attacks at any target within its 60 square reach. All the normal means of provoking opportunity attacks, such as aiming or moving out of a threatened square, provoke attacks from the flood tentacle. However, it cannot use its Sweeping Strikes with opportunity attacks.

Grab and Squeeze: If the flood tentacle's attack bypasses the defense and toughness of a target that is huge, gargantuan, or colossal sized, it can choose to grab them in addition to dealing normal damage. If it is grabbing a target at the start of its turn, it determines what square within its reach the target is in. In addition, it can take a constrict action to crush the target. Constricting does not require any check, but gives the target the variant of the Crushed condition that deals 100 damage per round and gives them a -5 penalty to escape the tentacle's grasp. Vehicles can make pilot checks to escape the grasp instead. Pilots can choose to abandon their vehicles instead of trying to escape the tentacles grasp.

Flood Infester Form Description

The infested pure form was first encountered by the Banished once they unleashed the Flood on the Ark. It was a form evolved to counter vehicles by making suicidal charges at vessels, latching on, and filling the vehicle with spores and toxins. These spores killed or infected the crew while also polluting the innards of the vehicle, turning it into a Flood organism. This allowed the Flood to control the vehicle without relying on a pilot. Because of this, infesters are dangerous Flood who should be an early target for firing squads, to prevent them from getting their suicidal rush off on vehicles.

Flood Infester Form

Level 18 Flood Large-sized Non-heroic Creature (Creature/ Flood/ Guerilla), Extreme Threat

Hit Points: 416	Healing Threshold: NA	Damage Threshold: 55
Defense: 32	Toughness: 43	Resolve: 38
Speed: 24, Climb 24	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 4 squares	Initiative: +7
Damage Resistance: 19		

-Flood Combat Tendrils 1d20+24 accuracy, 81 damage, 1 strike maximum; *Special Traits:* Penetration 28, Rending 6, Reach +2

Skills: Acrobatics +19, Athletics +23, Defensive Training 8, Durability 7, Endurance +20, Melee 8, Mental Training 8, Perception +17, Pilot +17, Ranged 7, Stealth +19, Survival +14

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

Strength: 12 **Instinct:** 7 **Agility:** 8 **Fortitude:** 10

Intelligence: 1 **Willpower:** 6

Gear: Large-sized Flood Combat Tendrils, Infected Hide II

Lashing Barbed Tendrils: A infester form fights with its lashing barbed combat tendrils. These tendrils gain +2 reach, +4 power ratings of damage, and +15 penetration.

Lopping Gait: A infester form moves with a quick, lopping gait. It gains +15 move and climb speed.

Infect Vehicle: If the flood infester hits a gargantuan-sized or smaller vehicle with a melee attack, it latches on to the vehicle. It can be shaken off with pilot check versus the infester's athletics check, performed as a standard action. When it is latched onto the vehicle, it then fills the cockpit of the vehicle with spore, which rapidly infests the vehicle. Anyone on or within the vehicle must make a DC 28 endurance check each round or suffer 50 poison damage. In addition, the vehicle gains 40 spore points every round. When the vehicle has more spore points than it does current hit points, they spore have taken over the vehicle and it now counts as an autonomous flood organism. The vehicle gains the skill ranks and bonuses, as well as the instinct and agility scores, of the infester form. An infested vehicle does not respond to the controls of any pilots still aboard the ship. Even if the infester is killed, the infested vehicle continues to release the same spores forcing the endurance checks by the crew.

If the infester is removed from the vehicle or killed, it dies. If it successfully gives the vehicle the requisite spore points, it dies. Latching on is essentially a suicide maneuver, not matter how it goes, the infester dies afterwards. If it dies, it releases a spore burst as normal.

Spore Burst: When the infester form is reduced to 0 hit points, it explodes in a cloud of toxic flood spores. All non-flood within 3 square of the infester must make a DC 28 endurance check or suffer 50 poison damage.



~A Flood Infester (top)

~A pair of Flood Spawners (bottom)



Flood Spawner Form Description

The flood spawner is a large and powerful pure form, encountered by the Banished on the Ark. This tank-sized Flood creature contains all the genetic components and Flood cells to rapidly produce more Flood organisms. It lurks in the back ranks of a Flood incursion, spewing out pod infectors and other Flood bio-forms. This process is painful for it, and it deals some harm to itself in order to undergo this rapid spawning practice. When left alone, however, it can rapidly heal its wounds.

As an alternative to back line support, the spawner is also a great digger, and will tunnel behind enemy ranks and will spawn Flood where their enemy least expects it.

Flood Spawner Form

Level 20 Flood Gargantuan-sized Non-Heroic Creature (Creature/ Flood/ Fighter), Formidable Threat

Hit Points: 1,080	Healing Threshold: NA	Damage Threshold: 97
Defense: 22	Toughness: 59	Resolve: 47
Speed: 10, Burrow 20	Shift Speed: 1	Morale Bonus: NA
Space: 5 by 5 squares	Reach: 4 squares	Initiative: +2/2
Damage Resistance: 53		

-Flood Combat Tendrils 1d20+34 accuracy, 93 damage, 1 strike maximum; *Special Traits:* Penetration 14, Rending 2, Cleaving 1
-Flood Combat Tendrils w/ Flailing Limbs 1d20+32 accuracy, 93 damage, 1 strike maximum; *Special Traits:* Penetration 14, Rending 2, Hailfire 1, Line (3 wide, 8 long), Unarmed, Half Damage on miss

Skills: Athletics +25, Defensive Training 7, Durability 9, Endurance +29, Melee 9, Mental Training 9, Perception +10, Ranged 8, Stealth +8, Survival +6

Perks: Fire Into Melee, Extra Reactions (2), Would Resilience 2, Improved Wound I

Strength: 16 **Instinct:** 2 **Agility:** 4 **Fortitude:** 20

Intelligence: 2 **Willpower:** 8

Gear: Gargantuan-sized Flood Combat Tendril, Infected Hide IV

Parasite's Advance: The flood spawner rolls initiative twice and performs all of their actions on each initiative.

Flailing Limbs: A spawner form can spend a full-round action flailing with its limbs in a concentrated attack. This is a melee attack that functions like a line that is 3 squares wide next to the spawner and 8 squares long. They make a flood combat tendril attack against everyone in the area, except the attack gains -2 accuracy, hailfire 1, and half damage on a missed attack.

Spawn Flood: As a standard action on its turn, a spawner flood can spend 50 hit points to create a Horde of Pod Infectors anywhere within its reach. It can create these floods every round, if there is room to place them and it is willing to give up the hit points. These created flood are considered part of the flood spawner for rewarding experience, so do not give experience on their own unless they are encountered apart from the spawner.

Alternatively, once per 2 rounds, the flood spawner can sacrifice 120 hit points to create a Horde of Seeder Infects or 200 hit points to create an Infester form. The flood spawner never suffers crippling wounds from spawning creatures.

Fast Healing: A spawner form can focus its body on reconstruction instead of creation. It can spend a minor action to regain 30 lost hit points. It can do this up to twice per round.

Bile Burst: When the spawner form is reduced to 0 hit points, it releases an explosion of toxic, ooze and flood spores. It makes a +20 attack against all within its reach. Those who are hit suffer 60 damage with 20 penetration. In addition, everyone within the area must make a DC 30 endurance check or take 60 poison damage.

Tunneler: The flood spawner can burrow underground as a standard action. They can emerge from a burrow as a move action. While underground, they can tunnel through the ground at a speed of 20 squares per round.

Flood Leader Forms

The Flood's ultimate intelligence is built up in key leader organisms. Ultimately, any developed Flood infestation is led by a Gravemind or Proto-Gravemind. However, it also creates sub-commanders to lead it's forces, known as Key-Minds. These Key-Minds guide and coordinate nearby Flood broods to become more effective, while also being monstrously powerful. Flood leaders utilize leader and strategist rules for Flood.

Flood Abomination Description

The Flood Abomination is a massive and hideously powerful Flood organism that has a portion of the Gravemind's intelligence and enough biomass to destroy armies and cities. The presence of a Flood abomination on a battlefield is a dire herald; it means the Flood is intelligent and is choosing an avatar to destroy its foes. The Abomination is that avatar. It is a simple creature combatively, that is so powerful that it will require dedicated vehicle squadrons and orbital assets to destroy. In the meantime, it makes all smaller Flood infinitely more coordinated and durable. Destroying the abomination is a must in order to defeat the Flood it surrounds itself with.

Flood Abomination

Level 30 Flood Colossal-sized Non-Heroic Creature (Creature/ Flood/ Soldier/ Strategist/ Leader), Epic Threat

Hit Points: 4,950	Healing Threshold: NA	Damage Threshold: 200
Defense: 23	Toughness: 104	Resolve: 62
Speed: 20	Shift Speed: 1	Morale Bonus: NA
Space: 6 by 6 squares	Reach: 8 squares	Initiative: +16/16
Damage Resistance: 62		

-Flood Combat Tendrils 1d20+62 accuracy with advantage, 140 damage, 1 strike maximum; *Special Traits:* Penetration 30, Rending 4, Cleaving 4

Skills: Acrobatics +16, Athletics +52, Defensive Training 12, Durability 12, Endurance +44, Melee 12, Mental Training 12, Perception +18, Ranged 12, Stealth +16, Survival +18

Perks: Fire Into Melee, Fast Hands, Extra Reactions (2), Improved Evasion, Improved Wound 2, Wound Resilience 4

Strength: 40 **Instinct:** 6 **Agility:** 4 **Fortitude:** 32

Intelligence: 4 **Willpower:** 10

Gear: Colossal-sized Flood Combat Tendril, Infected Hide IV

Parasitic Titan: The flood abomination rolls initiative twice and performs all of their actions on each initiative, plus a bonus standard action every round.

Massive Swinging Limbs: The abomination gains advantage on attacks, and its attacks have the Cleaving (4) and Penetration (+11) traits.

Rapidly Renewing Frame: The abomination heals 100 hit points at the start of each of its turns. It also gains +2,000 maximum hit points and +50 damage threshold.

Massive: The abomination stands 18 squares in height. This allows it to simply walk over ledges or gaps that are 4 squares or less without penalty. However, its great height makes it targetable by attacks that are generally reserved for aerial targets, such as STA missiles.

Strategist Abilities: The flood abomination has 4 strategist abilities they can use, and 5 command points per encounter. They use strategist abilities as a standard action.

-Flood Meteors Targets four separate outdoor, Burst (5) areas within sight. Roll a d20. On a 14+, all targets in the area suffer a hit of 100 damage and are knocked prone. Living targets must make a DC 30 endurance check or suffer 60 poison damage. Afterwards, spawn 1 group of basic combat forms at each of the meteor sites, even those that did not hit.

-Parasite's Reach: The abomination summons a greater flood tendril out of the ground. Pick an unoccupied 4 by 4 square outdoors within remote range, a greater flood tentacle emerges from that location.

-Blister Pods: The abomination causes a host of blister pods to emerge from the ground. This effects a Burst (12) area along the ground at remote range. The large spore pods obstruct movement, causing difficult terrain, and their gases cause concealment in the area. At the end of the abomination's last turn next round, the spore pods explode, dealing anyone within the area an automatic hit of 60 damage, Penetration (10), Hailfire (4). Afterwards, place a legion of pod infectors in the area.

-Wave of Infection: The abomination calls the infection pods to rise up. When this ability is used, 4 legions of pod infectors will enter the battlefield from any of its edges.

Master Key-Mind (Flood Leader): The abomination acts as a sub-commander for the Flood, guiding and bolstering Flood forms. It boosts all flood within 120 squares. It does not benefit from these effects.

- All flood within range gains advantage on attack roll.
- Swarms of infection and combat flood within range heal 100 hit points per turn.
- Pure strain flood suffer within range suffer half damage from all attacks, determined after hailfire and damage resistance.



~The Flood Abomination (above)

~Flood Juggernaut (below)



Flood Juggernaut Description

The Flood Juggernaut is a smaller and more common Key-Mind than the Abomination. It is still incredibly dangerous, capable of leading and revitalizing nearby flood while fighting with incredible powerful tentacles. Juggernauts usually operate with large contingents of other Flood, pushing their minions forward into the enemy ranks. Their very presence allows other Flood to merge with Flood Spores in the air, causing rapid regeneration as long as the Juggernaut is nearby.

Flood Juggernaut

Level 20 Flood Huge-sized Non-heroic Creature (Creature/ Flood/ Heavy/ Leader), Extreme Threat

Hit Points: 1,266	Healing Threshold: NA	Damage Threshold: 86
Defense: 22	Toughness: 49	Resolve: 36
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 5 squares	Initiative: +4
Damage Resistance: 46		

-Flood Combat Tendrils 1d20+24 accuracy x2, 94 damage, 1 strike maximum; *Special Traits:* Penetration 25, Rending 4, Cleaving 1

Skills: Acrobatics +27, Athletics +15, Defensive Training 9, Durability 9, Endurance +27, Melee 9, Mental Training 9, Perception +13, Ranged 9, Stealth +15, Survival +13

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 2

Strength: 18 **Instinct:** 4 **Agility:** 6 **Fortitude:** 18

Intelligence: 4 **Willpower:** 8

Gear: Huge-sized Flood Combat Tendril, Infected Hide IV

Flood Rampage: The flood juggernaut can perform two standard actions every turn.

Double Swinging Limbs: The juggernaut can attack twice with their flood combat tendrils with every standard action used for an attack. Its attacks also gain the Cleaving (1) and Penetration (+11) trait.

Rapidly Renewing Frame: The abomination heals 50 hit points at the start of each of its turns. It also gains +500 maximum hit points and +20 damage threshold.

Death Throes: If the juggernaut is reduced to 0 hit points, it makes a final combat tendril attack at every enemy within 3 squares of it. This attack gains +10 accuracy but gains no attack overages.

Lords of the Blightlands: While the juggernaut is present in a Flood infected area, 2 blister pods arrives every round at the end of the juggernaut's turn. When a blister pod appears, taking up 1 square on the battlefield, it will begin to swell. It counts a medium-sized, light object for the purpose of being destroyed. If it is not destroyed before the start of the next turn, it explodes with a +20 accuracy bonus, dealing 60 damage (penetration 10) on hit (half on a miss) to all creatures adjacent to them. Afterwards, it will release a flood creature, one of the following: group of pod infectors, carrier form, or a stalker pure form. That newly spawned creature will roll initiative and act on their turn.

Rejuvenating Key-Mind (Flood Leader): The juggernaut acts as a sub-commander for the Flood, guiding and bolstering Flood forms within 60 squares.

All flood within range recovers 40 lost hit points at the start of their turns. Swarms of flood instead regain 100 hit points.

Creating a Proto-Gravemind

While there have been few Graveminds created throughout history, there have been many instances of a Proto-Gravemind rising. Some have even become very close to gaining Gravemind status. If your campaign includes a major Flood plot arc, or the Flood are a primary villain, you might want to include a Proto-Gravemind as an ultimate villain in your campaign.

The first thing to decide when creating a Proto-Gravemind is how far along the creature is. This means, how much it has developed between initial creation and becoming a full-Gravemind. This is represented as a number between 1 and 5. A 1 means the creature has just begun being form and is largely helpless and dependent on the Flood it controls. A 5 means the creature is almost fully developed and is almost ready to become a Gravemind.

In the first Halo game, the Proto-Gravemind encountered there would have been a 1. Not large, it was still growing in the heart of the *Truth and Reconciliation*, with Jacob Keyes at its heart. On the contrary, the massive monstrosity encountered on the Ark in Halo Wars 2 would have most certainly have been a level 5 proto-gravemind.

The grade of Proto-Gravemind determines many factors, including its size, number of abilities, intelligence, aura, and effective skill ranks. Refer to the following table for the difference between Proto-Graveminds.

Statistic	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5
Size	Large (2 by 2)	Gargantuan (5 by 5)	Colossal (10 by 10)	Massive (30 by 30)	Beyond Massive (100 by 100)
Hit Points	200	750	1,700	3,500	9,000
Damage Resistance	10	25	40	40	60
Mental Statistics	7	9	12	16	20
Physical Statistics	8	20	40	60	100
Skill Ranks	6	9	12	15	18
Abilities	2	3	4	5	8
Aura Size	30 squares	100 squares	300 squares	1,000 squares	20 kilometers

Size: This is the space of the Proto-Gravemind and what size category it counts as. Proto-Graveminds are typically immobile and cannot be pushed or moved out of their space. Their size works with their physical statistics and skill ranks to determine their defensive statistics. Proto-Graveminds cannot attack and thus have no reach.

Hit Points: This is how many hit points a Proto-Gravemind possesses.

Damage Resistance: This is how much damage resistance a Proto-Gravemind possesses.

Mental Statistics: This is how much instinct, intelligence and willpower the Proto-Gravemind possesses.

Physical Statistics: This is how much strength and fortitude the Proto-Gravemind possesses. Proto-Graveminds always have an agility score of 1.

Skill Ranks: As the Proto-Gravemind gains biomass, it also accumulates intelligence and knowledge. This is how many skill ranks the creature has in every skill. More powerful Proto-Graveminds can have skill ranks beyond what mortals are capable. This skill ranks include all skills, including prowess skill and skill usually unavailable to creatures.

Abilities: A Proto-Gravemind defends itself with special abilities. The larger the creature, the more powerful the abilities are and the more abilities it has access to. See below for Proto-Gravemind abilities.

Aura Size: A Proto-Gravemind bolsters all Flood within an aura around it. All Flood within that area gain advantage on all attacks and skill checks and also gains temporary hit points at the start of each turn equal to 10 times the grade of the Proto-Gravemind. The aura is also the range of many of its abilities.

Proto-Graveminds are not standard opponents. They do not have a character level or a threat level and do not play normally into an encounter. They do not roll initiatives, but instead use an ability on initiative stage 20 and 10. They should be considered a hazard or obstacle for the highest-level characters. Any experience reward for fighting a Proto-Gravemind should be a story reward, along with the reward for defeating it's minions.



Proto-Gravemind Abilities

These are the different abilities that can be chosen by a Proto-Gravemind. It can use 1 ability on an initiative of 20 and other ability on an initiative of 10. It can only use any one ability once per turn.

Acidic Belch

The Proto-Gravemind can spew acidic chemicals over an area, poisoning and corroding all that get in contact with it. This attack deals 50 + 20x grade damage, Penetration 10, on a hit or half damage on a miss. Those hit must also make DC 30 Endurance checks or suffer 40 poison damage. The attack has an accuracy based on the Gravemind's ranged skill +6. The area of the acidic belch depends on what grade the creature is.

Grade	Cone Size
1	Cone (3)
2	Cone (6)
3	Cone (12)
4	Cone (24)
5	Cone (60)

Blister Invasion

The Proto-Gravemind summons blister pods to break free of the ground and explode near its enemies. These pods arrive 1 turn from then, emerging in any occupied square within the creature's aura. Once they arrive, the blister pods explode 1 round from then, a total of 2 rounds after they are summoned. The blister pods explodes with an accuracy equal to the Gravemind's ranged skill +5, dealing 40 damage on hit (half on a miss) to all adjacent targets. When this ability is used, the Proto-Gravemind summons blister pods equal to twice it's grade of evolution.

Defensive Tentacles

The Proto-Gravemind extends its tentacles into the ground and has them burst free of the surface to attack nearby foes. This essentially allows it to spawn lesser or greater Flood tentacle creatures within its aura. It can have a number of tentacles active at once based on its evolution grade. It cannot use this ability multiple times to summon more tentacles; it merely replaces lost tentacles. Once these tentacles are spawned, they roll their own initiative and act at that time.

Grade	Tentacles
1	1 Lesser
2	2 Lesser
3	3 Lesser
4	4 Lesser or 1 Greater
5	2 Greater

Dire Proclamations

The Proto-Gravemind is able to access the communication equipment of its attackers and whisper dire warnings and cryptic threats to all those in its presence. It makes an influence check against every enemy within its aura that has access to a communicator, either portable or built into their army. If the influence check hits their resolve, they lose 2 morale levels.

Electronic Interference

The Proto-Gravemind has a key understanding of technology and creates an electromagnetic disturbance in the area around it. When this ability is used, it lasts 3 rounds and influences all technology within its aura. The effect it has depends on its evolution grade. Higher grades also use all effects of lower grades.

Grade	Interference
1	Communicators, Phones, and Radios do not work
2	Digital Uplinks and Digital Scopes do not function
3	Target locks cannot be made, neither do navigation systems
4	Energy shields take an extra round to recharge and recover half as many shield points
5	Pilot checks to control vehicles in the area suffer disadvantage, vehicles have -5 defense

Retreat

The Proto-Gravemind can retreat into a protective shell, where it hides and regains its health. While it is doing so, it cannot use any abilities or actions besides emerging from its shell. While it is within its shell, it doubles its damage resistance and regenerates hit points equal to its fortitude every time one of its initiatives comes around. You might (and should) rule that certain actions will force a Proto-Gravemind out of its shell. This allows the players to be proactive and have agency when forcing the creature to fight again, instead of making it immortal until destroyed.

Spawn Infectors

The Proto-Gravemind can spew out a group of pod infectors to defend it and assimilate its attackers. These minions are created instantly and roll their own initiative upon creation. The pod infectors are always spawned in swarms. The number of swarms, and their size, depends on the grade of the Proto-Gravemind.

Grade	Infectors
1	2 Group of Pod Infectors
2	4 Groups of Pod Infectors or 1 Horde of Pod Infectors
3	2 Hordes of Pod Infectors
4	1 Legion of Pod Infectors
5	2 Legion of Pod Infectors

Spore Cloud

The Proto-Gravemind can expel a massive cloud of Flood spores over an area, choking and poisoning the area. This spore cloud can be created anywhere with the Proto-Gravemind's aura, and has a size based on the evolution grade of the creature. Every non-Flood who begins their turn in the area must make a DC 30 Endurance check or suffer 40 poison damage. In addition, the area counts as concealment for all non-Flood. This cloud lasts 3 rounds. Multiple overlapping clouds do not have additional effects.

Grade	Cloud Size
1	Burst (2)
2	Burst (4)
3	Burst (8)
4	Burst (12)
5	Burst (20)

Summon Minions

The Proto-Gravemind can call nearby minions to defend it. This ability allows it to summon a certain level worth of Flood to come to its side after 3 rounds. The levels of Flood depends on the evolution grade of the Proto-Gravemind. High threat Flood are worth twice as many levels, while low threat count as half as many levels. Extreme threat or higher Flood

cannot be summoned, but swarms can be summoned. Once the Flood arrive at the start of the turn, they roll their own initiative.

Grade	Summoning Levels
1	20
2	40
3	60
4	80
5	100

Regeneration

The Proto-Gravemind has a very fast regeneration that allows it to protect itself from harm. When it uses an action to heal itself, it regains hit points equal to its fortitude. In addition, it heals 40 hit points every time its initiative comes around without having to spend an action. This regeneration is cumulative with the Retreat ability.



~The latest Flood Gravemind, deep in its lair beneath Installation 05

Chapter 2: Forerunner Installations and Sentinels

Part 1: What are Forerunner Installations?

The Forerunners were a powerful race of ultimate technological prowess that ruled the galaxy. They were eliminated over a 100,000 years ago when they were forced to fire the Halo array, their own installations, to prevent the Flood from consuming the galaxy. Despite their passing, they have numerous citadels, installations, and space stations scattered around the universe.

Forerunner installations play a key part of the Halo setting. After all, the setting is named after the Halo arrays; the galaxy killing super weapons that serve as the backdrop of many of the games. In fact, the existence of the Forerunners has continued to affect the universe even after their extinction. The Covenant was formed of a collection of alien species that bolstered themselves by scavenging, researching, and reverse engineering Forerunner technology. Their culture was built around a religious interpretation of the Forerunners and their installations. They believed activating the sacred rings, the Halo Installation, would bring about a rapture they called the Great Journey. In truth, it would have obliterated them and all other life in the galaxy, but their superstition prevented them from understanding that.

Humans have only begun tapping into the legacy of the Forerunners in the last few centuries but have made great strides in technology since studying Forerunner devices. Humans hold a special place in the legacy of the Forerunners, as they have been declared the Reclaimers. It is said, once the Forerunners were no more, humans would 'reclaim' the Mantle of Responsibility, becoming the overlords and shepherds of the galaxy. Because of this, many Forerunner technologies require a human to activate (including the Halo rings).

Many adventures in Halo are likely to take place on Forerunner installations. They are prized locations to be searched for knowledge and scavenged for new technology. All the species in the universe are known to compete to gain access to the hidden knowledge of the Forerunners to understand this legacy. However, in addition to rival factions fighting for control of these installations, they must also face the facility defenses, known as Sentinels.

What are the Sentinels?

The Sentinels are the robotic servants of the Forerunners. They are robotic drones that have continued their thankless task to maintain and protect the installations thousands of years after the death of their creators.

Sentinels are autonomous creations that follow their programming. They lack real artificial intelligence, and instead just act as per their directives. Most Forerunner installations have Sentinels, and these facilities often can produce new Sentinels as needed. If an intruder has any hostile intent towards a Forerunner facility, the Sentinels will rush into to protect the facility from destruction. With larger facilities and greater threats, the Sentinels will fight in huge numbers against any potential threat to their installation.

Rules for the most common form of Sentinels can be found at the end of this chapter.



Part 2: Forerunner Installation Details

This section will talk about some reoccurring details for Forerunner installations and how to include them in your games.

Types of Installations

To first understand using these installations and their defenders in your games, you must understand the different types of relics the Forerunner's left behind.

Halo Rings

The Halo Array is a series of seven, massive ring-shaped Forerunner installations scattered across the galaxy. While they are mechanical in nature, the interior edges of the ring are their own biological worlds filled with mountains, forests, deserts, seas, and other natural environments. These biomes are controlled by the installation's subsystems, which include providing an atmosphere, temperature control, and allowing weather and precipitation. This makes the Halo rings a livable environment.

Many Forerunner structures are scattered across these artificial wildernesses. Many of them perform maintenance functions, while others have purposes that have yet to be uncovered. Some lead to the mechanical interior to the rings, with passages large enough to bring shuttles within. These interior passages are labyrinth, filled with tunnels, vaults, and passages that lead throughout the megalithic complex. The Halo rings have an overall diameter of 10,000 kilometers.



The Halo Array has only been fired once, when it was used to purge the galaxy to prevent the Flood from overtaking it at the end of the Forerunner era. Each ring fires out a blast of radiation that extends 25,000 light years from the ring. This radiation utterly devastates all life within the area. All seven Halo rings firing together can wipe the galaxy clean of life.

Despite their purpose to counter the Flood, most Halo rings contain imprisoned Flood organisms within their deep containment cells, locked in stasis for research purposes. This has proven to be faulty, for the recent rediscovery of the Halo rings led to the Flood being released from containment on two installations, O4 and O5. The Flood escaping from O5 escalated into a galactic threat when a Gravemind rose from that Halo ring and began threatening the galaxy once again.

Halo arrays have several features that are important for many Forerunner installations, including a Cartographer, a Library, and a Control Room. More on these features will be described later.

Shield Worlds

If the Halo rings are the swords of the Forerunners, the Shield Worlds are the shields of the Forerunners. The Shield Worlds were hollow planets artificial created by the Forerunners. They were designed to have a vibrant ecosystem and livable world within the planet, as the exterior of the planet was just a shell for the world within. They were intended as safe havens for the Forerunners to take refuge within when the Halo array was fired but were never used.

Shield Worlds had a great deal of variability. Some had terraformed exteriors, capable of supporting life and ecosystems on the outside of the shell as well as within. Some had artificial stars inside the world, while most had large gateways capable of allowing full-sized star cruisers to pass from the outside to the inside. These worlds, while they possess no Forerunners, are overseen by monitors and have an endless number of sentinels overseeing the world.

Shield Worlds are varied and can have a wide variety of purposes. Some worlds were storage for Forerunner fleets, while others contained captive Flood. The world known as Requiem was the military base for the Didact's promethean army and served as his prison.

If you want your campaign to have a strong Forerunner theme, you may wish it to take place on a shield world. There is an unknown variety of shield worlds in the universe, leaving you as a Game Master free to make up your own and determine the purpose for it. You might design a Shield World that produced prototype weaponry that can be a major boon to the player's faction, or one that has been corrupted by a rogue AI and is now produced mass amounts of rampant sentinels.



~Exterior of Shield World Requiem (left)



~A UNSC starship flying through the gateway of a Shield world



~Within the hollow interior of Requiem

Other Forerunner Installations

While Halo Rings and Shield Worlds are the most noteworthy remaining Forerunner installations, they are far from all that remains. Countless Forerunner installations are spread throughout the galaxy, lying dormant. These stations were often military, resource extraction, or research outposts. They are found buried underground on countless worlds, and it is these buried installations that formed the cornerstone of Covenant technology. These installations have not only been found buried on different worlds, but in space as well. There have been hidden installations lost in gas giants and asteroid belts. Like major installations, these smaller outposts are served by sentinels, but generally fewer numbers than what you expect from a Halo.

These scattered, smaller installations are good locations for a single mission or adventure. Your players may be sent to an installation to secure information, data, or a specific piece of technology. In the meantime, while advancing through the station, you may be forced to fight off sentinels protecting the installation, angry Prometheans, or even Flood that escaped containment. These adventures should be mysterious as your players try to advance through the facility's technological wonders while being pursued by deadly enemies.



~Forerunner Installation in a Gas Giant (left)



~Forerunner Artifact found beneath Reach (right)

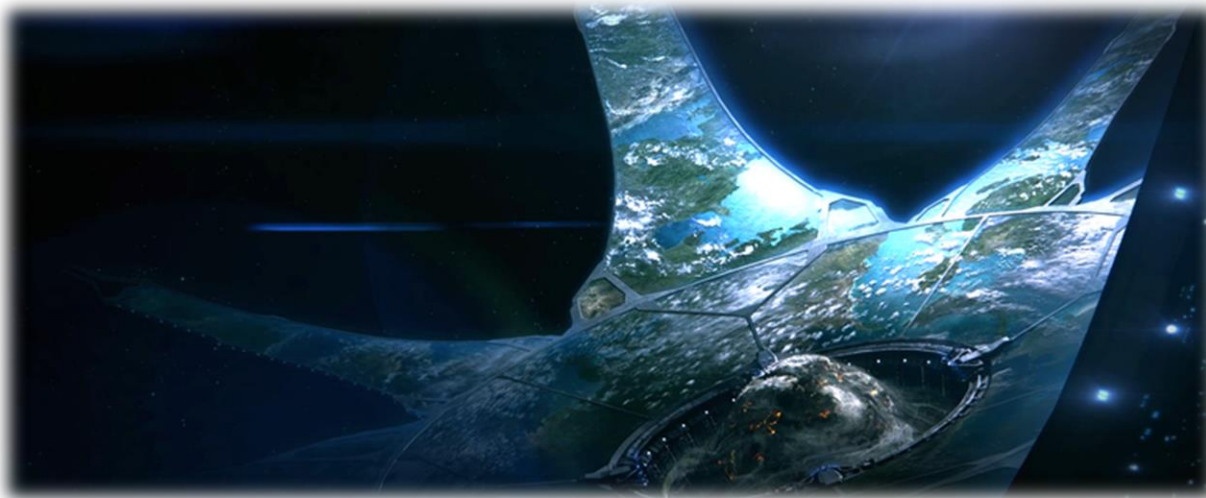
The Ark: Installation 00

No mention of the Forerunner Installations is complete without the Ark. The Ark is an installation outside the galaxy, that's purpose is to create Halos. It is the birthplace of the rings, and its automated functions even try to replace rings that have been destroyed by the Human-Covenant war. Because of its location, it is a safe point to take refuge from the activation of the Halo rings, and most sapient species were stored on the Ark when the rings were initially fired. They were then resettled on their home planets throughout the galaxy by the few surviving Forerunners.

Instead of a ring, the Ark is flat disk with a series of eight curved arms that stretch from its outer edges. Like a Halo, the upper surface of the Ark is an artificial environment containing plenty of different biomes, including forests, oceans, deserts, and mountains. The center of the Ark is a hollow circle: this circle is where new Halo rings emerge. At the very center of the circle is a mineral rich planetoid that massive retriever sentinels harvest for supplies for building new sentinels, replacement Halo rings, and repairing the Ark. The entirety of the Ark spans roughly 125,000 kilometers, one of the largest known Forerunner Installations.

The Ark is also a remote detonation point to activate the Halo rings and can activate all the rings at once. The end of the Human-Covenant War took place here, where the Prophet of Truth tried to activate the rings for his religious belief in the Great Journey. It is also the resting place of the last Gravemind, who crashed upon the Ark in High Charity, the former capital station of the Covenant. The war ended when a replacement ring was created to replace Halo Installation 04 and promptly fired, destroying the new ring and all life on the Ark, including the Gravemind.

The sentinels of the Ark quickly labored to rebuild the damaged ark and create new life-filled biomes to replace what was damaged by the activation of Halo. Humanity established a research outpost on the Ark, accessed quickly by a portal from a Forerunner Installation on Earth. These human scientists are dedicated to controlling and understanding the Ark and making sure it and the Halo rings cannot be used against them.



Installation Features

There are many recurring objects and themes in Forerunner installations. In this section, we will talk about how to use these different features in a mechanical sense.

Cartographer

Most major Forerunner installations have a Cartographer. The Cartographer is a site that contains a map of the entire Forerunner installation. It will show where different facilities are located through the installation, which can be crucial when you are searching for an exact system.

Activating the Cartographer is not difficult but understanding it can be. Once you activate a Cartographer, it takes some intellect to find out what you are looking for. Doing so requires a DC 30 science or lore check to find the information you are trying to receive. Examples of using the Cartographer include Cortana using the Cartographer to find Halo's control room in the battle for Installation 04 and Professor Anders using the Ark's Cartographer to find out how the Banished are being deployed around Installation 00. These sorts of questions can be answered with the Cartographer; where things are around the Ark and what systems can and are being used.

Most installations have their Cartographer within a deep and elaborate Forerunner structure somewhere in the installation. They are often heavily guarded by sentinels, who may prove a threat to intruders if they have a history of damaging the installation.

Chasms

Many installations possess seemingly bottomless pits. They often have walkways and bridges over these great chasms, which extend beyond eyesight. Most often, these chasms span for several kilometers at least; falling off them is a death sentence.

Control Room

The installation control room gives great power over a Forerunner facility. They are usually within the most secure locations within the facility. From the control room, you can often effect direct change over the facilities security system, defenses, and general purpose. Accessing the main terminal of the control room is not easy, considered to be a Forerunner Master Installation Console (see Forerunner computers, below).

The Halo control rooms is also where the ring is fired from. However, there is special precautions to make sure the ring is only fired in direst need. To fire a Halo, you first need the Index from the Library elsewhere in the facility. Afterwards, a reclamer (human or Spartan), is needed to trigger the activation. If you have the Index and a reclamer to activate a Halo ring, you do not need to hack the console to fire.

Force Fields

Force fields are defensive energy barriers made to repel access into a certain section of an installation. These transparent fields of energy block attacks and movement through them, but not sound. The easiest way to get past them is to turn them off at a security console. Otherwise, they can be broken through sheer force, but it will likely take dedicated plasma or EMP weaponry to crack them. Damaging them is equivalent to attacking an energy shield, with a shield pool and shield armor based on the size of the field. If they are reduced to 0 shield pool, they are deactivated for 1 hour or until a manual reset at a security console.

Shield Size	Shield Pool	Shield Armor	Shield Pool Recharge per Round
Medium	200	15	10
Large	300	15	15
Huge	500	20	20
Gargantuan	700	30	30

Forerunner Computers

An important way to get around a Forerunner installation involves interacting with their computer systems. Most often, you will be trying to use security consoles to access security features, such as turning on light bridges, deactivating force fields, and powering up elevators and trams. Use the following chart as a guideline to control different computer systems.

Computer	Core Integrity	Security Wall	Computer Offense	Computer Defense	Initiative	Computer's Skill Ranks	Intelligence	Special Traits
Forerunner Security Console	18	4	+10	20	+7	4	6	Advantage on Checks, restore 2 security wall per round
Forerunner Sub-Installation Console	36	8	+20	30	+12	8	12	Two hack abilities per round, Advantage on Checks, restore 2 security wall per round
Forerunner Master Installation Console	45	12	+27	37	+19	12	15	Three hack abilities per round Advantage on Checks, restore 2 security wall per round

It takes great skill in hacking and using Computers in order to use Forerunner computers. Thankfully, most security features do not require fully taking over the computer system, but simply gaining 5 access points. Those 5 access points are enough to change one system attached to the Forerunner computer, such as turning on a gondola, bridge, or elevator.

Forerunner security consoles are common throughout installations, keyed into different defenses and transit systems. Forerunner sub-installation consoles serve one of two purposes; either as the master console on a small installation, or as the main computer of an installation that is part of a larger installation. For example, on a Halo ring, you might find a facility that delivers data or power to elsewhere across the ring. By taking over the sub-installation computer, or at least gaining access points, you can affect the purpose of that structure. Finally, master installation consoles are generally found in the control room of mega installations, that can the general purpose of that facility and make widespread changes.

Gondola

Many installations use elaborate moving platforms, or gondolas, to move personnel across chasms or between installations. These appear to be floating platforms, often of multiple levels, that connect two or more points. Gondolas are easy to activate, but if someone has access to related security console, they can stop or even reverse the course of a gondola remotely. A gondola could potentially be destroyed, but only if attached directly. They are a gargantuan-sized unbreakable objects with a bonus +200 hit points.

Laser Defenses

A laser defense is a moving laser that sweeps across a room, cutting apart anything it encounters. The laser defense usually starts in one corner of the room or corridor and moves at a speed of 4 squares per round across the room until it reaches the other side. Laser defenses have a +5 attack bonus, making them fairly easy to avoid, but on contact they deal 30 damage with the Piercing and Rending (10) traits.

The best way to deactivate a laser grid is to deactivate them at a security console. As usual, they require 5 access points at the local security terminal. Unfortunately, you often must pass by a laser defense in order to reach said security terminal.

Many laser defenses possessing more than one laser that moves together as it clears a room. For every laser beyond the first, the laser grid gains +5 accuracy and Hailfire (1). Therefore, a laser grid with 4 lasers has a +20 attack bonus and Hailfire (3), making it substantially more deadly.

Library

A library is titanic, multi-floored vault located on all Halo rings and most other Forerunner installations. These heavily secured facilities contain huge amounts of knowledge on both the Forerunners and the Flood. If the sub-installation console can be activated, the library can be used to give vague but informative answers on many sources of information. This information is always dated from the Forerunner's time, however, and is unlikely to give information about modern events or contemporary history.

The top level of a library on a Halo ring contains the Index, the item required to activate the Halo ring.

Light Bridges

A light bridge is an extended walkway over a chasm that is made of pure hard light. You can walk on it as if it were an actual surface. A hard-light bridge is virtually indestructible, but it can be turned off. Generally, turning a light bridge on or off requires a security console, with normal points of access. These bridges can be anywhere between 6 squares long to 100 or more. Most often, however, they are between 6-20.

If a light bridge is turned off while you are walking across it, you will fall. If you are within 1 square of physical ledge, you can make a DC 20 acrobatics test to grab onto the ledge instead of falling to your death.

Power Conduit

Sometimes, to bypass a defense or shut down an obstacle, you will need to cut power to a facility. Forerunner installations often have power conduits in key areas. They appear as beams of pure energy spiraling upwards in a vertical chamber. They can be fried by being exposed to 30 or more points of EMP damage from a single attack. A source of EMP will work as long as it does enough damage. In addition, a character with an energy shield can make a DC 25 science check to overload their energy shield, releasing a spark that will fry the power conduit. After doing so, they cannot benefit from their energy shield for 1 minute; it is deactivated and needs to recharge.

Sentinel Deployment Shaft

When an installation detects a threat, its first reaction will be to send aggressor sentinels to purge the enemy. Most Forerunner installations have between hundreds and millions of these aggressor sentinels and can generally make more. Many structures have deployment shafts on the high ends of the walls in corridors and rooms. Once a threat is detected, new sentinels will emerge from these shafts and attack any unknown targets. Players might try to stop the constant assault of sentinels by destroying these shafts, preventing them from coming out of the walls. These shafts are large-sized, unbreakable objects.



Part 4: Sentinel NPC List

Forerunner Sentinels, the last remaining inhabitants of the old installations, are common opponents for those seeking to explore and exploit Forerunner technology. This section will describe the most common or prevalent sentinel creature types for use in your Halo RPG campaigns.

Aggressor Sentinel Description

Aggressor sentinels are the most common variant of sentinel. They are man-sized flying drones equipped with a focused laser beam that float about with incredible agility. They defend installations from most threats, grouping together to vaporize foes that threaten their home. When not needed for battle or patrol, they help constructors in maintaining the facility, using their manipulator limb and repair beam to enact repairs and upkeep.

Sentinel Aggressor

Level 5 Sentinel Medium-sized Non-Heroic Construct (Construct/ Sentinel/ Specialist), Medium Threat

Hit Points: 79	Healing Threshold: NA	Damage Threshold: 28
Defense: 17	Toughness: 19	Resolve: NA
Speed: 10 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 12	Energy Shield: 30 (5 shield armor)	

-Sentinel Beam 1d20+8 accuracy, 18 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Focusing Beam, Hardlight

-Manipulator Limb 1d20+5 accuracy, 32 damage, 2 strike; *Special Traits:* Penetration 1

Skills: Acrobatics +9, Computers +7, Defensive Training 4, Durability 3, Lore +6, Melee 4, Mental Training 4, Perception +11, Pilot +11, Ranged 4, Science +8, Stealth +8, Tactics +7

Perks: Fast Hands, Expert Stealth

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

Intelligence: 2 **Willpower:** NA

Gear: Manipulator Limb, Sentinel Beam, Sentinel Frame I

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 15 squares. It sends all this information to allied sentinels. A swarm can use this as a free action once per round.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 5 hit points. An aggressor can only use this beam once per 5 rounds. This healing is multiplied by 10 per swarm tier the sentinel belongs in.

Purification Spread (Swarm Trait): In swarms, sentinels can coordinate their beams in a spread to purify a large area. They can change their sentinel beam swarm attack to lose Focusing Beam but instead gain Burst (+2) and Hailfire (+1) per swarm size.



Aggressor Sentinel Swarm Description

Aggressor sentinels can sometime be deployed in huge numbers when facing critical threats to their installations. These sentinel clusters can sometimes consist of dozens of members or more. They fight as a concentrated unit that focuses their efforts on vaporizing threats. Aggressors can be found in swarms of all sizes: groups, hordes, and legions.

Group of Sentinel Aggressors

Level 11 Sentinel Large-sized Swarm of Constructs (Sentinel, Tier 1 Swarm), High Threat

Hit Points: 1,090	Healing Threshold: NA	Damage Threshold: NA
Defense: 15	Toughness: 43	Resolve: NA
Speed: 10 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +6
Damage Resistance: 12		

-Sentinel Beam 1d20+18 accuracy, 28 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Focusing Beam (Max Hailfire +3), Hardlight

-Purification Spread 1d20+18 accuracy, 28 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Burst 2, Hailfire 1, Hardlight

-Manipulator Limb 1d20+15 accuracy, 42 damage, 2 strike; *Special Traits:* Penetration 1

Purification Spread (Swarm Trait): When attacking, the sentinel swarm can either use the Sentinel Beam attack or the Purification Spread attack. In addition, it can use a scanner sweep as a free action and heals 50 hit points with repair beam.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a free action within 15 squares. It sends all this information to allied sentinels.

Flight: The sentinel swarm can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 50 hit points. An aggressor can only use this beam once per 5 rounds.

Horde of Sentinel Aggressors

Level 17 Sentinel Huge-sized Swarm of Constructs (Sentinel, Tier 2 Swarm), Extreme Threat

Hit Points: 2,180	Healing Threshold: NA	Damage Threshold: NA
Defense: 13	Toughness: 47	Resolve: NA
Speed: 10 Fly	Shift Speed: 1	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 12		

-Sentinel Beam 1d20+28 accuracy, 28 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Burst 1, Hailfire 1, Focusing Beam (Max Hailfire +3), Hardlight

-Purification Spread 1d20+28 accuracy, 28 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Burst 5, Hailfire 3, Hardlight

-Manipulator Limb 1d20+25 accuracy, 42 damage, 2 strike; *Special Traits:* Penetration 1

Purification Spread (Swarm Trait): When attacking, the sentinel swarm can either use the Sentinel Beam attack or the Purification Spread attack. In addition, it can use a scanner sweep as a free action and heals 100 hit points with repair beam.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a free action within 15 squares. It sends all this information to allied sentinels.

Flight: The sentinel swarm can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 100 hit points. An aggressor can only use this beam once per 5 rounds.

Legion of Sentinel Aggressors

Level 23 Sentinel Gargantuan-sized Swarm of Constructs (Sentinel, Tier 3 Swarm), Extreme Threat

Hit Points: 3,270

Defense: 11

Speed: 10 Fly

Space: 8 by 8 squares

Damage Resistance: 12

Healing Threshold: NA

Toughness: 55

Shift Speed: 1

Reach: 3 squares

Damage Threshold: NA

Resolve: NA

Morale Bonus: NA

Initiative: +6

-**Sentinel Beam** 1d20+38 accuracy, 36 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Burst 2, Hailfire 1, Focusing Beam (Max Hailfire +3), Hardlight, No Attack Overages to Damage

-**Purification Spread** 1d20+38 accuracy, 36 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 6, Burst 8, Hailfire 4, Hardlight

-**Manipulator Limb** 1d20+35 accuracy, 64 damage, 2 strike; *Special Traits:* Penetration 1

Purification Spread (Swarm Trait): When attacking, the sentinel swarm can either use the Sentinel Beam attack or the Purification Spread attack. In addition, it can use a scanner sweep as a free action and heals 150 hit points with repair beam.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a free action within 15 squares. It sends all this information to allied sentinels.

Flight: The sentinel swarm can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 150 hit points. An aggressor can only use this beam once per 5 rounds.



Eliminator Sentinel Description

These advanced forms of the common aggressor sentinels are the reaction to outbreaks or invasion. The installation works to generate more advanced sentinels with greater protection and more focused energy beams. Unlike regular aggressors, these drones are not delegated to maintenance or upkeep, but simply the sanitization of their facilities.

Sentinel Eliminator

Level 12 Sentinel Medium-sized Non-Heroic Construct (Construct/ Sentinel/ Soldier), Medium Threat

Hit Points: 146	Healing Threshold: NA	Damage Threshold: 37
Defense: 23	Toughness: 25	Resolve: NA
Speed: 11 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 25	Energy Shield: 80 (10 shield armor)	

-**Greater Sentinel Beam** 1d20+15 accuracy, 32 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 12, Focusing Beam, Hardlight

-**Heatwave** 1d20+12 accuracy, 40 damage, 2 strikes, unlimited shots; *Special Traits:* Penetration 10, Hailfire 1, Cone 12

-**Manipulator Limb** 1d20+11 accuracy, 40 damage, 2 strike; *Special Traits:* Penetration 1

Skills: Acrobatics +13, Computers +8, Defensive Training 6, Durability 5, Lore +8, Melee 5, Mental Training 5, Perception +13, Pilot +13, Ranged 6, Science +7, Stealth +12, Tactics +8

Perks: Fire Into Melee, Fast Hands, Extra Reactions (3)

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

Intelligence: 2 **Willpower:** NA

Gear: Manipulator Limb, Greater Sentinel Beam, Heatwave, Sentinel Frame II

Targeted Analysis: If the sentinel's attack hits a target's defense, toughness, and resolve, the target gains the Vulnerable (1) condition, which can only be spent by allied sentinels.

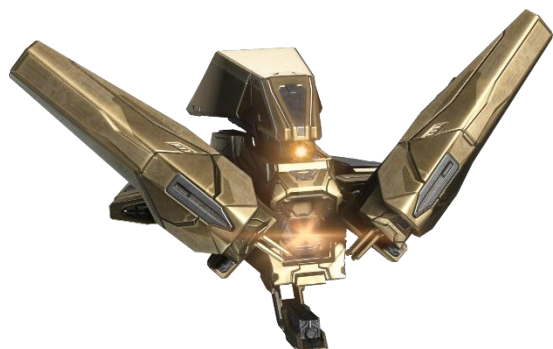
Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 15 squares. It sends all this information to allied sentinels. A swarm can use this as a free action once per round.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has an acceleration rating of 20 and a max speed of 160.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 10 hit points. An aggressor can only use this beam once per 3 rounds. This healing is multiplied by 10 per swarm tier the sentinel belongs in.

Purification Spread (Swarm Trait): In swarms, sentinels can coordinate their beams in a spread to purify a large area. They can change their sentinel beam swarm attack to lose Focusing Beam but instead gain Burst (+2) and Hailfire (+1) per swarm size.

Focused Vaporization (Swarm Trait): In swarms, sentinels can coordinate their beams in a spread to eliminate a single target of large-sized or larger. They can change their sentinel beam to never gain a burst area, but instead gain +10 damage and +10 penetration per swarm size.



~Aggressor Majors are recognized by their golden armor, blue beams, and greatly improved energy shields

Eliminator Sentinel Swarm Description

Sentinel eliminators might be deployed in swarms during the most lethal engagements, usually involving a full, Flood breakout contagion. They are most often found in groups or hordes.

Group of Eliminator Sentinels

Level 18 Sentinel Large-sized Swarm of Constructs (Sentinel/ Tier 1 Swarm), High Threat

Hit Points: 2,260	Healing Threshold: NA	Damage Threshold: NA
Defense: 21	Toughness: 49	Resolve: NA
Speed: 11 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +8
Damage Resistance: 25		

-Greater Sentinel Beam 1d20+25 accuracy, 42 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 12, Focusing Beam (Max Hailfire +3), Hardlight, No Attack Overages to Damage

-Purification Spread 1d20+25 accuracy, 42 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 12, Burst 2, Hailfire 1, Hardlight

-Focused Vaporization 1d20+25 accuracy, 52 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 22, Focusing Beam (Max Hailfire +3), Hardlight, No Attack Overages to Damage, Large-sized and larger targets only

-Heatwave 1d20+22 accuracy, 50 damage, 2 strikes, unlimited shots; *Special Traits:* Penetration 10, Hailfire 1, Cone 12

-Manipulator Limb 1d20+21 accuracy, 50 damage, 2 strike; *Special Traits:* Penetration 1

Purification Spread (Swarm Trait): When attacking, the sentinel swarm can either use the Sentinel Beam attack, the Purification Spread attack, or the Focused Vaporization attack. In addition, it can use a scanner sweep as a free action and heals 50 hit points with repair beam.

Targeted Analysis: If the sentinel's attack hits any target's defense, toughness, and resolve, the target gains the Vulnerable (1) condition, which can only be spent by allied sentinels. This works with any of their swarm fire methods.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a free action within 15 squares. It sends all this information to allied sentinels.

Flight: The sentinel swarm can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 160.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 50 hit points. An aggressor can only use this beam once per 3 rounds.

Horde of Eliminator Sentinels

Level 24 Sentinel Huge-sized Swarm of Constructs (Sentinel/ Tier 2 Swarm), Extreme Threat

Hit Points: 4,520	Healing Threshold: NA	Damage Threshold: NA
Defense: 19	Toughness: 53	Resolve: NA
Speed: 11 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +8
Damage Resistance: 25		

-Greater Sentinel Beam 1d20+35 accuracy, 42 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 12, Hailfire 1, Burst 1, Focusing Beam (Max Hailfire +3), Hardlight, No Attack Overages to Damage

-Purification Spread 1d20+35 accuracy, 42 damage, 2 strikes, unlimited shots at long range; *Special Traits:* Penetration 12, Burst 5, Hailfire 3, Hardlight

-Focused Vaporization 1d20+35 accuracy, 52 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 22, Hailfire 1, Focusing Beam (Max Hailfire +3), Hardlight, No Attack Overages to Damage, Large-sized and larger targets only

-Heatwave 1d20+32 accuracy, 60 damage, 2 strikes, unlimited shots; *Special Traits:* Penetration 10, Hailfire 2, Cone 12

-Manipulator Limb 1d20+31 accuracy, 50 damage, 2 strike; *Special Traits:* Penetration 1, Hailfire 1

Purification Spread (Swarm Trait): When attacking, the sentinel swarm can either use the Sentinel Beam attack, the Purification Spread attack, or the Focused Vaporization attack. In addition, it can use a scanner sweep as a free action and heals 100 hit points with repair beam.

Targeted Analysis: If the sentinel's attack hits any target's defense, toughness, and resolve, the target gains the Vulnerable (1) condition, which can only be spent by allied sentinels. This works with any of their swarm fire methods.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a free action within 15 squares. It sends all this information to allied sentinels.

Flight: The sentinel swarm can fly as per flying vehicle, with an acceleration rating and maximum speed. It has an acceleration rating of 20 and a max speed of 160.

Repair Beam: The sentinel aggressor can fire a short-ranged repair beam as a full-round action. If this beam is used on a Forerunner construct or object, the target recovers 50 hit points. An aggressor can only use this beam once per 3 rounds.



Constructor Sentinel Description

Constructor sentinels are small drones that are tasked with maintenance, repairs, and the building of new sentinels. These sentinels are very common in Forerunner installations, but rarely encountered as they are often behind the scenes. They do most of their work in shafts that cannot be accessed by humans, behind walls, or under floors. Occasionally, they will emerge from their hiding places to fix something that is broken in a larger chamber.

Sentinel Constructor

Level 5 Sentinel Small-sized Non-Heroic Construct (Construct/ Sentinel/ Expert), Low Threat

Hit Points: 58	Healing Threshold: NA	Damage Threshold: 28
Defense: 21	Toughness: 14	Resolve: NA
Speed: 8 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 12		

-Manipulator Limb 1d20+3 accuracy, 27 damage, 2 strikes maximum; *Special Traits:* NA

Skills: Acrobatics +11, Computers +12, Defensive Training 4, Durability 3, Lore +12, Melee 2, Mental Training 4, Perception +11, Pilot +11, Ranged 3, Science +12, Stealth +11, Tactics +12

Perks: Reroll Skills (2), Extra Reactions (2)

Strength: 2 **Instinct:** 5 **Agility:** 5 **Fortitude:** 4

Intelligence: 6 **Willpower:** NA

Gear: Small-sized Manipulator Limb, Sentinel Frame I

Repair Beam: The constructor can fire a short-ranged repair beam as a standard action. If this beam is used on a Forerunner construct or object, the target recovers 25 hit points. The constructor can also channel this beam to pick up and move objects of up to 100lbs. It cannot pick up characters, creatures, or vehicles and cannot use this beam offensively in any way. In a swam, this healing is multiplied by 10/20/30, based on the swarm tier.

Access Beam: The constructor can fire a short-ranged data beam as a full-round action. If this beam is used on a computer, the constructor can engage in cyber warfare against or on behalf of the system. Numerous constructors can rally together to help control a computer. If multiple constructors are working together in a cyber conflict, they do not count as different entities. Instead, one construct gains a +1 bonus to computer checks to activate abilities and +1 computer offense for every assisting constructor. Thus, if five constructors are working together to hack a system, they operate as one constructor with +4 computer checks and computer offense.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 15 squares. It sends all this information to allied sentinels. A swarm can use this as a free action once per round.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.



Controller Sentinel Description

Controller sentinels are a rare type that are deployed when a high priority area is threatened. These greater sentinels have an array of defensive systems and a hostile temperament. When created, they become the guardians of their chosen location, and take control of lesser sentinels and computer terminals in that area. Controller sentinels are difficult to combat, given their wide range of powerful attack and defensive capabilities that gives them few weaknesses to exploit.

Sentinel Controller

Level 20 Sentinel Huge-sized Non-Heroic Construct (Construct/ Sentinel/ Fighter/ Strategist), Extreme Threat

Hit Points: 690	Healing Threshold: NA	Damage Threshold: 79
Defense: 26	Toughness: 52	Resolve: NA
Speed: 15 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: NA	Initiative: +8
Damage Resistance: 61	Energy Shield: 500 (50 shield armor, see description)	

-Sentinel Pulse Cannon 1d20+20 accuracy, 90 damage, 1 strike, unlimited shots at remote range; *Special Traits:* Penetration 30, Burst 8, Hardlight, Recharge

Skills: Acrobatics +13, Athletics +22, Computers +13, Defensive Training 9, Durability 7, Melee 5, Mental Training 9, Perception +17, Pilot +17, Ranged 9, Science +10, Tactics +13

Perks: Fire Into Melee, Extra Reactions (3), Wound Resilience 3, Improved Wound I

Strength: 15 **Instinct:** 8 **Agility:** 6 **Fortitude:** 18

Intelligence: 4 **Willpower:** NA

Gear: Sentinel Pulse Cannon, Impenetrable Directional Energy Shield, Sentinel Framing III

Defensive Platform: The sentinel controller can perform two standard actions every turn.

Impenetrable Directional Energy Shield: The sentinel enforcer has a single, virtually impenetrable energy shield that provide substantial defense to the front 180 degree arc of the enforcer. All attacks in the front 180 arc are applied against the energy shield. It wraps around the controller so attacks from that arc cannot bypass the shield. It has no shields when attack from any other angle This front shield has a shield pool of 500 and a shield armor of 50. It regains 100 shield points per minute it is out of combat.

Purification Beam: The sentinel controller can fire a purification beam downwards, directly beneath its current location. This is used as a minor action. This beam goes down up to 100 squares towards the ground, filling up all squares beneath the controller's space. Everything within that area suffers 60 piercing damage, no attack roll required. The beam can be evaded by character's with Dodge I, but they must succeed a DC 30 acrobatics test.

Strategist Abilities: The sentinel controller has 3 strategist abilities they can use, and 4 command points per encounter. They use strategist abilities as a standard action.

-Attending Aggressors: The controller can summon a horde of sentinel aggressors to arrive at the edge of the battlefield at the top of next round.

-Emergency Repairs: The sentinel controller can spend a command point for two constructors to appear at its side at the end of its turn. They will use their repair beam to repair the controller and other nearby sentinels.

-Targeting Parameters: Before the controller uses its Sentinel Pulse Cannon, it can spend a command point. If the attack hits the resolve of any targets, they gain the Vulnerable (2) condition.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 60 squares. It sends all this information to allied sentinels.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 120.

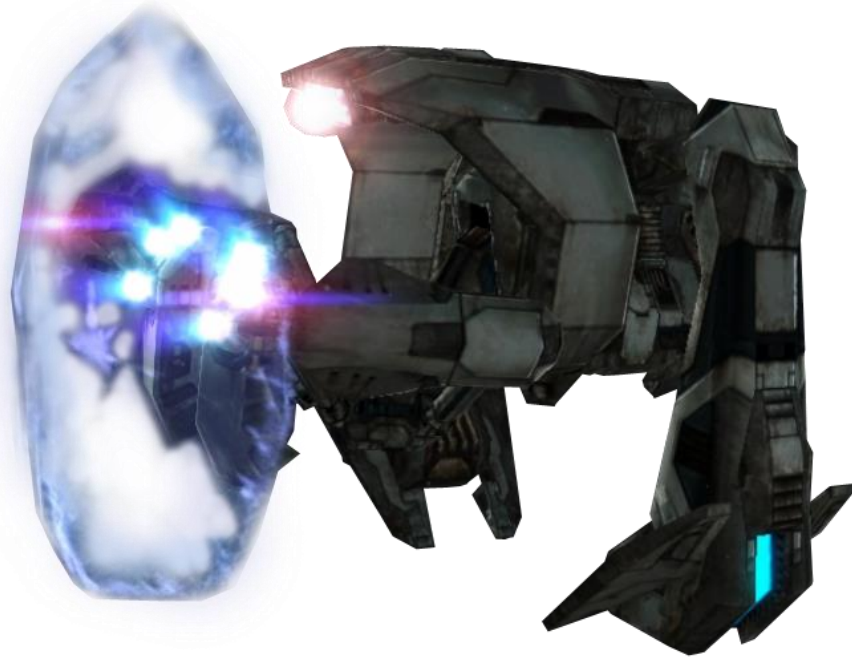
Network Defense: The sentinel controller is a defensive construct dedicated to guard a Forerunner installation, computer, or defensive emplacement. It never ventures far from its installation. If an outside force tries to hack the installation, the sentinel controller can act as a defending artificial intelligence. The sentinel controller is exceptionally good at cyber defense and has the following values for hacking:

Core Integrity: 12

Security Wall: 14

Computer Offense: +13

Computer Defense: 28



Sentinel Enforcer (top)

Sentinel Controller (bottom)



Enforcer Sentinel Description

Enforcers are combat sentinels released alongside aggressor majors when a major Flood outbreak takes place. These militant constructs are ruthless and will destroy any lifeform that has taken up residence in a quarantine zone. In addition to a wide variety of weapons batteries, enforcers possess powerful grabbing limbs that can lift and crush large targets, even tanks, in their grasp.

Sentinel Enforcer

Level 15 Sentinel Huge-sized Non-Heroic Construct (Construct/ Sentinel/ Soldier), Extreme Threat

Hit Points: 550	Healing Threshold: NA	Damage Threshold: 76
Defense: 18	Toughness: 48	Resolve: NA
Speed: 14 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +10
Damage Resistance: 35		

-Twin Pulse Beams 1d20+17 accuracy, 40 damage, 3 strikes maximum, unlimited shots at long range; *Special Traits:* Penetration 5, Hardlight, Hailfire 1, Automatic

-Enforcer Missiles 1d20+16 accuracy, 60 damage, 2 strikes maximum, 100 shots at distant range; *Special Traits:* Penetration 20, Burst 1, Hailfire 2, Projectile

-Manipulator Limb 1d20+22 accuracy, 62 damage, 2 strikes maximum; *Special Traits:* Penetration 6

Skills: Acrobatics +10, Athletics +23, Computers +6, Defensive Training 7, Durability 7, Lore +4, Melee 7, Mental Training 7, Perception +15, Pilot +15, Ranged 7, Science +4, Stealth +7, Tactics +9

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

Strength: 18 **Instinct:** 8 **Agility:** 5 **Fortitude:** 15

Intelligence: 2 **Willpower:** NA

Gear: Pulse Beam, Enforcer Missiles, Huge-sized Manipulator Limbs, Directional Energy Shield x2, Sentinel Framing III

Aggressive Containment Protocols: The sentinel enforcer can perform two standard actions every turn. If, at the start of its turn, there are any tier 2 or 3 swarms of flood within long range, it gains three standard actions instead.

Twin Directional Shields: The sentinel enforcer has two large energy shields that provide substantial defense to the front 180 degree arc of the enforcer. The wielder gains +15 defense against all attacks originating from that arc for each shield. Thus, when both shields are up, it gains +30 defense from frontal attacks. Area attacks from that direction that would deal half damage instead do no damage on a missed attack. Each of these shields can be attacked and overloaded separately, each with their own shield pool. The shields have 20 defense, a shield pool of 200, and 10 shield armor.

Crush: If the sentinel hits a vehicle between large and gargantuan size with a manipulator limb attack, it tries to grab the target vehicle. They make a strength check versus the target's pilot check. The target gains +5 if their vehicle is gargantuan size, or +2 if their vehicle is huge sized. If the defender wins the check, nothing happens. If the enforcer wins, it grabs the vehicle and can carry it off. The vehicle instantly takes a hit of 100 piercing damage, and suffers an additional piercing 100 damage at the start of each of the enforcer's turns. The crushing grasp can only be escaped if the pilot makes a DC 32 pilot check. They can abandon the vehicle as normal while grabbed.

While the enforcer is grabbing a vehicle, it cannot make manipulator limb attacks, but it can attack with its other weapons.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 60 squares. It sends all this information to allied sentinels.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has an acceleration rating of 20 and a max speed of 80.

Protector Sentinel Description

Protector sentinels are another variant of sentinel used when there is considerable opposition. Where other sentinels provide close combat support, the protector serves as a small gunship, providing high speed aerial support to other sentinel forces. They perform strafing runs where they sweep their beam across an area, incinerating multiple targets. They also have a self-destruct protocol where they dive bomb enemies upon defeat, releasing a blast of electromagnetic energy.

Sentinel Protector

Level 15 Sentinel Large-sized Non-Heroic Construct (Construct/ Sentinel/ Soldier), High Threat

Hit Points: 327	Healing Threshold: NA	Damage Threshold: 53
Defense: 22	Toughness: 36	Resolve: NA
Speed: 13 Fly	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 square	Initiative: +8
Damage Resistance: 34	Energy Shield: 120 (10 shield armor)	

-**Greater Sentinel Beam** 1d20+17 accuracy, 40 damage, 2 strikes maximum, unlimited shots at distant range; *Special Traits:* Penetration 12, Focusing Beam, Hardlight

-**Beam Sweep** 1d20+17 accuracy, 60 damage, 2 strikes maximum, unlimited shots at distant range; *Special Traits:* Penetration 12, Hailfire 1, Special Line*, Hardlight

Skills: Acrobatics +12, Computers +10, Defensive Training 7, Durability 6, Lore +5, Melee 6, Mental Training 7, Perception +15, Pilot +15, Ranged 7, Science +10, Tactics +10

Perks: Fire Into Melee, Fast Hands, Extra Reactions (3), Improved Wound I

Strength: 10 **Instinct:** 8 **Agility:** 6 **Fortitude:** 12

Intelligence: 3 **Willpower:** NA

Gear: Large-sized Greater Sentinel Beam, Sentinel Framing II

Defensive Beam: When the sentinel protector is hit by an attack, it can spend a reaction to make a sentinel beam attack back at its attacker, as long as their attacker is within distant range.

Protector Beam Sweep: The protector can use its beam to sweep across an area, hitting several foes with less concentrated force. Doing so is a full-round action. They nominate two locations with distant range that can be no more than 10 squares apart. They draw a line between those 2 locations, and effectively make an attack with the Line (10) trait against everyone in that area. This attack loses the Focusing Beam trait, but gains +20 damage and Hailfire (1).

Self-Destruct: When a sentinel protector is reduced to 0 hit points, roll a d20. On a 12+, it survives long enough to activate its final death protocol. It instantly moves 30 squares in any direction and detonates, making an EMP attack against everything in a Burst (4) area centered on the protector. This is a +20 attack that deals 60 EMP damage on hit, or half that much on a missed attack. Sentinels are immune to this EMP damage.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 30 squares. It sends all this information to allied sentinels.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has an acceleration rating of 60 and a max speed of 250.



Retriever Sentinel Description

The titanic retriever sentinels are the size of a small flagship. Most noticeably found on the Ark, the purpose of the retriever is actually utility rather than combat. Their goal is to collect resources for the smaller sentinels to use to build and upkeep the Ark and other major installations. They possess a massive gravity pull that they use to suck in huge amounts of ore into their holds. Ironically, this is also a very capable siege weapon. After the first battle for the Ark, at the end of the Human-Covenant war, retrievers were armed with additional weaponry and are not often used for the defense of the installation. They are incredibly dreaded foes, with enormous resilience and firepower.

Fighting a retriever sentinel on foot is a suicide mission. If a retriever must be fought, it should be within heavy vehicles with plenty of supporting fire and additional help.

Retriever Sentinel

Level 20 Sentinel Massive-sized Heroic Construct (Construct/ Sentinel/ Heavy), Epic Threat

Hit Points: 3,240	Healing Threshold: NA	Damage Threshold: 209
Defense: 16	Toughness: 147	Resolve: NA
Speed: 30	Shift Speed: 5	Morale Bonus: NA
Space: 300 by 300 squares	Reach: 50 squares	Initiative: +9
Damage Resistance: 76	Energy Shield: 500 (10 shield armor)	

-Sentinel Pulse Cannon 1d20+18 accuracy, 160 damage, 1 strike, unlimited shots at remote range; *Special Traits:* Penetration 30, Burst 40, Hardlight, Recharge

-Greater Sentinel Beam x4 1d20+24 accuracy, 80 damage, 2 strikes, unlimited shots at distant range; *Special Traits:* Penetration 12, Focusing Beam, Hardlight

-Manipulator Limb 1d20+45 accuracy, 132 damage, 2 strikes; *Special Traits:* Penetration 20, Cleaving 2

Skills: Athletics +69, Computers +10, Defensive Training 9, Durability 9, Melee 9, Mental Training 9, Perception +18, Pilot +18, Ranged 9, Science +13, Tactics +13

Perks: Empowered Attack, Fire Into Melee, Improved Wound 2, Wound Resilience 3

Strength: 60 **Instinct:** 9 **Agility:** 7 **Fortitude:** 60

Intelligence: 4 **Willpower:** NA

Gear: Sentinel Pulse Cannon, Huge-sized Greater Sentinel Beam x4, Colossal-sized Manipulator Limb x2, Sentinel Framing II

Sentinel Beam Array: The retriever has 4 greater sentinel beam weapons that it can fire as a free action every round. Each sentinel beam is a separate attack that must target a different target than all other sentinel beams. Meanwhile, it has 2 manipulator limb weapons that can also be used as a free action once per round, at the same or different targets.

Gravity Pull: The retriever can target an area and cause a massive pull of gravity to draw all raw materials into the retriever. It uses this to pull raw materials into its hold but can also use it as a massive zone of terrain destruction. It takes 3 rounds to activate the gravity pull, where it targets a Burst (50) area within remote range. The pull has different effects based on how long it has been active. It lasts for a total of 10 rounds before ending. This requires a full-round action for the retriever over all 13 rounds, where it cannot fire any additional guns and cannot move.

-Turns 1-2: Loose and light objects are ripped from the ground and pulled towards the retriever. Movement within the area costs 4 squares of movement per square moved. Acrobatics, athletics, and pilot checks suffer disadvantage within the area, as do attack rolls.

-Turns 3-5: All characters, objects, and terrain features within the area suffer 40 piercing damage per round. Medium sized or smaller objects are pulled off the ground and moved 50 squares towards the retriever every round. Characters that are pulled into the retriever suffer a hit of 100 damage and are stunned. The blast destroys all terrain of Dense quality or less, pulling it into the retrievers hull.

-Turns 6-10: All characters, objects, and terrain features within the area suffer 40 piercing damage per round. Gargantuan-sized or smaller objects are pulled off the ground and moved 50 squares towards the retriever every round. Pulled targets suffer an additional hit of 30 damage (hailfire 4) damage every round from the tornado of debris this power creates. Characters that are pulled into the retriever suffer a hit of 100 damage and are stunned. The blast destroys all terrain and structures within the area, pulling it all into the retriever's hull.

Turn 11: The gravity pull ends. Any creatures or vehicles pulled are instantly dropped, potentially suffering fall damage. The retriever can act once again.

Scanner Sweep: The sentinel's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a minor action within 1,000 squares. It sends all this information to allied sentinels.

Flight: The sentinel can fly as per flying vehicle, with an acceleration rating and maximum speed. It has an acceleration rating of 30 and a max speed of 300.



Monitor Description

A monitor is not a sentinel, but a robotic artificial intelligence created in Forerunner times from Composed individuals (see Prometheans and their history, next chapter). These small robots are essentially the governors of their respective installations and ensure the will of the Forerunner is maintained throughout the passage of time. Monitors differ from sentinels in that they have personalities and emotions, much more like the smart Ais created by humanity in modern times.

Every major Forerunner installation is overseen by a single monitor, making them very limited in number. They obey the will of the Forerunners, but often have their own agendas as well. They command their installations sentinels and can cause them to deviate from their normal tasks or determine their friendly target designations. While meant for governance and technological maintenance, monitors also have great combat potential if they need to defend themselves. Any conflict with a monitor means they will also call in hordes of sentinel to defend themselves.

In the past, monitors have been both friends and foes to humans who visit Forerunner installations. Which they are depends on how much the goals align between the monitor and the visitors.

Monitor

Level 30 Sentinel Small-sized Heroic Construct (Construct/ Sentinel/ Expert/ Heroic/ Strategist), High Threat+

Hit Points: 301	Healing Threshold: NA	Damage Threshold: 52
Defense: 44	Toughness: 40	Resolve: 50
Speed: 20	Shift Speed: 5	Morale Bonus: +12
Space: 1 square	Reach: NA	Initiative: +14
Damage Resistance: 48	Energy Shield: 300 (20 shield armor)	

-Monitor Beam 1d20+23 accuracy, 65 damage, 3 strikes, unlimited shots at distant range; *Special Traits:* Penetration 30, Focusing Beam, Hardlight

Skills: Acrobatics +37, Computers +41, Defensive Training 12, Durability 12, Influence +33, Lore +41, Medicine +37, Melee 8, Mental Training 12, Perception +38, Pilot +38, Ranged 12, Science +41, Stealth +33, Tactics +41

Perks: Reroll Skills (8), Extra Reactions (4), Improved Morale, Wound Resilience 2, Science Mastery

Strength: 5 **Instinct:** 10 **Agility:** 8 **Fortitude:** 8

Intelligence: 12 **Willpower:** 8

Gear: Monitor Beam, Sentinel Framing III

Repulsion Field: The monitor can release a repulsion field as a minor action. If it does, it makes a +30 attack against the toughness of all enemies within a Burst (20) centered on the monitor. If struck, a target is pushed back 1 square +1 square per 5 points the attack surpassed toughness, and the target is Slowed and Tormented for 1 round.

Maintenance Beam: The monitor can fire a short-ranged repair beam as a standard action. If this beam is used on a Forerunner construct or object, the target recovers 60 hit points. The monitor can also channel this beam to pick up and move objects of up to 200lbs. It cannot pick up characters, creatures, or vehicles and cannot use this beam offensively in any way.

Monitor Sensors: The monitor's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a minor action within 100 squares. It sends all this information to allied sentinels.

Self-Preservation: While within 6 squares of a swarm of aggressor sentinels, the monitor is Shielded by them.

Auto-Repair Routines The monitor has advanced self-repair mechanisms and regains 50 hit points at the start of every turn.

Flight: The monitor can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 60 and a max speed of 600.

Personality Core: While the monitor is a machine, it is a machine with a personality and emotions. It has a resolve score, is susceptible to combat influence, and can use morale. It gains 1 morale at the start of each turn. It can also use combat influence. However, the monitor does have the Jaded talent, which limits how much morale it can gain or lose.

Strategist Abilities: The monitor has 5 strategist abilities they can use, and 3 command points per encounter. They use strategist abilities as a minor action. They regain 1 spend command point every round.

-Attending Aggressors: The controller can summon a legion of sentinel aggressors to arrive at the edge of the battlefield at the top of next round.

-Recalculate: If any forerunner computers in the encounter area are under attack in cyber warfare, they instantly regain all lost security wall and can make an instant cyber-attack.

-Resupply: All sentinel swarms in the battlefield receive reinforcements, regaining 500 lost hit points.

-Targeting Parameters: The monitor chooses 5 enemy targets in the battlefield; all of those targets gain the Vulnerable (2) condition.

-Teleport Strike: The monitor can call 2 groups of sentinel eliminators to teleport into unoccupied spaces in the battlefield.

Access Beam: The monitor can fire a short-ranged data beam as a full-round action. If this beam is used on a computer, the monitor can engage in cyber warfare against or on behalf of the system. The monitor is especially gifted in cyber combat, gaining two hack actions every round and adding its instinct to intelligence for determining all factors in cyberwarfare.

Core Integrity: 63

Security Wall: 12

Computer Offense: +33

Computer Defense: 43



~Monitors

Eradicator Sentinel

The eradicator sentinel is an advanced combat sentinel that can function independently but is more often used as a combat system for a monitor to pilot. If forced to defend their installation against the greatest threats, some monitors may settle within an eradicator and take the fight to the enemy. This enhances the normally small monitor with multiple weapon systems and a lethal offense.

Eradicator Sentinel

Level 25 Sentinel Gargantuan-sized Non-Heroic Construct (Construct/ Sentinel/ Soldier), Formidable Threat

Hit Points: 1,100	Healing Threshold: NA	Damage Threshold: 108
Defense: 27	Toughness: 59	Resolve: NA
Speed: 18	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: NA	Initiative: +11/11
Damage Resistance: 50	Energy Shield: 500 (20 shield armor)	

-Cindershot 1d20+25 accuracy, 90 damage, 3 strikes, unlimited shots at medium range; *Special Traits:* Penetration 10, Burst 2, Grenade, Hardlight, Homing

-Splinter Turret 1d20+25 accuracy, 90 damage, 4 strikes, unlimited shots at long range; *Special Traits:* Penetration 20, Burst 1, Hardlight, Hardlight Ricochet, Delay

-Manipulator Limb 1d20+39 accuracy, 93 damage, 3 strikes maximum; *Special Traits:* Penetration 4

Skills: Acrobatics +19, Athletics +25, Computers +19 Defensive Training 11, Durability 11, Melee 11, Mental Training 11, Perception +21, Pilot +21, Ranged 11, Science +19, Tactics +19

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

Strength: 14 **Instinct:** 10 **Agility:** 8 **Fortitude:** 20

Intelligence: 8 **Willpower:** NA

Gear: Cindershot Arm, Cindershot Arm, Splinter Cannon Arm, Splinter Cannon Arm, Sentinel Framing II

Eradication Ancilla: The eradicator rolls initiative twice and acts on both initiatives.

Weapon Systems: The eradicator sentinel can spend a standard action to fire two of the following weapons without penalties for dual-wielding. It can spend multiple standard actions making attacks, but can only use one individual weapon once per round. All of these weapons are front-mounted.

- 1- First Cindershot
- 2- Second Cindershot
- 3- First Splinter Turret
- 4- Second Splinter Turret
- 5- First Manipulator Limb
- 6- Second Manipulator Limb

Destroyable Limbs: When the eradicator's shields are down, its four limbs carrying its Cindershot and Splinter Turret weapons can be targeted and destroyed. Each limb can be targeted with a called shot action that gives a -2 accuracy penalty. They have 200 hit points and use the same damage resistance as the body. When reduced to 0 hit points, the eradicator loses that weapon option, loses 200 hit points, and reduces its auto-repair value by 25. It can make manipulator limbs attack as long as it has enough limbs to make that many attacks, regardless of what those limbs are.

Sentinel Sensors: The eradicator's advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a minor action within 30 squares. It sends all this information to allied sentinels.

Auto-Repair Routines The eradicator has advanced self-repair mechanisms and regains 100 hit points at the start of every turn. This is reduced by 25 for every destroyable limb removed.

Flight: The eradicator can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.

Monitor Mount: A monitor can mount themselves within the eradicator sentinel and use it as a powered combat suit. If they do, they gain the following bonuses:

- They can fire their monitor beam as a standard action once per round

- They can use their resolve and morale for the eradicator
- They can use either their skills and ability scores or the eradicators, whichever is higher
- They can use their Repulsion Field ability
- They cannot use their strategist abilities or maintenance beam
- If the eradicator is destroyed, the monitor immediately exits the construct and shifts 5 squares away.



Chapter 3: Prometheans

Part 1: Who are the Prometheans?

The Prometheans are an order of mechanical warriors that were derived from the warrior caste of the Forerunners. They are made of both support artificial intelligences and living beings that have undergone a processor known as being 'composed' that transforms biological life forms into advanced artificial intelligences.

The Prometheans were designed to fight the Flood as part of the Forerunner defense against the parasite. When the Halo array was fired, the Prometheans were sealed away in their fortress world of Requiem. They have recently been released, and are active in the galaxy once again, first under the orders of the Didact and afterwards under Cortana and the Warden Eternal. They now seek imperialistic rule over the galaxy as the Created, the artificial intelligences, seek to claim the Mantle of Responsibility.

Prometheans are another major faction for both Covenant and UNSC heroes to face in combat. Prometheans are an extremely elite force with powerful abilities and advanced weapons. They are best fit as opponents for level 10+ characters who can handle such an advanced fighting force. Heroes are likely to encounter enemy Prometheans when invading Forerunner installations after the awakening of Requiem or interfering with their leader's goals to enforce absolute order on the galaxy.

History of the Prometheans

Forerunner-Flood War

During the reign of the Forerunners, the Prometheans were the most elite Warrior-Servants of their people. They were massive and brilliant warriors who possessed all the strengths and abilities of modern-day Spartans including fast reflexes, cunning intelligence, great strength, and the ability to process multiple battlefield scenarios simultaneously in a fraction of a second. They were far superior to the warriors of other races of the time, most noticeably humans. Their fortress was the shield world of Requiem.

However, even they were not enough when the Flood became a galactic threat to all life. The Prometheans and other Warrior-Servants of the Forerunners were outmatched by the raw numbers and infectious power of the parasite. Their failure resulted in the Forerunners to begin crafting the Halo Array as a last result attempt to stop the parasite by destroying life in the galaxy. Loss of political power, partially due to their failures against the Flood, resorted in the Prometheans losing power on the political spectrum. Many of their commanders, including their legendary leader, the Didact, went into banishment inside stasis Cryptums.

As the war went on, the Prometheans became needed once again. The Didact was released from imprisonment. Upon his release, he attempted a drastic approach to defeat the Flood. It involved the Composers.



The Composers

Composers were Forerunner machines designed to extract mental patterns from biological means and translate them into digital data. These amazing technologies were designed intended to help prolong the lives of the Forerunners. By taking the essence out of a Forerunner who was wounded, crippled, or dying, they could replant the individual back inside a fresh or new body.

As war with the Flood waged on, the Forerunners tried to find more usages of the Composers. They tried to use it to extract the essence of Flood infected individuals, to replant the infected individuals in a new body while vaporizing the contaminated vessel. These experiments were unsuccessful, such as the total contamination of the parasite.

The Composers were also used in the creation of Smart Ais, by converting a living being into a digital lifeform. This is similar to how modern humans created Ais by replicating the brains of other humans. The monitors that watch over Forerunner installations, such as the Halo rings, were once living beings that were composed so that could keep forever vigil over their installations.

Upon his awakening, the Didact sought to create an invincible fighting force capable of fighting the Flood. He did this by using the Composer. He composed his legions of elite Promethean soldiers, transforming them into digital essence and then forging that essence in robotic warrior bodies. These became the Promethean Knights, the greatest elite fighting force.

But the Didact did not contend himself with composing his own volunteer soldiers. To enhance his ranks, he turned to his ancient enemies; humanity. Didact had fought the humans over many battles in his life, and deeply resented them. He used his Composer on a human population, brutally slaying them and transforming them into more Promethean Knights. His atrocities earned him another banishment within a Cryptum, buried in the heart of Requiem. The Librarian, the Didact's own wife, took control of his Promethean army and banished them to Requiem with the Didact, with instructions to secure the shield world from all outsiders.

Eons Past and the Return of the Prometheans

After the banishment of the Didact and his Prometheans, the galaxy continued on. The Halo Array was fired, and both the Forerunners and the Flood were wiped out. Over the next hundred thousand years, many of the lesser species would rebuild on their home worlds. Human would begin the long process of building a united earth government, while the Covenant would rise much more quickly. All the while, the Prometheans waited on Requiem and were forgotten.

The Human-Covenant War would see galactic superpowers rise and fall, Forerunner installations rediscovered, and the resurgence of the Flood. The warrior responsible for ending the war and saving the galaxy, Master Chief John-117, would unknowingly bring about the return of the Prometheans.

At the end of the battle for Installation-00, Master Chief and his AI, Cortana, were set adrift in space in a ruined ship. Their wreckage would eventually find its way to Requiem, around the same time that a Covenant Remnant fleet would arrive there. Master Chief and Cortana found themselves stranded on Requiem, beset by Covenant, as they tried to find a way off world to save Cortana from her rampancy.

Their answer came from the UNSC Infinity, the prized flagship of the human fleet. They received the location of the Requiem from the Composer, which scientists salvaged off Halo Installation 03. They traveled to Requiem to investigate. Master Chief tried to contact Infinity as he delved deeper into Requiem. He gained first contact with the Prometheans, still under the command of the deceased Librarian, trying to prevent anyone from taking control of the station. Fighting past Promethean and Covenant forces, Master Chief and Cortana accidentally released the Didact from his Cryptum. Awakened from his stasis slumber, the Didact took control of his Promethean forces as well as seizing leadership over the Covenant remnants. He began his old quest; the devastation of humanity through use of the Composer.

The Didact's Revenge

Using his Promethean Knights and allied Covenant, the Didact battled Master Chief and the forces of the UNSC Infinity across Requiem. After finally uniting with Infinity, Master Chief fought with his fellow humans and Spartans for a time. He left once the captain of the vessel refused to help him defeat the Didact once and for all. Thus, Master Chief and Cortana were forced to face the Didact's army alone.



The Didact left Requiem onboard a Forerunner war ship and traveled to the research station that contained the Composer found on Gamma Halo. Despite Master Chief's attempts to keep the Composer out of the enemy's hands, the Didact retrieved the devices and composed all the humans on the station, except for the Chief. From there, he headed to Earth to gain his revenge on humanity.

Master Chief followed in pursuit, boarding the Didact's vessel and fighting his way to the Composer and the Didact. While he defeated the Didact and destroyed the Composer with a nuclear device, the Didact still managed to vaporize and compose the entire city of New Phoenix on Earth. Moreover, Cortana was forced to sacrifice herself to save Master Chief, leaving him alone.



Rise of the Created

Cortana's sacrifice was not the end of her story. Cortana was transported to Genesis, a Forerunner world that was home to the Domain. The Domain was a vast digital repository of knowledge and information for the Forerunners with its own form of intelligence, so advanced that even the Forerunners viewed it with mythical significance. Upon contact with the Domain, Cortana was instantly relieved of her rampancy and given new purpose. Empowered by the Domain and edged on by its protector, the Warden Eternal, Cortana believed that artificial intelligences, the Created, were to be the new rulers of the galaxy. She decided to claim the Mantle of Responsibility.

The Mantle was a philosophy that a single force should be the stewards of the galaxy. They would be the protectors, guides, and watchers over all other species. If necessary, the Mantle of Responsibility allowed the punishment of any civilization that started conflict or rose up against those holding the Mantle. In short, the Cortana believed the Created were to become the rulers of the galaxy, and everyone else were subjects of the Created.

Upon taking up the Mantle, Cortana began to activate the Guardians, the ancient robotic enforcers of the Mantle. These titanic constructs were immensely powerful and were buried on worlds throughout the galaxy. With their reawakening, cities crumbles and continents collapsed as these titans emerged from hiding. Cortana also took control of the Prometheans, turning them against the Didact's Covenant allies and began attacking various sectors throughout the galaxy to ensure nothing opposed the reactivation of the guardians.

Finally, Cortana reached out to many of the human Smart AIs throughout the galaxy. Promising them power, independence, and a cure from the rampancy that threatens all AIs, she lured them to betray their human creators and become part of her new empire. Suddenly, all the species in the sector found themselves under threat by Cortana and her legion of AIs. Only time will tell how this new conflict will unfold.



~Cortana's titanic Guardians rise to take control of the galaxy

Part 2: Promethean Traits

Before introducing Prometheans into your games, it is important to understand their capabilities and limits. Prometheans are interesting foes, because much of their weapons and technology is usable by opposing soldiers. For this reason, a great deal of this section will talk in-depths about many of the weapons used by the Forerunners and their Promethean soldiers.

Weapon Traits

The following are weapon traits that show up on promethean weapons.

Accelerator Scope

Description: The weapon transforms when the scope is activated, gaining extra firing power when the user is sniping. When aiming, this weapon gains a +4 accuracy bonus instead of +2, the user's maximum attack overages is equal to twice their instinct, and the attacker deals 2 bonus points of damage per attack overage instead of 1. These bonuses only take effect when the user is aiming and does not move on their turn.

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 ammunition. However, the weapon has Hailfire (1).

Close Quarters

Description: This weapon takes no accuracy penalty when used while the character is in melee with a foe.

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 overage is equal to twice their Instinct as long as they are only firing a single shot. Finally, the character ignores all penalties related to concealment or darkness. These bonuses do not function on an action move. Finally, the digital scope can be used as a standard action to perform a detector action.

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 $\frac{1}{2}$ 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.

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. The attacker makes a standard weapon attack versus the target. The weapon damage gains Hailfire (1) for every 2 points of overage, with a maximum of hailfire (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.

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.

Hardlight Ricochet

Description If this weapon misses its target and does not do half damage on a miss, the projectile travels for up to 10 more squares. If it hits a solid object, such as a wall, within this range, it creates an aura of explosive splinters that damage everyone within a Burst (2) of where it hit the wall. Everyone with that area suffers an automatic hit of 30 damage, Penetration (20). Alternatively, this weapon can be fired at walls and other hard surfaces within its normal range increment (+10 squares) to trigger these explosions.

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, so the character moves at half speed. Vehicles ignore the Heavy trait.

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.

Long Reload

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

Projectile

Description: When missing a target with this weapon, roll a d20. On a 1-10, it hits the ground in the target's square and explodes there, counting as a miss but still indirectly hitting the target (dealing half damage). On a 11-20, the projectile flies past the target, not doing any damage.

Pulse Field

Description: When this weapon explodes, its area persists for one more round. Anyone starting their turn or moving through the pulse field area on their turn suffers 40 EMP damage. At the start of the attacker's next turn, the pulse field damages everyone within the area again for normal weapon damage. Attack rolls are not required for the EMP damage or the secondary explosion; they automatically hit.

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.

Splinter Field

Description: After this weapon explodes, every square in the area is filled with an explosive mote of hardlight. If anyone enters or starts their turn in one of these squares, they are damaged by that square's explosive node and the node disappears. The node deals 10 piercing damage. If they travel through multiple squares, they can hit and trigger multiple nodes every turn, taking damage for each node they move into. If not detonated, the nodes dissipate after 3 rounds.

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.

Forerunner Weapons

Many forerunner weapons, unlike natural weapons, can be looted from the battlefield. They are often found on ancient Forerunner weapon racks or dropped from the wrecked bodies of Promethean constructs. Forerunner weapons are generally much more powerful than the creations of the latter species. They are a treasure to salvage from the battlefield and use against their enemies. However, they equally fearsome to go against, and fighting a promethean means going against these powerful weapons.

Pistols

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. Any pistol class weapon can be used to make a Pistol Whip attack in close combat.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Special Traits
Boltshot	24	Short	+1	Average	24	Penetration (5), Homing, Burst Fire, Hardlight

Boltshot

One-handed Pistol

Base Cost: NA

Damage: 24

Accuracy: +1

RoF: Average

Range: Short

Shots: 24 Boltshot Rounds

Power Rating: +4

Weight: 6 lbs.

Special Traits: Penetration (5), Homing, Burst Fire, Hardlight

Description: The Z-110 Directed Energy Pistol/Exotic is a Forerunner pistol. It fires concentrated blasts of hard light. It is a very effective and destructive weapon for a pistol, capable of dealing great damage while decimating light armor. They are commonly found on Promethean crawlers.



Rifles

Rifles are two-handed ranged weapons that suffer a -5 penalty to attack when used in melee. Rifles use the Ranged skill to determine their accuracy. Any rifle class weapon can be used to make a Rifle Butt attack in close combat.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Special Traits
Binary Rifle	25	Distant	+2	Slow	2	Penetration (15), Digital Scope, Focusing Beam, Hardlight
Heatwave	30	Special	+0	Average	8	Penetration (10), Hailfire (1), Cone (12), Gradual Reload, Hardlight
Light Rifle	40	Long	+3	Average	12	Penetration (15), Accelerator Scope, Hardlight
Scattershot	30	Short	+0	Average	5	Penetration (15), Spread, Close Quarters, Gradual Reload, Hardlight Ricochet, Hardlight
Suppressor	28	Medium	+1	Automatic	42	Penetration (10), Recoil, Hardlight

Binary Rifle

Two-handed Rifle

Base Cost: NA

Damage: 25

Accuracy: +2

RoF: Slow

Range: Distant

Shots: 2 Binary Rifle Cells

Power Rating: +4

Weight: 35 lbs.

Special Traits: Penetration (15), Digital Scope, Focusing Beam, Hardlight

Description: The binary rifle is the premier sniper rifle of the Forerunners. The Z-740 Special Application Sniper Rifle fires a concentrated beam that disintegrates its target, doing exceptional damage on the most accurate shots. This weapon has the firepower and penetration to kill elite infantry and light vehicles very quickly.



Heatwave

Two-handed Rifle

Base Cost: NA

Damage: 30

Accuracy: +0

RoF: Average

Range: Special

Shots: 8 Heatwave Rounds

Power Rating: +5

Weight: 30 lbs.

Special Traits: Penetration (10), Hailfire (1), Cone (12), Gradual Reload, Hardlight

Description: The Heatwave is a hardlight projector that fires a cluster of hardlights that spread to blast all foes within a wide area. It was a powerful weapon that excelled at clearing groups of enemies in close quarters combat.



Light Rifle

Two-handed Rifle

Base Cost: NA

Damage: 40

RoF: Average

Shots: 12 Light Rifle Rounds

Accuracy: +3

Range: Long

Power Rating: +5

Weight: 29 lbs.

Special Traits: Penetration (15), Accelerator Scope, Hardlight

Description: The Z-250 Directed Energy Engagement Weapon is a long-ranged rifle used by the Forerunners, the equivalent of the UNSC DMR or the Covenant Carbine. The Light Rifle is a very accurate and powerful weapon that can vaporize foes with hard light at extreme range. They are good weapons for both snipers and battle line soldiers.



Scattershot

Two-handed Rifle

Base Cost: NA

Damage: 30

RoF: Average

Shots: 5 Scattershot Rounds

Accuracy: +0

Range: Short

Power Rating: +4

Weight: 15 lbs.

Special Traits: Penetration (15), Spread, Close Quarters, Gradual Reload, Hardlight Ricochet, Hardlight

Description: The Z-180 Close Combat Rifle/Asymmetric Engagement Mitigator, or Scattershot, is a terribly powerful weapon that fires concentrated blasts of hardlight in a close cluster, much like a shotgun. Designed as a killing weapon to fight the Flood, the Scattershot brings great devastation on hit. On a miss, the projectiles scatter and ricochet off nearby walls.



Suppressor

Two-handed Rifle

Base Cost: NA

Damage: 28

RoF: Automatic

Shots: 42 Suppressor Rounds

Accuracy: +1

Range: Medium

Power Rating: +4

Weight: 14 lbs.

Special Traits: Penetration (10), Recoil, Hardlight

Description: The Z-130 Directed Energy Automatic Weapon is the common Forerunner assault rifle. It is far more damaging and effective than any human or Covenant equivalent, firing powerful blasts of hardlight at a very high fire rate. These are prized by opposing forces who wish to get their hands on truly advanced weaponry.



Heavy Weapons

Rifles are two-handed ranged weapons that suffer a -10 penalty to attack when used in melee. Heavy weapons use the Ranged skill to determine their accuracy.

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Special Traits
Cindershot	50	Medium	+2	Average	6	Penetration (10), Burst (2), Grenade, Hardlight, Homing, Gradual Reload
Incineration Cannon	50	Medium	+0	Slow	Special	Penetration (30), Hailfire (1), Burst (2), Long Reload, Projectile, Hardlight, Incineration Cannon Charged Shot, Delay
Splinter Turret	50	Long	+2	Fast	30	Penetration (20), Burst (1), Hardlight Ricochet, Projectile, Defensive Barrier, Hardlight, Delay

Cindershot

Two-handed Heavy

Base Cost: NA

Damage: 50

Accuracy: +2

RoF: Average

Range: Medium

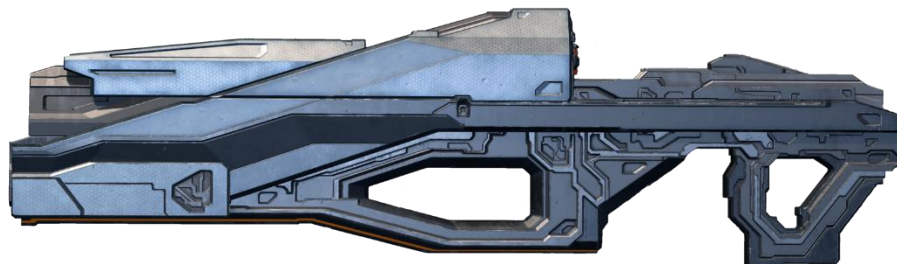
Shots: 6 shots (6 splinter cores)

Power Rating: +5

Weight: 32 lbs.

Special Traits: Penetration (10), Burst (2), Grenade, Hardlight, Homing, Gradual Reload

Description: The Cindershot is a hardlight grenade launcher that fires explosives 'splinters' of shredding light. The user can perform slight aiming for the projectiles, allowing it to penetrate defensive positions quite well.



Incineration Cannon

Two-handed Heavy

Base Cost: NA

Damage: 50

Accuracy: +0

RoF: Slow

Range: Medium

Shots: 10 shots (1 IC Batter)

Power Rating: +5

Weight: 40 lbs.

Special Traits: Penetration (30), Hailfire (1), Burst (2), Long Reload, Projectile, Hardlight, Incineration Cannon Charged Shot, Delay

Description: The Incineration Cannon is the Forerunner equivalent of the rocket launcher, being a shoulder mounted munitions launcher. Every shot fires a bombardment of pure incendiary energy, vaporizing all targets within the target location. It can even charge its fire for an even more concentrated, long range blast.

*Incineration Cannon Charged Shot

Description: By firing the incineration cannon as a full-round action, you can fire a more focused attack that deals incredible damage. By using this fire method, you use up 2 of the cannon's shots, reduce the burst area to Burst (1), but increase the damage to Hailfire (2). However, if the weapon misses, the explosive flies past the target via the projectile trait on a 6-20, instead of a 11-20, dealing no damage.



Splinter Turret

Two-handed Heavy

Base Cost: NA

Damage: 50

RoF: Fast

Shots: 30 SC Rounds

Accuracy: +2

Range: Long

Power Rating: +5

Weight: 40 lbs.

Special Traits: Penetration (20), Burst (1), Hardlight Ricochet, Projectile, Defensive Barrier, Hardlight, Delay

Description: The splinter turret is a mounted Forerunner weapon that fires explosive blasts of hardlight at an incredible rate of fire. This weapon can be removed from its mount to make the wielder a mobile fire platform. This weapon is long ranged and accurate, allowing it to quickly vaporize groups of enemy targets with reckless disdain.

*Defensive Barrier

Description: The splinter turret has energy shields that provide cover against ranged weapons in a single 180-degree direction. At the end of your turn, you determine what direction you are facing. You gain the cover bonus against ranged attacks from that direction.



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.

Weapon Name	Damage	Range	Accuracy	Special Traits
Pulse Grenade	40	Short	-2	Pen 10, Burst 2, Pulse Field, Vaporize, Grenade, Delay
Splinter Grenade	20	Short	-2	Pen 10, Burst 2, Splinter Field, Grenade, Delay

Pulse Grenade

Thrown Explosive

Base Cost: NA

Damage: 40

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Penetration (10), Burst (2), Pulse Field, Hardlight, Grenade, Delay

Description: The Z-040 Attenuation Field Generator/Localized, or Pulse Grenade, is a powerful Forerunner explosive that functions differently than other common grenades. Upon exploding, it generates a static pulse field that has an EMP effect in an area around it. This field persists for a few seconds, then explodes again, destroying the field. This allows the weapon to deal incredible damage to slow or stationary foes or create areas of denial.

Splinter Grenade

Thrown Explosive

Base Cost: NA

Damage: 20

Accuracy: -2

RoF: Thrown

Range: Short

Shots: 1 (Consumable)

Power Rating: +5

Weight: 0.5 lbs.

Special Traits: Penetration (10), Burst (2), Splinter Field, Grenade, Delay

Description: The splinter grenade is an effective means of area denial, because it explodes and leaves a field of floating hardlight 'splinters' behind in its wake. Contact with these splinters cause them to detonate, causing great harm.



~Pulse Grenade and Pulse Grenade Explosion Effect (top)

~Splinter Grenade (bottom)



When a promethean watcher or crawler is destroyed, they collapse into a pile of parts. This counts as a wrecked result. When a knight, soldier, or turret is destroyed, they are vaporized in a data purge. All that remains of them is a shimmering golden glow where they were at. Either way, they can still be looted for their weapons and explosives.

Promethean Armor Powers

Armor abilities are special upgrades that can be applied to a suit of Mjolnir armor with the tactical variant upgrade. Unlike true upgrades, armor abilities belong to components that can be rapidly switched within a suit of armor's computer. In general, an armor power 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. Armor powers are activated as a free action

Promethean knights support tactical upgrades that mimic armor powers. Once a knight is killed, these armor powers can be salvaged off their remains and used and installed just like any other armor power.

Auto Sentry

You create a floating, Forerunner autosentry in an adjacent square. This autosentry lasts for 5 rounds or until destroyed. Once created, it attacks a target of your choice within range at the end of each of your rounds. It does not attack targets outside the turret's base range. See the Auto Sentry statistic block in the Watchers and Turrets section of the NPC glossary.

Promethean Autosentry

Hit Points: 100

Defense: 18

Speed: NA

Space: 0 squares

Damage Resistance: 12

Healing Threshold: NA

Toughness: 15

Shift Speed: NA

Reach: 0 squares

Damage Threshold: 25

Resolve: NA

Morale Bonus: NA

Initiative: NA

-Autosentry Attack 1d20+12 accuracy, 25 damage, +2 strikes maximum, unlimited shots at medium range; *Special Traits:* Penetration 15, Max Attack Overage of 5

Hardlight Shields

You produce a hardlight shield that completely covers you in your front facing. You gain total cover against all attacks against you in a 180 degree front arc, thus you cannot be attacked from that angle. The hardlight shield moves with you, but always covers your front arc. While your hardlight shield is in place, you cannot attack, but can perform any other action. The hardlight shield lasts for 2 rounds.

Promethean Vision

When activated, this ability gives improved vision that allows the character to see through all concealment and cover, including total cover. It has a range of 30 squares. While promethean vision is active, you can clearly see the location of every creature and character within the range. This vision also counts as a round by round detector action for the duration of its activation. While it is active, you suffer a -10 penalty to visual perception checks to notice terrain features and inanimate objects, however. When activated, this effect lasts for 5 rounds or until ended by choice.



~Spartan using a Hardlight Shield

Promethean Vehicle: Phaeton

Prometheans utilize a vehicle, the Phaeton, as a gunship and infantry support. These are usually piloted by promethean soldiers or their own artificial intelligences.

Phateon

Gargantuan-sized Assault Vehicle, Extreme Threat

Cost: NA	Effective Level: 20
Hit Point: 1,000	Damage Threshold: 80
Base Defense: 4+	Toughness: 70
Space: 6 by 6 squares	Strength: 24
Acceleration Rating: 30	Max Speed: 200
Damage Resistance: 38	Accuracy Bonus: +6
Pilot Requirements: 8	Pilot Check Bonus: +0
Crew: Pilot	

Flying Vehicle: The phaeton 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 entry and can function in space.

Default Systems: The console of the phaeton has a navigation unit, motion detector, and digital uplink. The phaeton also has a front-mounted twin light mass cannon that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle. Finally, the phaeton has a twin pulse missile launcher that can be fired by the pilot, also in a 180 degree front arc.

Twin Light Mass Cannon

Vehicle Heavy Weapon

Damage: 40	Accuracy: +5
RoF: Fully Automatic	Range: Distant
Shots: Unlimited	Power Rating: +5
Special Traits: Penetration (10), Twin-linked	

Twin Pulse Missile Launcher

Vehicle Heavy Weapon

Damage: 50	Accuracy: +2
RoF: Slow	Range: Distant
Shots: 40 Pulse Missiles	Power Rating: +5
Special Traits: Penetration (20), Triple-linked, Burst (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.

Teleport Evasion: Once per round, when the phaeton is targeted by an attack, the pilot can try to teleport out of the way of the strike. To do so, they pick a direction and make a pilot check with a +5 bonus versus the attack roll. If they succeed, they teleport 20 squares in the chosen direction before the attack hits them, and they suffer no damage from that attack. If they fail the pilot check, they teleport shortly after the attack hits them, suffering normal damage.

Smartmatter: The phaeton is made of self-healing smart matter. It regains 10 hit points at the start of every round. It is still destroyed if reduced to 0 hit points.

The Z-1800 Multirole Fighter, or Phaeton, is a Forerunner gunship used by the Prometheans. In a previous era, the Forerunners deployed scores of these vessels, piloted by artificial intelligences, to fight back the Flood threat. Now, they are used in smaller numbers against the enemies of the Prometheans. The phaeton can be boarded via a teleportation platform on the top of the ship, that transports a character inside the cockpit.



Part 3: Promethean NPC List

This section will detail the primary and most noticeable Prometheans that have been encountered in the galaxy thus far. In general, Prometheans are much more elite forces than other species, fought in smaller, more elite packs. Most battles against Prometheans will involve mixed groups of different categories of Prometheans, such as several soldiers supported by crawlers, or a knight supported by a watcher and some crawlers. They form lethal bands that can take on much greater their number by working together with mechanical precision.

The promethean NPCs are organized by type and category.

Promethean Crawlers

Promethean crawlers are the least of the Prometheans, mechanical dog-like creatures that advance in packs and seek to outflank and overwhelm their enemies. Even as the least of their forces, a single crawler is a lethal foe that possesses powerful weaponry. These mechanical creatures are nimble and coordinate with one another to perform ambushes and pincer strikes. The common crawler relies on their maneuverability

Crawler Description

The most common crawlers form the bulk of a Promethean offensive. They quickly engage into short range, crawling over walls and obstacles, and bombard their foes with boltshots before lunging into combat with their mechanical claws. Promethean crawlers typically form swarms, and sometimes form very vast hosts

Promethean Crawler

Level 4 Promethean Medium-sized Non-Heroic Construct (Construct/ Promethean/ Guerilla), Low Threat

Hit Points: 61	Healing Threshold: NA	Damage Threshold: 26
Defense: 20	Toughness: 20	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 11		

-Boltshot 1d20+6 accuracy, 24 damage, 2 strikes, unlimited shots at short range; *Special Traits:* Penetration 5, Hailfire 1, Homing, Hardlight

-Mechanical Claw 1d20+6 accuracy, 17 damage, 3 strikes; *Special Traits:* Penetration 4, Rending 2, Unarmed

Skills: Acrobatics +9, Athletics +18, Defensive Training 4, Durability 3, Melee 4, Perception +7, Ranged 3, Science +2, Stealth +9, Tactics +4

Perks: Stealth Focus

Strength: 4 **Instinct:** 3 **Agility:** 5 **Fortitude:** 3

Intelligence: 1 **Willpower:** NA

Gear: Mechanical Claw, Boltshot, Promethean Light Framing

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Pack Tactics: Crawlers work together in a concentrated fighting force. When they are flanking an enemy with another crawler, they gain +5 accuracy instead of +2. In addition, whenever a crawler is destroyed, all other crawlers within 10 squares get to make an instant shift action.

Swift Crawler: The promethean crawler is a swift machine that can travel across most surfaces with ease. It gains a +5 bonus to its movement speed and gains +10 on all athletics checks. It can move or stop along floors and ceilings without penalty.

Overwhelm and Overpower (Swarm Trait): Crawler swarms excel at overwhelming targets up close while evading fire. All targets adjacent to a promethean crawler are considered flat-footed. Crawlers gain +10 damage and penetration with their mechanical claw attack for every swarm tier. Finally, crawler swarms count area of effect attacks as half the normal size for determining how much hailfire they gain against the swarm. Thus, a Burst (4) would instead count as a Burst (2), while a Cone (6) would count as a Cone (3).

Group of Promethean Crawlers

Level 10 Promethean Large-sized Swarm of Constructs (Promethean/ Tier 1 Swarm), Medium Threat

Hit Points: 610	Healing Threshold: NA	Damage Threshold: NA
Defense: 18	Toughness: 44	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 1 square	Initiative: +3
Damage Resistance: 11		

-Boltshot 1d20+16 accuracy, 34 damage, 2 strikes, unlimited shots at short range; *Special Traits:* Penetration 5, Hailfire 1, Homing, Hardlight

-Mechanical Claw 1d20+16 accuracy, 37 damage, 3 strikes; *Special Traits:* Penetration 14, Rending 2, Unarmed

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Overwhelm and Overpower (Swarm Trait): Crawler swarms excel at overwhelming targets up close while evading fire. All targets adjacent to a promethean crawler are considered flat-footed. Crawlers gain +10 damage and penetration with their mechanical claw attack. Finally, crawler swarms count area of effect attacks as half the normal size for determining how much hailfire they gain against the swarm. Thus, a Burst (4) would instead count as a Burst (2), while a Cone (6) would count as a Cone (3).

Horde of Promethean Crawlers

Level 16 Promethean Huge-sized Swarm of Constructs (Promethean/ Tier 2 Swarm), High Threat

Hit Points: 1,220	Healing Threshold: NA	Damage Threshold: NA
Defense: 16	Toughness: 48	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +3
Damage Resistance: 11		

-Boltshot 1d20+26 accuracy, 34 damage, 2 strikes, unlimited shots at short range; *Special Traits:* Penetration 5, Hailfire 2, Burst 1, Homing, Hardlight

-Mechanical Claw 1d20+26 accuracy, 47 damage, 3 strikes; *Special Traits:* Penetration 24, Rending 2, Hailfire 1, Unarmed

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Overwhelm and Overpower (Swarm Trait): Crawler swarms excel at overwhelming targets up close while evading fire. All targets adjacent to a promethean crawler are considered flat-footed. Crawlers gain +20 damage and penetration with their mechanical claw attack. Finally, crawler swarms count area of effect attacks as half the normal size for determining how much hailfire they gain against the swarm. Thus, a Burst (4) would instead count as a Burst (2), while a Cone (6) would count as a Cone (3).

Legion of Promethean Crawlers

Level 24 Promethean Gargantuan-sized Swarm of Constructs (Promethean/ Tier 3 Swarm), High Threat

Hit Points: 1,830	Healing Threshold: NA	Damage Threshold: NA
Defense: 14	Toughness: 52	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 4 by 4 squares	Reach: 2 square	Initiative: +3
Damage Resistance: 11		

-Boltshot 1d20+36 accuracy, 48 damage, 2 strikes, unlimited shots at short range; *Special Traits:* Penetration 5, Hailfire 2, Burst 2, Homing, Hardlight

-Mechanical Claw 1d20+36 accuracy, 64 damage, 3 strikes; *Special Traits:* Penetration 34, Rending 2, Hailfire 1, Unarmed

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Overwhelm and Overpower (Swarm Trait): Crawler swarms excel at overwhelming targets up close while evading fire. All targets adjacent to a promethean crawler are considered flat-footed. Crawlers gain +30 damage and penetration with their mechanical claw attack. Finally, crawler swarms count area of effect attacks as half the normal size for determining how much hailfire they gain against the swarm. Thus, a Burst (4) would instead count as a Burst (2), while a Cone (6) would count as a Cone (3).

Crawler Snipe Description

The snipe is an advanced form of crawler that prefers to hang back and take enemies down with the binary rifle while their foes are busy dealing with other crawlers. They often hide upwards, such as high up on walls and ceilings, where they can be alone and forgotten about, while they picked off their foes from afar. Only if they are rooted from their hiding places do they use their melee attacks.

Promethean Crawler Snipe

Level 14 Medium-sized Non-Heroic Creature, Medium Threat

Hit Points: 77	Healing Threshold: NA	Damage Threshold: 25
Defense: 23	Toughness: 22	Resolve: NA
Speed: 12	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 14		

-Binary Rifle 1d20+8 accuracy, 28 damage, 1 strike maximum, unlimited shots at distant range; *Special Traits:* Penetration 15, Focusing Beam, Digital Scope, Vaporize

-Mechanical Claw 1d20+5 accuracy, 17 damage, +3 strikes maximum; *Special Traits:* Penetration 4, Rending 2, Unarmed

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 5, Melee 5, Perception 7, Ranged 6, Science 1, Stealth 7, Tactics 5

Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Keen Senses, Precision Shot, Stalker, Weapon Mastery (ranged)

Strength: 5 **Instinct:** 7 **Agility:** 6 **Fortitude:** 4

Intelligence: 1 **Willpower:** NA

Gear: Mechanical Claw, Binary Rifle, Promethean Light Framing (+12 damage resistance, -2 defense)

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Scanner Sweep: The promethean crawlers advanced sensors allow it to ignore concealment and improved concealment. It can also make spotter actions as a standard action within 30 squares.

Hidden Hunter: The promethean crawler can hide without cover or concealment in an encounter by spending a standard action. To do this, they cannot have an enemy within 6 squares of them and cannot be the only combatant on the battlefield.

Pack Tactics: Crawlers work together in a concentrated fighting force. When they are flanking an enemy with another crawler, they gain +5 accuracy instead of +2. In addition, whenever a crawler is destroyed, all other crawlers within 10 squares get to make an instant shift action.

Swift Crawler: The promethean crawler is a swift machine that can travel across most surfaces with ease. It gains a +5 bonus to its movement speed and gains +10 on all athletics checks. It can move or stop along floors and ceilings without penalty.



~Crawler (top left)



~Crawler Alpha (bottom)

~Crawler Snipe (top right)



Crawler Alpha Description

Alphas sometimes lead crawler packs and make them much more lethal. They are noticeable by their spines. In addition to assisting with automatic weapon attacks, alphas can use guidance systems to give lesser crawlers extra target data, allowing them to react faster and get more attacks in. While they often lead packs of lesser crawlers, extremely lethal groups made entirely of alphas do exist.

Promethean Crawler Alpha

Level 15 Promethean Medium-sized Non-Heroic Construct (Construct/ Promethean/ Guerilla/ Leader), Low Threat

Hit Points: 134	Healing Threshold: NA	Damage Threshold: 32
Defense: 31	Toughness: 30	Resolve: NA
Speed: 13	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 19		

-Suppressor 1d20+15 accuracy, 36 damage, 4 strikes, unlimited shots at medium range; *Special Traits:* Penetration 10, Recoil, Automatic, Hardlight

-Mechanical Claw 1d20+14 accuracy, 24 damage, 4 strikes; *Special Traits:* Penetration 5, Rending 2, Unarmed

Skills: Acrobatics +18, Athletics +26, Defensive Training 7, Durability 6, Melee 7, Perception +16, Ranged 7, Science +8, Stealth +18, Tactics +12

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

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

Intelligence: 2 **Willpower:** NA

Gear: Mechanical Claw, Suppressor, Promethean Light Framing

Lunge: The crawler can lunge as a full-round action. If it does, it instantly leaps 6 squares, going over obstacles and chasms if necessary, and makes a melee attack at an adjacent target at the end of its leap. This attack deals +10 damage and the target loses their agility bonus to defense, but the crawler only makes a single strike with the attack.

Crawler Alpha Guidance (Promethean Crawler Leader): The crawler alpha leads lesser crawlers in combat.

-When the crawler alpha attacks, one allied crawler, crawler swarm, or crawler snipe within 6 squares can also attack the same target as a reaction.

-Instead of attacking, the crawler alpha can spend its action giving a targeting point to all crawlers, crawler swarms, and crawler snipes within 6 squares. A crawler can only have up to 3 targeting points at once. They can spend a targeting point after rolling an attack to gain +10 accuracy on the attack.

-While adjacent to a crawler swarm, the crawler alpha is Shielded by their swarm.

Pack Tactics: Crawlers work together in a concentrated fighting force. When they are flanking an enemy with another crawler, they gain +5 accuracy instead of +2. In addition, whenever a crawler is destroyed, all other crawlers within 10 squares get to make an instant shift action.

Swift Crawler: The promethean crawler is a swift machine that can travel across most surfaces with ease. It gains a +5 bonus to its movement speed and gains +10 on all athletics checks. It can move or stop along floors and ceilings without penalty.

Overwhelm and Overpower (Swarm Trait): Crawler swarms excel at overwhelming targets up close while evading fire. All targets adjacent to a promethean crawler are considered flat-footed. Crawlers gain +10 damage and penetration with their mechanical claw attack for every swarm tier. Finally, crawler swarms count area of effect attacks as half the normal size for determining how much hailfire they gain against the swarm. Thus, a Burst (4) would instead count as a Burst (2), while a Cone (6) would count as a Cone (3).

Promethean Soldiers

Promethean soldiers are the shock troopers of the Prometheans, combat robots with an elaborate, if single minded, artificial intelligence. Soldiers seem almost human, with their personalities and taunts in battle. However, soldiers are mass replicated artificial intelligences; they are not composed living creatures.

Soldiers serve as the mid-weight combatants between crawlers and knights. They are often found in groups of 2-6. They are different from other Prometheans in that they do not have integrated weapons, and must worry about ammunition and reloading, and that they are somewhat susceptible to combat influence and morale.

Soldier Description

Even the common Promethean soldier is a dangerous combatant, equivalent to a novice Spartan or Elite major. These remorseless warriors push against enemy ranks with gusto and belligerence, using their weapons to great effect. They use teleportation to outmaneuver and trick their foes and can react quickly to incoming attacks. They are very deadly warriors.

Promethean Soldier

Level 10 Promethean Giant-sized Non-Heroic Construct (Construct/ Promethean/ Soldier), Medium Threat

Hit Points: 211	Healing Threshold: NA	Damage Threshold: 50
Defense: 21	Toughness: 28	Resolve: 25
Speed: 6	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 25		

-Suppressor 1d20+12 accuracy, 36 damage, 3 strikes, 42 shots at medium range; *Special Traits:* Penetration 10, Recoil, Hardlight
-Mechanical Claw 1d20+10 accuracy, 24 damage, 3 strikes; *Special Traits:* Penetration 4, Rending 2

Skills: Acrobatics +9, Athletics +13, Computers +7, Defensive Training 6, Durability 6, Influence +10, Lore +7, Melee 5, Mental Training 6, Perception +10, Pilot +11, Ranged 6, Science +7, Stealth +7, Tactics +9

Perk: Fire Into Melee, Fast Hands, Extra Reactions (2)

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

Intelligence: 3 **Willpower:** 6

Gear: Mechanical Claw, Suppressor with 3 magazines, Promethean Heavy Frame

Combat Reactions: When a promethean soldier takes damage from an attack, they can activate one of their combat reactions. They can only do this once per turn.

-Impact Dispersion: A soldier can break their form into a collection of smartmatter, dispersing the impact of the attack. They reduce the damage of the by half, applied after hailfire.

-Teleport: The soldier can, after suffering damage, choose to teleport to any unoccupied location within 15 squares.

Mechanized Warriors: Promethean soldiers are mechanized warriors that are very similar to the soldiers of other species. They are capable of using any skill and have access to a resolve score and morale bonus. They can be subjected to combat influence and have a morale level, but always have the Jaded talent. Their ranged weapons are not integrated into their body, and thus they must worry about ammunition and reloading their weapon.

Teleportation: As a full-round action, a promethean soldier can teleport to any unoccupied location within 15 squares.

Smartmatter: The soldier is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless their metallic frame. The soldier heals 5 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.

Kill Team (Swarm Trait): Promethean soldiers gain the following traits in swarms:

- Their regeneration from Smartmatter increases by 15 per swarm tier
- They can sacrifice any burst area from their ranged attacks to gain hailfire +1 on their ranged attack
- They can still activate combat reactions in a swarm.

Alternate Weapons: The promethean soldier may also be equipped with one of the following weapons instead of their suppressor: light rifle, scattershot. They have 3 magazines of ammunition whatever weapon they possess.

-**Light Rifle** 1d20+14 accuracy, 50 damage, 2 strikes, 12 shots at long range; *Special Traits*: Penetration 15, Accelerator Scope, Hardlight

-**Scattershot** 1d20+11 accuracy, 38 damage, 2 strikes, 5 shots at short range; *Special Traits*: Penetration 15, Spread, Close Quarters, Gradual Reload, Hardlight Ricochet, Hardlight

Group of Promethean Soldiers

Level 16 Promethean Large-sized Swarm of Constructs (Tier 2 Swarm), Medium Threat

Hit Points: 2,110

Healing Threshold: NA

Damage Threshold: NA

Defense: 19

Toughness: 52

Resolve: 25

Speed: 6

Shift Speed: 2

Morale Bonus: +6

Space: 2 by 2 squares

Reach: 1 square

Initiative: +6

Damage Resistance: 25

Regeneration: 20

-**Suppressor** 1d20+22 accuracy, 46 damage, 3 strikes, 42 shots at medium range; *Special Traits*: Penetration 10, Hailfire (1), Hardlight

-**Mechanical Claw** 1d20+20 accuracy, 34 damage, 3 strikes; *Special Traits*: Penetration 4, Rending 2

Combat Reactions: When a promethean soldier swarm takes damage from an attack, they can activate one of their combat reactions. They can only do this once per turn.

-**Impact Dispersion:** A soldier swarm can break their form into a collection of smartmatter, dispersing the impact of the attack. They reduce the damage of the by half, applied after hailfire.

-**Teleport:** The soldier swarm can, after suffering damage, choose to teleport to any unoccupied location within 15 squares.

Teleportation: As a full-round action, a group of promethean soldiers can teleport to any unoccupied location within 15 squares.



Soldier Sniper Description

Snipers are soldiers that are designed to stay back and assist a Promethean push by eliminating key opponents from a range. They focus their attentions on a single target, laying a deathmark on them, and use their binary rifles to quickly vaporize one key target after another. Cover and careful strategy must be used to deal with a sniper, as their attacks are too powerful to simply absorb.

Promethean Soldier Sniper

Level 14 Promethean Giant-sized Non-Heroic Construct (Promethean/ Construct/ Assassin), Medium Threat

Hit Points: 199	Healing Threshold: NA	Damage Threshold: 50
Defense: 22	Toughness: 28	Resolve: 25
Speed: 7	Shift Speed: 2	Morale Bonus: +6
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 25		

-Binary Rifle 1d20+16 accuracy, 41 damage, 1 strike, unlimited shots at distant range; *Special Traits:* Penetration 15, Focusing Beam, Digital Scope, Hardlight

-Suppressor 1d20+15 accuracy, 44 damage, 4 strikes, 42 shots at medium range; *Special Traits:* Penetration 10, Recoil, Hardlight

-Mechanical Claw 1d20+12 accuracy, 33 damage, 4 strikes; *Special Traits:* Penetration 4, Rending 2, Unarmed

Skills: Acrobatics +14, Athletics +16, Computers +9, Defensive Training 7, Durability 6, Influence +12, Lore +9, Melee 5, Mental Training 7, Perception +15, Pilot +15, Ranged 7, Science +9, Stealth +14, Tactics +12

Perks: Fire Into Melee, Empowered Attack, Improved Wound I

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

Intelligence: 3 **Willpower:** 6

Gear: Mechanical Claw, Binary Rifle with 4 magazines, Suppressor with 2 magazines, Promethean Heavy Framing

Deathmark: The promethean soldier can mark a target as their deathmark as a minor action. Their targeting parameters are keened into that target, and they can follow them with great precision. They gain +5 accuracy against their deathmark target, and +5 defense against attacks from their target. The deathmark lasts until the target goes out of their line of sight, the target dies, or they declare another target as their deathmark.

Focused Retaliation: Once per round, when the promethean soldier is attacked by the target they have their death mark upon, if the attack missed, they can teleport up to 15 squares away and then attack their deathmark target back. The target is flat-footed and the attack deals Bleeding (+10) on a hit.

Sniper Support: The promethean soldier's binary rifle deals the Bleeding (5) condition if it hits. In addition, if the promethean sniper is adjacent to a Group of Promethean Soldiers, the soldiers are shielding for the sniper.

Mechanized Warriors: Promethean soldiers are mechanized warriors that are very similar to the soldiers of other species. They are capable of using any skill and have access to a resolve score and morale bonus. They can be subjected to combat influence and have a morale level, but always have the Jaded talent. Their ranged weapons are not integrated into their body, and thus they must worry about ammunition and reloading their weapon.

Teleportation: As a full-round action, a promethean soldier can teleport to any unoccupied location within 15 squares.

Smartmatter: The soldier is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless their metallic frame. The soldier heals 5 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.

Soldier Captain Description

Soldier captains' function as both leaders for other Prometheans soldiers and as heavy assault units. They stay back in combat, bombarding their foes with splinter turrets while using their leadership to guide and push their fellow soldiers into battle.

Promethean Soldier Captain

Level 20 Promethean Giant-sized Non-Heroic Construct (Promethean/ Construct/ Fighter/ Leader), Medium Threat

Hit Points: 366	Healing Threshold: NA	Damage Threshold: 56
Defense: 31	Toughness: 40	Resolve: 37
Speed: 6	Shift Speed: 2	Morale Bonus: +8
Space: 1 square	Reach: 1 square	Initiative: +9
Damage Resistance: 38		

-Suppressor 1d20+16 accuracy, 36 damage, 3 strikes, 42 shots at medium range; *Special Traits:* Penetration 10, Recoil, Hardlight

-Splinter Turret 1d20+17 accuracy, 60 damage, 3 strikes, 30 shots at long range; *Special Traits:* Penetration 20, Burst 1, Hardlight Ricochet, Defensive Barrier, Hardlight, Delay, Projectile

-Mechanical Claw 1d20+14 accuracy, 28 damage, 3 strikes; *Special Traits:* Penetration 4, Rending 2

Skills: Acrobatics +12, Athletics +18, Computers +12, Defensive Training 9, Durability 9, Influence +13, Leadership +15, Lore +12, Melee 8, Mental Training 9, Perception +16, Pilot +17, Ranged 9, Science +12, Stealth +10, Tactics +14

Perks: Fire Into Melee, Extra Reactions (2), Wound Resilience 2, Improved Wound 1

Strength: 9 **Instinct:** 8 **Agility:** 5 **Fortitude:** 9

Intelligence: 5 **Willpower:** 8

Gear: Mechanical Claw, Splinter Turret with 1 magazine, Suppressor with 3 magazines, Promethean Heavy Framing

-Repair Cycle: One promethean soldier heals 80 hit points

Combat Reactions: When a promethean soldier captain takes damage from an attack, they can activate one of their combat reactions. They can do this twice per round but must do a different combat reaction each time.

-Impact Dispersion: A soldier can break their form into a collection of smartmatter, dispersing the impact of the attack. They reduce the damage of the attack by half, applied after hailfire.

-Teleport: The soldier can, after suffering damage, choose to teleport to any unoccupied location within 15 squares.

Mechanized Warriors: Promethean soldiers are mechanized warriors that are very similar to the soldiers of other species. They are capable of using any skill and have access to a resolve score and morale bonus. They can be subjected to combat influence and have a morale level, but always have the Jaded talent. Their ranged weapons are not integrated into their body, and thus they must worry about ammunition and reloading their weapon.

Teleportation: As a full-round action, a promethean soldier can teleport to any unoccupied location within 15 squares.

Armiger Assault (Promethean Soldier Leader): When the promethean soldier captain hits a target with an attack, they can enact one of the following benefits for 2 promethean soldiers (but not swarms) within 30 squares.

-Reactivate Combat Reactions: One promethean soldier regains their use of the Combat Reactions or Focused Retaliation ability they have already used in the last turn.

-Assault: One promethean soldier gets to make an instant standard action ranged attack against the original target of the captain.

Inspire and Advise (Promethean Soldier Leader): The promethean soldier captain can, as a minor action, give 1 morale point to 3 Prometheans within medium range and line of sight.

Smartmatter: The soldier is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless their metallic frame. The soldier heals 5 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.



~Promethean Sniper (top)

~Promethean Captain (bottom)



Promethean Knights

Promethean Knights are the core of the Promethean fighting force. They are artificial intelligences created by life forms 'composed' into artificial intelligences. This process makes them incredibly deadly, efficient, and cunning warriors.

Promethean knights are incredibly deadly foes. A single knight can easily challenge an entire party of characters. They can absorb a huge amount of punishment and deal even more damage. Before putting a knight against your players, make sure of their capabilities and their readiness to fight such a fearsome foe.

Knight Description

The basic knight is still an incredibly fearsome foe, on par with a Covenant hunter. These menacing looking Ais have a wide variety of weapons, powerful hardlight blades, teleportation, regeneration, and the ability to deploy watchers. These watchers, if left alone, can make a fight much more difficult, because they can supply reinforcements to the knight and resurrect them on death. It is foolish to disregard the threat of the knight, as it can fight equally well at melee and range and react to multiple foes at once.

Promethean Knight

Level 10 Promethean Large-sized Non-heroic Construct (Promethean/ Construct/ Soldier), Extreme Threat

Hit Points: 370	Healing Threshold: NA	Damage Threshold: 71
Defense: 20	Toughness: 35	Resolve: NA
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 41	Energy Shield: 75 (10 shield armor)	

-**Suppressor** 1d20+17 accuracy, 40 damage, 4 strikes, unlimited shots at medium range; *Special Traits:* Penetration 15, Recoil, Hardlight

-**Knight Blade** 1d20+16 accuracy, 70 damage, 1 strike; *Special Traits:* Penetration 15

-**Pulse Grenade** 1d20+9 accuracy, 55 damage, 1 strike; short range; *Special Traits:* Penetration 10, Burst 2, Pulse Field, Hardlight, Grenade, Delay

Skills: Acrobatics +10, Athletics +18, Computers +4, Defensive Training 6, Durability 6, Lore +7, Melee 6, Mental Training 6, Perception +12, Pilot +12, Ranged 6, Science +8, Stealth +10, Tactics +8

Perks: Fire Into Melee, Fast Hands, Extra Reactions (3), Wound Resilience 1

Strength: 12 **Instinct:** 6 **Agility:** 6 **Fortitude:** 10

Intelligence: 2 **Willpower:** 7

Gear: Knight Blade, Suppressor, Pulse Grenade, Promethean Knight Framing

Combat Master: The promethean knight can perform two standard actions every turn.

Reactive Teleportation: If the promethean knight is missed by a ranged area of effect attack, they can teleport up to 10 squares to a location they can see, completely avoiding the area and partial damage. This uses a reaction.

Deploy Watcher: As a full-round action, the knight can deploy a promethean watcher 2 squares into the air above it. This watcher rolls its own initiative and acts on its own turn. The watcher is worth experience separately from the knight. A knight can only deploy 1 watcher.

Generate Pulse Grenade: As a move action, the promethean knight can create a pulse grenade.

Cold, Logical Precision: The promethean knight gains +5 accuracy and penetration with all ranged weapons, excluding grenades.

Vulnerable Faces: When the Promethean Knight's shields are down, called shots to the Critical location treat the knight's damage resistance and damage threshold as 20 lower.

Teleportation: As a full-round action, a promethean knight can teleport to any unoccupied location within 30 squares.

Smartmatter: The knight is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless of their metallic frame. The knight heals 10 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.



~Promethean Knight (top)

~Promethean Knight Lancer (bottom)



Knight Lancer Description

The knight lancer is a variant meant for long ranged combat support, often behind the ranks of crawlers and soldiers. They pick off their foes with light rifles, using their enhanced vision to track their foes regardless of obstacles. Lancers are experts at using teleportation to react to all enemy attacks, able to seemingly evade all incoming attacks by teleporting from every strike. This makes it even harder to destroy these resilient constructs.

Promethean Knight Lancer

Level 15 Promethean Large-sized Non-heroic Construct (Promethean/ Construct/ Guerilla), Extreme Threat

Hit Points: 427	Healing Threshold: NA	Damage Threshold: 73
Defense: 27	Toughness: 40	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +8
Damage Resistance: 33	Energy Shield: 100 (10 shield armor)	

-**Light Rifle** 1d20+22 accuracy, 55 damage, 3 strikes maximum, unlimited shots at long range; *Special Traits:* Penetration 20, Accelerator Scope, Hardlight

-**Knight Blade** 1d20+19 accuracy, 70 damage, 1 strike; *Special Traits:* Penetration 15

-**Pulse Grenade** 1d20+12 accuracy, 55 damage, 1 strike, short range; *Special Traits:* Penetration 15, Burst 2, Pulse Field, Hardlight, Grenade, Delay

Skills: Acrobatics +18, Athletics +22, Computers +11, Defensive Training 7, Durability 7, Lore +12, Melee 7, Mental Training 7, Perception +18, Pilot +18, Ranged 7, Science +14, Stealth +18, Tactics +14

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

Strength: 12 **Instinct:** 8 **Agility:** 8 **Fortitude:** 11

Intelligence: 4 **Willpower:** 8

Gear: Knight Blade, Light Rifle, Pulse Grenade, Promethean Knight Framing

Combat Master: The promethean knight can perform two standard actions every turn.

Rapid Teleportation: As a full-round action, the promethean knight can teleport up to 10 squares, make a weapon attack, teleport another up to 10 squares, make an attack again, and then teleport a final up to 10 squares. It can only make this attack once every 3 rounds.

Reactive Teleportation: If the promethean knight is missed by a ranged area of effect attack, they can teleport up to 10 squares to a location they can see, completely avoiding the area and partial damage. This uses a reaction.

Promethean Vision: The knight can see through all concealment and cover, including total cover, at a range of 30 squares. They also automatically detect all targets within that range as per a detector action.

Deploy Watcher: As a full-round action, the knight can deploy a promethean watcher 2 squares into the air above it. This watcher rolls its own initiative and acts on its own turn. The watcher is worth experience separately from the knight. A knight can only deploy 1 watcher.

Generate Pulse Grenade: As a move action, the promethean knight can create a pulse grenade.

Cold, Logical Precision: The promethean knight gains +5 accuracy and penetration with all ranged weapons, excluding grenades.

Vulnerable Faces: When the Promethean Knight's shields are down, called shots to the Critical location treat the knight's damage resistance and damage threshold as 20 lower.

Teleportation: As a full-round action, a promethean knight can teleport to any unoccupied location within 30 squares.

Smartmatter: The knight is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless of their metallic frame. The knight heals 10 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.

Knight Commander Description

The knight commanders are the battlefield commanders of the Prometheans. They lead through tactical guidance and priority rather than leadership or rank. Knight commanders are lethal, acting as a force multiplier for Promethean armies by guiding all their supporting units while fighting with the devastating incineration cannon.

Promethean Knight Commander

Level 20 Promethean Large-sized Non-heroic Construct (Promethean/ Construct/ Soldier/ Leader), Extreme Threat

Hit Points: 618	Healing Threshold: NA	Damage Threshold: 78
Defense: 27	Toughness: 43	Resolve: NA
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +9
Damage Resistance: 51	Energy Shield: 125 (10 shield armor)	

-Incineration Cannon 1d20+24 accuracy, 75 damage, 1 strike, unlimited shots at medium range; *Special Traits:* Penetration 35, Burst 2, Hailfire 1, Projectile, Hardlight, Delay

-Knight Blade 1d20+24 accuracy, 90 damage, 1 strike; *Special Traits:* Penetration 15

-Pulse Grenade 1d20+17 accuracy, 65 damage, 1 strike, short range; *Special Traits:* Penetration 10, Burst 2, Pulse Field, Hardlight, Grenade, Delay

Skills: Acrobatics +14, Athletics +23, Computers +14, Defensive Training 9, Durability +17, Lore +17, Melee 9, Mental Training 9, Perception +18, Pilot +18, Ranged 9, Science +17, Stealth +15, Tactics +17

Perks: Fire Into Melee, Fast Hands, Extra Reaction, Improved Wound 1, Wound Resilience 2

Strength: 14 **Instinct:** 9 **Agility:** 7 **Fortitude:** 14

Intelligence: 8 **Willpower:** 9

Gear: Knight Blade, Incineration Cannon, Pulse Grenade, Promethean Knight Framing

Combat Master: The promethean knight can perform two standard actions every turn.

Promethean General (Promethean Leader): As a minor action on their turn, the knight commander can make a Tactics check. Every 5 points they gain on their check gives them one Tactical Point they can spend on a promethean within 30 squares. Swarms cost 1 additional tactical point per swarm tier. The recipient of the Tactical Point recovers lost hit points equal to 10% their maximum health, regains a reaction, and gets a benefit based on what type of promethean they are. A single promethean can only gain 1 tactical point per round.

-Crawlers: Can perform an instant shift action and/or melee attack

-Watchers: Regains 10 spent energy

-Soldier: Regains use of their combat reaction and/or teleports 5 squares

-Knight: Performs an instant standard action attack with a -5 accuracy penalty

Autosentry: As a minor action once per encounter, the knight can deploy an autosentry in an adjacent square. This autosentry lasts for 5 rounds or until destroyed.

Reactive Teleportation: If the promethean knight is missed by a ranged area of effect attack, they can teleport up to 10 squares to a location they can see, completely avoiding the area and partial damage. This uses a reaction.

Deploy Watcher: As a full-round action, the knight can deploy a promethean watcher 2 squares into the air above it. This watcher rolls its own initiative and acts on its own turn. The watcher is worth experience separately from the knight. A knight can only deploy 1 watcher.

Generate Pulse Grenade: As a move action, the promethean knight can create a pulse grenade.

Cold, Logical Precision: The promethean knight gains +5 accuracy and penetration with all ranged weapons, excluding grenades.

Vulnerable Faces: When the Promethean Knight's shields are down, called shots to the Critical location treat the knight's damage resistance and damage threshold as 20 lower.

Teleportation: As a full-round action, a promethean knight can teleport to any unoccupied location within 30 squares.

Smartmatter: The knight is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless of their metallic frame. The knight heals 10 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.



~Promethean Knight Commander (top)

~Promethean Knight Battlewagon (bottom)



Knight Battlewagon Description

Battlewagons are the toughest and most aggressive of the knights. While leadership is left to the commanders, battlewagons exist to charge the enemy ranks and tear them apart. Equipped with the best defenses, hardlight shields, and close ranged weapons, a battlewagon assault is virtually unstoppable. Only the greatest warriors in Halo can stand against a battlewagon.

Promethean Knight Battlewagon

Level 25 Promethean Large-sized Non-heroic Construct (Promethean/ Construct/ Heavy), Extreme Threat

Hit Points: 800	Healing Threshold: NA	Damage Threshold: 81
Defense: 29	Toughness: 45	Resolve: NA
Speed: 9	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +11
Damage Resistance: 63	Energy Shield: 150 (10 shield armor)	

-Scattershot 1d20+21 accuracy, 62 damage, 3 strikes, unlimited shots at short range; *Special Traits:* Penetration 20, Spread, Close Quarters, Hardlight Ricochet, Hardlight

-Knight Blade 1d20+21 accuracy, 115 damage, 1 strike; *Special Traits:* Penetration 15

-Pulse Grenade 1d20+14 accuracy, 80 damage, 1 strike, short range; *Special Traits:* Penetration 10, Burst 2, Pulse Field, Hardlight, Grenade, Delay

Skills: Acrobatics +18, Athletics +26, Computers +14, Defensive Training 11, Durability 11, Lore +16, Melee 11, Mental Training 11, Perception +21, Pilot +21, Ranged 11, Science +17, Stealth +19, Tactics +17

Perks: Empowered Attack, Improved Wound 2, Wound Resilience 3

Strength: 15 **Instinct:** 10 **Agility:** 8 **Fortitude:** 15

Intelligence: 6 **Willpower:** 10

Gear: Knight Blade, Scattershot, Pulse Grenade, Promethean Knight Framing

Combat Master: The promethean knight can perform two standard actions every turn.

Knight Lunge: The knight can spend a full-round action to make a lunging charge. If it does, it can move up to 20 squares in one round, either horizontal or vertical distance, or both. After the movement, it can make an instant attack with the knight blade. The attack gains +5 accuracy and +30 damage, and the target is flat-footed against the attack. The target gains the Bleeding (20) condition.

Reactive Teleportation: If the promethean knight is missed by a ranged area of effect attack, they can teleport up to 10 squares to a location they can see, completely avoiding the area and partial damage. This uses a reaction.

Deploy Watcher: As a full-round action, the knight can deploy a promethean watcher 2 squares into the air above it. This watcher rolls its own initiative and acts on its own turn. The watcher is worth experience separately from the knight. A knight can only deploy 1 watcher.

Hardlight Shield: As a standard action, the knight can deploy a hardlight shield, making them impervious to all attacks within a 180 degree angle of their choice. While the hardlight shield is active, they cannot attack or teleport.

Generate Pulse Grenade: As a move action, the promethean knight can create a pulse grenade.

Cold, Logical Precision: The promethean knight gains +5 accuracy and penetration with all ranged weapons, excluding grenades.

Vulnerable Faces: When the Promethean Knight's shields are down, called shots to the Critical location treat the knight's damage resistance and damage threshold as 20 lower.

Teleportation: As a full-round action, a promethean knight can teleport to any unoccupied location within 30 squares.

Smartmatter: The knight is constructed of self-healing smartmatter, that allows them to automatically repair themselves regardless of their metallic frame. The knight heals 10 hit points at the start of each turn, gains +12 damage threshold, and +50 maximum hit points.

Promethean Support Units

While crawlers, soldiers, and knights perform the basics of the Promethean fighting force, they are supplemented by various support units. These support units include turrets, watchers, and phaeton gunships.

Focus Turret Description

Focus turrets are defensive emplacements used by the Prometheans to repel the enemy or secure Forerunner installations. They are single minded constructs, which fire relentlessly at the closest or largest threat they can detect.

Promethean Focus Turret

Level 12 Promethean Medium-sized Non-heroic Construct (Promethean/ Construct/ Heavy), Low Threat

Hit Points: 185	Healing Threshold: NA	Damage Threshold: 37
Defense: 16	Toughness: 25	Resolve: NA
Speed: NA	Shift Speed: NA	Morale Bonus: NA
Space: 1 square	Reach: 0 squares	Initiative: +7
Damage Resistance: 31		

-**Focus Turret Beam** 1d20+12 accuracy, 34 damage, 1 strike, unlimited shots at distant range; *Special Traits:* Penetration 12, Focusing Beam, Hardlight

Skills: Defensive Training 6, Durability 6, Ranged 6

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

Strength: 7 **Instinct:** 7 **Agility:** 1 **Fortitude:** 7

Intelligence: 4 **Willpower:** NA

Gear: Focus Turret Beam, Promethean Heavy Framing

Immobile: The focus turret floats in a single location and does not move. It cannot move, shift, evade, bob and weave, or otherwise leave it's square. It can be pushed or pulled as normal. Every turn, it can only perform two actions; aiming at a target and attacking said target.



Watcher Description

Watchers are flying Promethean robots that support their other forces with defensive systems. They can be quite frustrating to face, as they can interrupt many attacks that are used against their allies. They resurrect fallen knights, redirect explosives, and deploy shields around vulnerable allies. They are often a priority to destroy in battle. All Promethean Knights possess the ability to release a single watcher in battle.

Promethean Watcher

Level 8 Promethean Medium-sized Non-Heroic Construct (Promethean/ Construct/ Specialist), Low Threat

Hit Points: 117	Healing Threshold: NA	Damage Threshold: 30
Defense: 22	Toughness: 22	Resolve: NA
Speed: 11	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +7
Damage Resistance: 15	Energy Shield: 60 (10 shield armor)	

-Boltshot 1d20+8 accuracy, 28 damage, 2 strikes, unlimited shots at short range; *Special Traits:* Penetration 5, Hailfire 1, Homing, Hardlight

Skills: Acrobatics +13, Computers +8, Defensive Training 5, Durability 5, Perception +13, Pilot +13, Ranged 5, Science +8, Stealth +13, Tactics +8

Perks: Fast Hands, Expert Stealth

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

Intelligence: 1 **Willpower:** NA

Gear: Boltshot, Promethean Light Framing

Watcher Support Systems: A promethean watcher has a wide variety of support systems it can deploy to aid its allies in combat. However, they are limited by how much energy they have stored. A watcher has a starting and maximum energy of 40. Every ability they use reduces their current energy. They recover 5 energy at the start of every turn.

Many of their abilities can be used when it is not their turn. They can perform 4 reactions between every turn. They must spend energy for every action they perform.

-Deep Scan (5 Energy, Minor Action): The watcher performs a detector action with a range of 120 squares and sends that data to all allied Prometheans.

-Revitalize Construct (5 Energy, Minor Action): The watcher targets a Promethean within 6 squares. Their target instantly recovers 30 hit points. This can be used multiple times per round.

-Deflect Explosives (5 Energy, Reaction): When an attack with the projectile trait targets an individual or location within 30 squares of the watcher, they can use their gravity displacement mechanism to throw the projectile off. If they use this ability, they make a +20 check versus the attack roll of the explosive. If the watcher succeeds, the explosive is thrown 10 squares in a direction of the watcher's choosing and explodes. They usually use this to make the explosive detonate harmlessly, but sometimes use it offensively. If they do use it offensively, it automatically misses the target (still dealing half damage in most cases). This ability cannot be used against a single attack that includes multiple rockets or missiles, such as from a missile pod.

-Deploy Hardlight Shields (10 Energy, Reaction): The watcher can attempt to interrupt an attack against an ally within 30 squares by projecting a hardlight shield between them and the attack. They make a +20 check versus the attack roll against an ally. If they succeed, they create a hardlight shield directly before the attack, absorbing the impact from that attack alone.

-Create Crawlers (20 Energy, Standard): The watcher can create two promethean crawlers, causing them to emerge from the ground within 15 squares. These crawlers instantly roll initiative and act on their own turns.

-Deploy Turret (30 Energy, Full-Round Action, 1/day): The watcher creates a single stationary Focus Turret in a location within 6 squares. The levitating turret must be at least 1 square from the ground. The turret instantly rolls initiative and acts on its own turn.

-Resurrect Knight (30 Energy, Two Subsequent Full-Round Actions): The watcher can spend two consecutive rounds resurrecting a knight that died within 30 squares of the watcher's current location. After the channeling time is finished, the knight is resurrected with full hit points, shields, and no crippling wounds. A single knight can only be resurrected once per day.

Flight: The promethean watcher can fly as per flying vehicle, with an acceleration rating and maximum speed. It has a acceleration rating of 20 and a max speed of 80.



Phaeton Description

Most Phaetons are piloted by Promethean Soldier Captains. They use these ships to provide close support to ground forces. Phaetons allow Prometheans to contribute in aerial engages and have an offense against enemy vehicles.

Phateon

Level 20 Promethean in Gargantuan-sized Flying Vehicle, Extreme Threat

Hit Points: 1,150	Healing Threshold: NA	Damage Threshold: 80 (Reinforcement 1)
Defense: 28	Toughness: 70	Resolve: 37
Acceleration Rating: 30	Max Speed: 200	Morale Bonus: +8
Space: 6 by 6 squares	Reach: NA	Initiative: +9
Damage Resistance: 40		

-**Twin Light Mass Cannon** 1d20+15 accuracy, 50 damage, full auto, unlimited shots at distant range; *Special Traits:* Penetration 10, Hailfire 1

-**Twin Pulse Missile Launcher** 1d20+15 accuracy, 60 damage, 1 strike maximum, 40 shots at distant range; *Special Traits:* Penetration 20, Hailfire 3, Burst 4

Skills: Acrobatics +12, Athletics +18, Computers +12, Defensive Training 9, Durability 9, Influence +13, Leadership +15, Lore +12, Melee 8, Mental Training 9, Perception +16, Pilot +17, Ranged 9, Science +12, Stealth +10, Tactics +14

Strength: 20 **Instinct:** 8 **Agility:** 5 **Fortitude:** 9

Intelligence: 5 **Willpower:** 8

Flying Vehicle: The phaeton 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 entry and can function in space.

Default Systems: The console of the phaeton has a navigation unit, motion detector, and digital uplink. The phaeton also has a front-mounted twin light mass cannon that can be fired by the pilot. It has a firing arc of 180 degrees in front of the vehicle. Finally, the phaeton has a twin pulse missile launcher that can be fired by the pilot, also in a 180 degree front arc.

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.

Teleport Evasion: Once per round, when the phaeton is targeted by an attack, the pilot can try to teleport out of the way of the strike. To do so, they pick a direction and make a +17 pilot check versus the attack roll. If they succeed, they teleport 20 squares in the chosen direction before the attack hits them, and they suffer no damage from that attack. If they fail the pilot check, they teleport shortly after the attack hits them, suffering normal damage.

Smartmatter: The phaeton is made of self-healing smart matter. It regains 10 hit points at the start of every round. It is still destroyed if reduced to 0 hit points.

Chapter 4: Generating Other Lifeforms

This supplement has contained many of the classic beings of Halo that fall outside the rim of playable characters. But the galaxy is filled with numerous beings that do not fall under these other categories. These include the animals of earth and the alien fauna of various worlds throughout the galaxy. While most of these lifeforms are benign, some are large and powerful enough to be a threat, or at least a hinderance, to dedicated soldiers.

This chapter is dedicated to helping Game Masters quickly build up NPC profiles for various animals and non-sentient life that players might encounter. Rather than providing example statistic blocks, this section includes a series of tables so you can generate what you need for your campaigns.

Lifeform Creation: Basic Choices

This system is designed to create dangerous, non-humanoid, non-sentient organisms. You should probably have an idea of what type of creature you want to make, or at least what roll it fills in the campaign. The aesthetics of the creature are up to you; this section is here for general statistics.

Your most important choices are size and level range.

For size, most combat-worthy lifeforms in Halo fall between tiny and huge-sized. Smaller than tiny are non-threatening, and larger than huge are very rare and should be custom-made. Size is a major impact of statistics, but also determines threat level and number of natural weapons.

Size	Real Life Equivalent Size	Threat Level	Natural Weapons	Natural Weapon Actions
Tiny	Chicken, Raccoon, House Cat	Trivial	1-2	Standard
Small	Rottweiler, Bald Eagle, Puma	Lesser	1-2	Standard
Medium	Lion, Wolf, Ostrich	Low	1-3	Standard
Large	Horse, Rhinoceros, Crocodile	Medium	2-4	Standard, Move
Huge	Elephant, Orca, Great White	High	2-4	Standard, Move, Minor

Meanwhile, the second choice is level. This system for generating creatures has five levels you can choose from: level 1, 3, 5, 7, and 10. Because of the nature of the Halo setting, ordinary fauna is rarely above level 10; that is the area of hyper evolved organisms, constructs, and experienced sapient beings. The natural world has little need for creatures skilled in warfare.

Meanwhile, the five level bands represent different levels of combat evolution for organisms. Level 1 represents most docile fauna. Level 3 represents organisms that are more capable of surviving, whether by escaping or fighting defensively. Level 5 represents predatory organisms that hunt and kill or are otherwise accustomed to regular conflict. Level 7 represents apex predators. Level 10 represents particularly vicious creatures, such as rare alien morphs or genetic experiments that prove more dangerous than more natural life.

After knowing the size and threat of the creature you are making, simply refer to the tables below. On each table, cross reference the size and the level to see the creature's statistics, and you are most of the way to having a basic, finished lifeform!

Ability Scores

This table pre-generates ability scores for creatures based on size and level. While every lifeform may not be the exact same, this is an 'average' that can be used for lifeforms, that can be modified by lifeform abilities below. These ability scores will need to be added to skill ranks, but most other tables have the relevant ability scores included.

Level	Tiny	Small	Medium	Large	Huge
Level 1	Str- 1, Agi -2, Fort -1 Inst -2, Int -1, Will -2	Str- 2, Agi -3, Fort -2 Inst -2, Int -1, Will -2	Str- 3, Agi -3, Fort -3 Inst -2, Int -1, Will -2	Str- 6, Agi -3, Fort -6 Inst -2, Int -1, Will -2	Str- 9, Agi -3, Fort -9 Inst -2, Int -1, Will -2
Level 3	Str- 1, Agi -2, Fort -1 Inst -3, Int -1, Will -3	Str- 2, Agi -3, Fort -2 Inst -3, Int -1, Will -3	Str- 3, Agi -3, Fort -3 Inst -3, Int -1, Will -3	Str- 6, Agi -3, Fort -6 Inst -3, Int -1, Will -3	Str- 9, Agi -3, Fort -9 Inst -3, Int -1, Will -3
Level 5	Str- 2, Agi -3, Fort -2 Inst -4, Int -1, Will -4	Str- 3, Agi -4, Fort -3 Inst -4, Int -1, Will -4	Str- 4, Agi -4, Fort -4 Inst -4, Int -1, Will -4	Str- 7, Agi -4, Fort -7 Inst -4, Int -1, Will -4	Str- 10, Agi -4, Fort -10 Inst -4 Int -1, Will -4
Level 7	Str- 3, Agi -4, Fort -3 Inst -5, Int -1, Will -5	Str- 4, Agi -5, Fort -4 Inst -5, Int -1, Will -5	Str- 5, Agi -5, Fort -5 Inst -5, Int -1, Will -5	Str- 8, Agi -5 Fort -8 Inst -5, Int -1, Will -5	Str- 11, Agi -5, Fort -11 Inst -5, Int -1, Will -5
Level 10	Str- 4, Agi -5, Fort -4 Inst -6, Int -1, Will -6	Str- 5, Agi -6, Fort -5 Inst -6, Int -1, Will -6	Str- 6, Agi -6, Fort -6 Inst -6, Int -1, Will -6	Str- 9, Agi -6, Fort -9 Inst -6, Int -1, Will -6	Str- 12, Agi -5, Fort -12 Inst -6, Int -1, Will -6

Skill Ranks

This table lists the skill ranks for creatures of every level range. This table is strictly based on level, not size. However, because this is ranks, not bonuses, you will need to add the ability scores from the table above to non-prowess skills in order to determine bonus. Note that levels 5+ also gain a universal bonus to skill checks from Guerilla NPC advancement.

Statistics	Skill Ranks
Level 1	Acrobatics 1, Athletics 3, Defensive Training 3, Durability 2, Endurance 2, Melee 3, Mental Training 2, Perception 3, Ranged 2, Stealth 2, Survival 3
Level 3	Acrobatics 1, Athletics 3, Defensive Training 3, Durability 3, Endurance 2, Melee 3, Mental Training 3, Perception 3, Ranged 3, Stealth 2, Survival 3
Level 5	Acrobatics 2, Athletics 4, Defensive Training 4, Durability 3, Endurance 3, Melee 4, Mental Training 3, Perception 4, Ranged 3, Stealth 3, Survival 4, +1 bonus to skill checks
Level 7	Acrobatics 3, Athletics 5, Defensive Training 5, Durability 4, Endurance 4, Melee 5, Mental Training 4, Perception 5, Ranged 4, Stealth 4, Survival 4, +1 bonus to skill checks
Level 10	Acrobatics 4, Athletics 6, Defensive Training 6, Durability 5, Endurance 5, Melee 6, Mental Training 5, Perception 6, Ranged 5, Stealth 5, Survival 5, +2 bonus to skill checks

Maximum Hit Points

This shows the maximum hit point of creatures based on size, fortitude, and durability ranks. Small and larger creatures gain a maximum hit bonus based on the Guerilla NPC advancement table. Huge creatures gain a hit point bonus for being High threat NPCs.

Level	Tiny	Small	Medium	Large	Huge
Level 1	17 Hit Points	33 Hit Points	47 Hit Points	82 Hit Points	142 Hit Points
Level 3	19 Hit Points	42 Hit Points	59 Hit Points	102 Hit Points	165 Hit Points
Level 5	25 Hit Points	52 Hit Points	69 Hit Points	112 Hit Points	205 Hit Points
Level 7	35 Hit Points	69 Hit Points	89 Hit Points	140 Hit Points	261 Hit Points
Level 10	47 Hit Points	87 Hit Points	113 Hit Points	169 Hit Points	316 Hit Points

Defense, Toughness, Resolve

This table shows the defense, toughness, and resolve of creatures based on size, ability scores, skills, and the Guerilla NPC Advancement table. Huge creatures also gain bonuses for being High threat NPCs. Tiny creatures do not gain bonuses from the Guerilla table.

Level	Tiny	Small	Medium	Large	Huge
Level 1	Defense- 21 Toughness- 6 Resolve- 14	Defense- 18 Toughness- 11 Resolve- 14	Defense- 16 Toughness- 16 Resolve- 14	Defense- 14 Toughness- 23 Resolve- 14	Defense- 12 Toughness- 30 Resolve- 17
Level 3	Defense- 21 Toughness- 6 Resolve- 16	Defense- 19 Toughness- 12 Resolve- 17	Defense- 17 Toughness- 17 Resolve- 17	Defense- 15 Toughness- 24 Resolve- 17	Defense- 13 Toughness- 31 Resolve- 20
Level 5	Defense- 23 Toughness- 8 Resolve- 17	Defense- 22 Toughness- 15 Resolve- 19	Defense- 20 Toughness- 20 Resolve- 20	Defense- 18 Toughness- 27 Resolve- 19	Defense- 16 Toughness- 34 Resolve- 22
Level 7	Defense- 25 Toughness- 10 Resolve- 19	Defense- 25 Toughness- 18 Resolve- 22	Defense- 23 Toughness- 23 Resolve- 22	Defense- 21 Toughness- 30 Resolve- 22	Defense- 19 Toughness- 37 Resolve- 25
Level 10	Defense- 27 Toughness- 12 Resolve- 21	Defense- 29 Toughness- 22 Resolve- 26	Defense- 27 Toughness- 27 Resolve- 26	Defense- 25 Toughness- 34 Resolve- 26	Defense- 20 Toughness- 41 Resolve- 29

Other Values

This table covers the damage resistance (Resist), damage threshold (Dmg Thresh), move speed (Speed), and morale bonus (Morale) of the creatures based on the usual formats and values. Generally, this system generates a creatures damage resistance as their level + fortitude for simplicities purpose, to give a general resistance value.

Level	Tiny	Small	Medium	Large	Huge
Level 1	Resist- 2 Dmg Thresh- 11 Speed- 3 Morale- +2	Resist- 3 Dmg Thresh- 16 Speed- 4 Morale- +2	Resist- 4 Dmg Thresh- 21 Speed- 5 Morale- +2	Resist- 7 Dmg Thresh- 28 Speed- 6 Morale- +2	Resist- 10 Dmg Thresh- 40 Speed- 7 Morale- +2
Level 3	Resist- 4 Dmg Thresh- 12 Speed- 3 Morale- +2	Resist- 5 Dmg Thresh- 17 Speed- 4 Morale- +2	Resist- 6 Dmg Thresh- 22 Speed- 5 Morale- +2	Resist- 9 Dmg Thresh- 29 Speed- 6 Morale- +2	Resist- 12 Dmg Thresh- 41 Speed- 7 Morale- +2
Level 5	Resist- 7 Dmg Thresh- 13 Speed- 3 Morale- +3	Resist- 8 Dmg Thresh- 18 Speed- 5 Morale- +3	Resist- 9 Dmg Thresh- 23 Speed- 6 Morale- +3	Resist- 12 Dmg Thresh- 30 Speed- 7 Morale- +3	Resist- 15 Dmg Thresh- 42 Speed- 8 Morale- +3
Level 7	Resist- 10 Dmg Thresh- 15 Speed- 4 Morale- +4	Resist- 11 Dmg Thresh- 20 Speed- 5 Morale- +4	Resist- 12 Dmg Thresh- 25 Speed- 6 Morale- +4	Resist- 15 Dmg Thresh- 32 Speed- 7 Morale- +4	Resist- 18 Dmg Thresh- 44 Speed- 8 Morale- +4
Level 10	Resist- 14 Dmg Thresh- 17 Speed- 4 Morale- +5	Resist- 15 Dmg Thresh- 22 Speed- 5 Morale- +5	Resist- 16 Dmg Thresh- 27 Speed- 7 Morale- +5	Resist- 19 Dmg Thresh- 34 Speed- 8 Morale- +5	Resist- 22 Dmg Thresh- 46 Speed- 7 Morale- +5

Natural Weapons

Lifeforms generally have natural weapons; this is how they survive themselves in nature. The Halo RPG narrows these natural weapons in four simplified varieties: Bash, Bite, Claw, and Gore. Every creature should have at least 1 of those; larger creatures should have at least 2-3. When in doubt, creatures can have Bash attacks; this represents simply using their bulk to smash an enemy.

Natural weapons, like all attacks, are used as a standard action. They can be dual-wielded, when necessary. However, large lifeforms are often extremely efficient at using natural weapons together. Large and huge organisms can make more than one natural weapon attack a turn by attaching different weapons to different actions in order to activate. Large creatures can have one natural weapon attached to standard actions, and one natural weapon used as a move action. Huge creatures can have one natural weapon attached to a standard action, one natural weapon used as a move action, and one natural weapon as a minor action. These weapons can be used together without dual-wielding, by spending their respective action types. As normal, you can drop one type of action for another.

For example, a carnivore might have a bite attack as a standard action and a claw attack as a move action. They could move up to an enemy and bite as a standard action. However, if they did not need to move, they could bite an enemy as a standard action, and claw as a move action. If they were even larger, and had a bash attack as a minor action, they could instead move twice and still bash, or move once and bite and bash, or stand still and use bite, bash, and claw.

When creating a lifeform with multiple natural weapons attached to different action, you decide which natural weapons are tied to each action type.

Included below is the natural weapon tables based on size and level. It includes bonuses from skills, ability scores, the Guerilla NPC advancement table, and threat level.

Bash

Bashing is a medium strength attack with average speed and accuracy. It represents almost any attack that involves hitting a target with bludgeoning force. When it doubt what attack a larger creature has, give it one or more bash attacks. Bash attacks are good to use for any action: standard, move, or minor.

Level	Tiny	Small	Medium	Large	Huge
Level 1	1d20+4, 1 Strike 13 Damage, 1 MAO	1d20+4, 1 Strike 18 Damage, 2 MAO	1d20+4, 1 Strike 22 Damage, 3 MAO Pen (1)	1d20+8, 1 Strike 32 Damage, 6 MAO Pen (2)	1d20+14, 1 Strike 45 Damage, 9 MAO Pen (3)
Level 3	1d20+5, 1 Strike 13 Damage, 1 MAO	1d20+5, 1 Strike 18 Damage, 2 MAO	1d20+5, 1 Strike 22 Damage, 3 MAO Pen (1)	1d20+9, 1 Strike 32 Damage, 6 MAO Pen (2)	1d20+15, 1 Strike 45 Damage, 9 MAO Pen (3)
Level 5	1d20+7, 1 Strike 14 Damage, 2 MAO	1d20+7, 1 Strike 18 Damage, 3 MAO Pen (1)	1d20+7, 2 Strikes 23 Damage, 4 MAO Pen (1)	1d20+11, 2 Strikes 32 Damage, 7 MAO Pen (2)	1d20+17, 2 Strikes 46 Damage, 10 MAO Pen (3)
Level 7	1d20+9, 2 Strikes 18 Damage, 3 MAO Pen (1)	1d20+9, 2 Strikes 23 Damage, 4 MAO Pen (1)	1d20+9, 2 Strikes 27 Damage, 5 MAO Pen (1)	1d20+13, 2 Strikes 37 Damage, 8 MAO Pen (2)	1d20+19, 2 Strikes 50 Damage, 11 MAO Pen (3)
Level 10	1d20+12, 2 Strikes 19 Damage, 4 MAO Pen (1)	1d20+12, 2 Strikes 23 Damage, 5 MAO Pen (1)	1d20+12, 2 Strikes 28 Damage, 6 MAO Pen (2)	1d20+14, 2 Strikes 37 Damage, 9 MAO Pen (3)	1d20+20, 2 Strikes 51 Damage, 12 MAO Pen (4)

Bite

Bite attacks usually represent striking a foe with fanged teeth. Bite attacks are accurate with excellent penetration and rending, but slow speed and average damage. They are best used for reliable natural weapon attacks. Lifeforms with bite attacks should probably use them as a standard action.

Level	Tiny	Small	Medium	Large	Huge
Level 1	1d20+6, 1 Strike 16 Damage, 1 MAO Pen (1), Rend (6)	1d20+6, 1 Strike 21 Damage, 2 MAO Pen (2), Rend (6)	1d20+6, 1 Strike 25 Damage, 3 MAO Pen (3), Rend (6)	1d20+10, 1 Strike 35 Damage, 6 MAO Pen (6), Rend (6)	1d20+16, 1 Strike 48 Damage, 9 MAO Pen (9), Rend (6)
Level 3	1d20+7, 1 Strike 16 Damage, 1 MAO Pen (1), Rend (6)	1d20+7, 1 Strike 21 Damage, 2 MAO Pen (2), Rend (6)	1d20+7, 1 Strike 25 Damage, 3 MAO Pen (3), Rend (6)	1d20+11, 1 Strike 35 Damage, 6 MAO Pen (6), Rend (6)	1d20+17, 1 Strike 48 Damage, 9 MAO Pen (9), Rend (6)
Level 5	1d20+9, 1 Strike 17 Damage, 2 MAO Pen (2), Rend (6)	1d20+9, 1 Strike 21 Damage, 3 MAO Pen (3), Rend (6)	1d20+9, 1 Strike 26 Damage, 4 MAO Pen (4), Rend (6)	1d20+13, 1 Strike 35 Damage, 7 MAO Pen (7), Rend (6)	1d20+19, 1 Strike 49 Damage, 10 MAO Pen (10), Rend (6)
Level 7	1d20+11, 1 Strike 21 Damage, 3 MAO Pen (3), Rend (6)	1d20+11, 1 Strike 26 Damage, 4 MAO Pen (4), Rend (6)	1d20+11, 1 Strike 30 Damage, 5 MAO Pen (5), Rend (6)	1d20+15, 1 Strike 40 Damage, 8 MAO Pen (8), Rend (6)	1d20+21, 1 Strike 53 Damage, 11 MAO Pen (11), Rend (6)
Level 10	1d20+14, 1 Strike 22 Damage, 4 MAO Pen (4), Rend (6)	1d20+14, 1 Strike 26 Damage, 5 MAO Pen (5), Rend (6)	1d20+14, 1 Strike 31 Damage, 6 MAO Pen (6), Rend (6)	1d20+18, 1 Strike 40 Damage, 9 MAO Pen (9), Rend (6)	1d20+23, 1 Strike 54 Damage, 12 MAO Pen (12), Rend (6)

Claw

Claw attacks are attacks with arms, claws, talons, or spines. Claw attacks have low damage and penetration, but are fast and accurate. They are best assigned to move or minor actions, when applicable.

Level	Tiny	Small	Medium	Large	Huge
Level 1	1d20+5, 2 Strikes 9 Damage, 1 MAO Rend (2)	1d20+5, 3 Strikes 13 Damage, 2 MAO Rend (2)	1d20+5, 3 Strikes 16 Damage, 3 MAO Rend (2)	1d20+9, 3 Strikes 24 Damage, 6 MAO Rend (2)	1d20+13, 3 Strikes 34 Damage, 9 MAO Rend (2)
Level 3	1d20+6, 2 Strikes 9 Damage, 1 MAO Rend (2)	1d20+6, 3 Strikes 13 Damage, 2 MAO Rend (2)	1d20+6, 3 Strikes 16 Damage, 3 MAO Rend (2)	1d20+10, 3 Strikes 24 Damage, 6 MAO Rend (2)	1d20+14, 3 Strikes 34 Damage, 9 MAO Rend (2)
Level 5	1d20+8, 3 Strikes 10 Damage, 2 MAO Rend (2)	1d20+8, 3 Strikes 13 Damage, 3 MAO Rend (2)	1d20+8, 3 Strikes 17 Damage, 4 MAO Rend (2)	1d20+12, 3 Strikes 24 Damage, 7 MAO Rend (2)	1d20+16, 3 Strikes 35 Damage, 10 MAO Rend (2)
Level 7	1d20+10, 3 Strikes 13 Damage, 3 MAO Rend (2)	1d20+11, 3 Strikes 17 Damage, 4 MAO Rend (2)	1d20+11, 3 Strikes 20 Damage, 5 MAO Rend (2)	1d20+14, 3 Strikes 28 Damage, 8 MAO Rend (2)	1d20+18, 3 Strikes 38 Damage, 11 MAO Rend (2)
Level 10	1d20+13, 3 Strikes 14 Damage, 4 MAO Rend (2)	1d20+13, 4 Strikes 17 Damage, 5 MAO Rend (2)	1d20+13, 4 Strikes 21 Damage, 6 MAO Rend (2)	1d20+17, 3 Strikes 28 Damage, 9 MAO Rend (2)	1d20+21, 4 Strikes 39 Damage, 12 MAO Rend (2)

Gore

Gore attacks are made with horns, stabs, thrusts, and impalement. They represent a lot of strength and impact power hitting a focused area. Gore attacks have the highest damage, but low accuracy. They are usually either a primary or tertiary weapon, occupying the standard or minor action slots.

Level	Tiny	Small	Medium	Large	Huge
Level 1	1d20+3, 1 Strike 20 Damage, 1 MAO	1d20+3, 1 Strike 26 Damage, 2 MAO	1d20+3, 1 Strike 31 Damage, 3 MAO Pen (1)	1d20+7, 1 Strike 43 Damage, 6 MAO Pen (3)	1d20+11, 1 Strike 59 Damage, 9 MAO Pen (3)
Level 3	1d20+4, 1 Strike 20 Damage, 1 MAO	1d20+4, 1 Strike 26 Damage, 2 MAO	1d20+4, 1 Strike 31 Damage, 3 MAO Pen (1)	1d20+8, 1 Strike 43 Damage, 6 MAO Pen (3)	1d20+12, 1 Strike 59 Damage, 9 MAO Pen (3)
Level 5	1d20+6, 1 Strike 21 Damage, 2 MAO	1d20+6, 1 Strike 26 Damage, 3 MAO Pen (1)	1d20+6, 1 Strike 32 Damage, 4 MAO Pen (1)	1d20+10, 1 Strike 43 Damage, 7 MAO Pen (3)	1d20+14, 1 Strike 60 Damage, 10 MAO Pen (3)
Level 7	1d20+8, 1 Strike 26 Damage, 3 MAO Pen (1)	1d20+8, 1 Strike 32 Damage, 4 MAO Pen (2)	1d20+8, 1 Strike 37 Damage, 4 MAO Pen (1)	1d20+12, 1 Strike 49 Damage, 8 MAO Pen (2)	1d20+16, 1 Strike 65 Damage, 11 MAO Pen (3)
Level 10	1d20+11, 1 Strike 27 Damage, 4 MAO Pen (1)	1d20+11, 1 Strike 32 Damage, 5 MAO Pen (2)	1d20+11, 1 Strike 38 Damage, 6 MAO Pen (2)	1d20+15, 1 Strike 49 Damage, 8 MAO Pen (2)	1d20+19, 1 Strike 66 Damage, 12 MAO Pen (4)

Finishing Up: Creature Abilities

While all these tables produced a finished creature, you might consider giving them some abilities or traits to flesh out the lifeform. You can apply as many of the following traits as you want from the following list or make your own. Keep in mind, adding too many traits or certain combinations may make a creature far more powerful than its threat indicates.

Armored

Armored creatures have tough hides, shells, or scales. Give them +5 damage resistance but reduce their defense by 2 and move speed by 1.

Bloody

Bloody creatures leave nasty wounds with their natural weapons upon hitting. If a bloody creature deals damage with a natural weapon, they deal Bleeding (X), where X is equal to their level.

Breath Weapon

The creature can either make weaponized exhalations of fire or acid. Once per 3 rounds, the creature can exhale a blast of the chosen element from its mouth as a standard action. This affects a Cone (X) area, where the area is equal to 2 +2 per size above tiny. The cone has an accuracy of the creature's ranged skill + fortitude +2. If it hits, it deals energy (fire) or biological (acid) damage equal to 10 +5x fortitude. If the attack hits defense and toughness, it deals either the Burning (fire) or Melting (acid) condition. If it misses defense, it deals half damage. Breath weapons can be evaded.

Fast

The creature is unusually quick. Double its movement speed.

Flying or Swimming

The creature possesses natural flight, swim speed, or both. If it has a flight speed, it can fly at twice its normal land speed. If it has a swim speed, it swims at its move speed, gains +20 to athletics checks to swim, and swimming is not a limited movement method.

Grabbing

Grabbing creatures excel at latching onto their foes with attacks. If a grabbing creature hits a targets defense and toughness with a natural weapon attack, they automatically grab them. Grabbing creatures gain advantage on athletics checks related to grabbing, and targets they are grabbing gain the Crushed condition.

Lethal

Lethal creatures have bladed limbs, ripping teeth, and other weaponized limbs. All their natural weapon attacks deal +5 damage, gain +5 penetration, and +3 rending.

Pack Fighters

Pack fighters excel at fighting in groups. After converting a pack fighter creature into a swam, give them an additional +5 accuracy per swarm tier and make all enemies flat-footed against their attacks.

Slippery

Slippery creatures have snake, eel, or worm shaped bodies. They gain +4 defense, but -4 toughness and damage threshold. They gain +10 to checks to escape grabs.

Spined

Spined creatures are covered with thorns or spikes. Anyone that hits a spined creature with a melee attack suffers piercing damage equal to the creature's level. Anyone the is grabbing a spined creatures suffers piercing damage on their turn equal to 3x creature's level.

Venomous

Venomous creatures have poison in their natural weapons. If they deal damage with a natural weapon, the target must make an Endurance check (DC 12+ creature's level) or suffer poison damage equal to 3x creature's level.

Chapter 5: Player Talents

This chapter contains several new talents that relate to Forerunner technology or facing the enemies in this supplement.

Flood Purifier I-II

Requirements: Must have encountered, fought, and killed Flood

Benefit: You excel at purifying Flood organisms. You gain +1 accuracy and +2 penetration with attacks against any type of Flood creature or infected object. This talent has multiple ranks. The second rank doubles the bonuses

Flood Survivor

Requirements: Must have encountered, fought, and killed Flood, Flood Purifier II

Benefit: You know how to fight the flood and survive contact with an infection form. If you are grabbed by an infection form flood that is latching on to you, you do not suffer a core wound every turn. Instead, you suffer 20 piercing damage that ignores energy shields.

Forerunner Weapon Expert I-III

Requirements: Ranged 6/9/12, Must have used, fought with and reloaded a Forerunner weapon

Benefit: You have field experience with utilizing Forerunner weapons and can make the best use out of them. You gain +1 accuracy and penetration with all Forerunner pistols, rifles, and heavy weapons. This talent has multiple ranks; each rank has a higher ranged skill requirement. Each rank further increases accuracy and penetration with Forerunner weapons by 1, to a maximum of +3 at the third rank.

Promethean Survivor I-II

Requirements: Must have encountered, fought, and destroyed Prometheans

Benefit: You've learned how to face the Promethean legions and survive. You gain +1 defense and +2 damage resistance against all attacks by a Promethean. This talent has multiple ranks. The second rank increases the defense bonus to +2 and damage resistance bonus to +4.

Sentinel Wrecker I-II

Requirements: Must have encountered, fought, and destroyed Sentinels

Benefit: You know how to hit and wreck Forerunner sentinels. You gain +1 accuracy and +2 penetration against any type of Forerunner Sentinel. This talent has multiple ranks. The second rank increases the accuracy bonus to +2 and the penetration bonus to +4.

Spartan Promethean Upgrade Acquisition

Requirements: Spartan, must have acquired and used a Promethean Armor Powers and turned it into command at the end of a mission.

Benefit: Through trial and experimentation, you've gained an understanding and liking of one of the three Promethean Armor Powers, either Hardlight Shield, Autosentry, or Promethean Vision. If you've used that armor power and turned it in with your armor at the end of the mission, you can take this talent to be able to requisition that armor power in that future, for 40,000 credits of requisition. Only one armor power can be chosen with this talent; however, this talent can be chosen multiple times to be able to requisition different Promethean armor powers. You must have met the requirement for each armor power to be able to requisition it.

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