The Covenant Handbook

Leovaunt's Halo RPG

~By Leovaunt

Table of Contents

Chapter 1: Creating a Covenant Character 8
Character Creation Basics 8
Characteristic Points 8
Character Creation Package 8
Sangheili 'Elites' 9
Jiralhanae 'Brutes' 11
Unggoy 'Grunts' 13
Kig-Yar 'Jackals' 15
Kig-Yar Subraces 16
Specializations 18
Aerial Vehicle Expert Theme 18
Armored Infantry Theme 18
Battlefield Engineer Theme 19
Brawler Theme 19
Computer Expert Theme 20
Dual-Wielding Theme 20
Guardian Theme 21
Gunner Theme 21
Intellectual Theme 22
Leader Theme 22
Medic Theme 23
Negotiator Theme 23
Scout Theme 24
Skirmisher Theme 24
Sniper Theme 25
Survivalist Theme 25
Tactical Coordinator Expert Theme 26
Terrestrial Vehicle Expert Theme 26
Unarmed Combat Theme 27
Veteran Theme 27

Spending Leftover Characteristic Point 28
Starting Credits 28
Leveling Up Characters 29
'Banking' Characteristic Points 29
Recap: Building your Character's Statistics 30
Recap: Advancing Your Character 31
Spending Characteristic Points 31
Statistical Changes based on Ability Scores 31
Statistical Changes based on Prowess Skills 31
Chapter 2: Covenant Equipment 32
Covenant Equipment Basics 32
Item Traits 33
Covenant Weapons 37
Pistols 38
Rifles 39
Heavy Weapon 42
Explosives 44
Melee 46
Ammunition 49
Ammunition Variants 49
Covenant Armor 50
Armor List 50
Armor Details 51
Covenant Directional Shields 53
Covenant Gear 54
Equipment Upgrades 60
List of Weapon Upgrades 60
Weapon Upgrade Details 61
List of Armor Upgrades 65
Chapter 3: Covenant Vehicles 68
Vehicle Listing 68
Banshee 69

Banshee Variants 69
Chopper 71
Deployable Lookout Tower 72
Ghost 73
Phantom 74
Phantom Gunboat 75
Prowler 76
Shade Turret 77
Shade Variants 77
Spectre 79
Spirit 80
Wraith 81
Wraith Variants 82
Chapter 4: Covenant Military Support 83
Orders and Command Points 83
Basic Orders 83
Advanced Orders 85
Precision Orders 86
Commander Orders 88
General Orders 89
Squad Members 90
Grunt Squad Members 90
Jackal Squad Members 91
Elite Squad Members 91
Brute Squad Members 92
Squad Quick Reference 92
Units 93
Unit Basics 93
Advanced Unit Rules 94
Chapter 5: Glossary of Covenant NPCs 96
Brute Non-player Characters 96
Brute Berserker Description 96

Brute Berserker 96
Brute Captain Description 97
Brute Captain 97
Brute Jumper Description 99
Brute Jumper 99
Brute Major Description 100
Brute Major 100
Brute Minor Description 101
Brute Minor 101
Brute Stalker Description 103
Brute Stalker 103
Elite Non-player Characters 104
Elite Honor Guard Description 104
Elite Honor Guard 104
Elite Major Description 106
Elite Major 106
Elite Minor Description 107
Elite Minor 107
Elite Pilot Description 108
Elite Pilot 108
Elite Ranger Description 109
Elite Ranger 109
Stealth Elite Description 111
Stealth Elite 111
Grunt Non-player Characters 112
Grunt Deacon Description 112
Grunt Deacon 112
Grunt Heavy Description 113
Grunt Heavy 113
Grunt Laborer Description 114
Grunt Laborer 114
Grunt Major Description 114

Grunt Major 114
Grunt Minor Description 115
Grunt Minor 115
Suicide Grunt Description 116
Suicide Grunt 116
Jackal Non-player Characters 117
Jackal Crewmember Description 117
Ibie'shan Jackal Crewmember 117
Ruuhtian Jackal Crewmember 117
Jackal Major Description 118
Ibie'shan Jackal Major 118
Ruuhtian Jackal Major 118
Jackal Minor Description 120
Ibie'shan Jackal Minor 120
Ruuhtian Jackal Minor 120
Jackal Sniper Description 122
Ibie'shan Jackal Sniper 122
Ruuhtian Jackal Sniper 122
Skirmisher Non-player Characters 124
Skirmisher Major Description 124
Skirmisher Major 124
Skirmisher Minor Description 126
Skirmisher Minor 126
Skirmisher Murmillo Description 127
Skirmisher Murmillo 127
Covenant Creatures 128
Creature Specialty Weapons 128
Hunter Description 129
Hunter 129
Engineer Description 131
Engineer 131
Covenant Piloted Vehicles 133

Banshee Description 133
Banshee, Sangheili 133
Banshee, Jiralhanae 133
Chopper Description 134
Chopper, Jiralhanae 134
Ghost Description 135
Ghost, Sangheili 135
Ghost, Jiralhanae 135
Phantom Description 136
Phantom, Sangheili 136
Phantom, Jiralhanae 136
Prowler Description 138
Prowler, Jiralhanae 138
Shade Turret Description 139
Shade Turret 139
Spectre Description 140
Spectre, Sangheili 140
Spirit Description 141
Spirit, Sangheili 141
Spirit, Jiralhanae 141
Wraith Description 142
Wraith, Sangheili 142
Wraith, Jiralhanae 142
Special Thanks 144

Chapter 1: Creating a Covenant Character

Character Creation Basics

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

Characteristic Points

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

The character power level is a gauge on how exceptional the character is compared to others of their species. Most games of Halo are played at heroic tier gameplay, and therefore the players in the campaign play at heroic power level. Some Game Masters could choose to instead have their games be active at higher play levels, such as Advanced or Epic power levels. Note that all players in a Halo campaign should be playing at the same power level to enforce fair play.

Character Power Level	Starting Characteristic Points	Characteristic Points per Level
Heroic	25	4
Advanced Heroic	32	5
Epic Heroic	40	6

Character Creation Package

Step 1: Chose a game power level (Heroic, Advanced Heroic, or Epic Heroic) to determine your number of characteristic points, both at character creation and on level up.
Step 2: Purchase a race. Four possible races are listed here.
Step 3: Determine your background or subrace, depending on your chosen race. Not all races have one.
Step 4: Choose a specialization for your character.
Step 5: Spend remaining characteristic points.
Step 6: Chose your equipment from your starting credits and requisition
Step 7: If you have squad points, customize your player's squad.
Step 8: Finalize character name and backstory, as well as defining all your character's statistics.

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

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

Sangheili 'Elites'

Characteristic Points: 15
Ability Score: 4 Strength, 3 Instinct, 3 Agility, 4 Fortitude, 3 Intelligence, 2 Willpower

Challenge Accepted: Elites are a proud people and aggression is countered with greater aggression. When they are attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. This is subject to the normal limit on opportunity attacks each turn.

Tactical Step: Elites have a long history of military training and performing advanced tactical maneuvers. An elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move. Finally, elites gain +1 movement speed.

Energy Shield Training: Elites practice extensively with utilizing energy shielding. Their energy shields gain +5 shield pool and +1 shield armor for every point of the defensive training skill they possess.

Warrior Legacy: Elites have a calling on the battlefield and have a long history of training for war. They gain their ½ instinct as a bonus to damage with ranged weapons.

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

Military Authority: Elites are mighty soldiers who have an esteemed place amongst the Covenant military. They possess good requisition value to determine their gear. They can also call in tactical support. They have an average command value, giving them command points equal to their intelligence + ½ their ranks in tactics. Finally, they have some capacity to form squads around them. They have a poor leadership value, giving them squad points equal to ½ their ranks of leadership plus ½ their level. Their squads can have both Grunt and Jackal members. Starting at level 8, they can also have Elites in their squadrons.

Maximum Threat: Elites are noteworthy threats. Every elite count as a High threat enemy, meaning they count as two characters instead of 1 for determining experience. Therefore, a party of two elites would count as 4 characters for splitting experience.

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

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

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

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

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

Blur

Jiralhanae 'Brutes'

Characteristic Points: 16
Ability Score: 6 Strength, 2 Instinct, 3 Agility, 5 Fortitude, 2 Intelligence, 3 Willpower

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

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain an extra bonus to accuracy and damage with melee attacks equal to their strength. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience trait are tripled. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for a number of rounds equal to 1+ ½ their fortitude and cannot be ended voluntarily. It is usable once per encounter.

Thick Skin: Brutes have naturally thick skin and resilient frames. They gain +2 damage resistance and add their ½ their strength to their damage threshold.

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

Military Authority: Brutes are great warriors that rely more heavily on personal prowess than an organized command structure. They possess good requisition value to determine their gear. They can also call in tactical support. They have a poor command value, giving them command points equal to ½ their ranks in tactics. Finally, they have some capacity to form squads around them. They have a poor leadership value, giving them squad points equal to ½ their ranks of leadership plus ½ their level. Their squads can have both Grunt and Jackal members. Starting at level 8, they can also have Brutes in their squadrons.

Maximum Threat: Brutes are noteworthy threats. Every brute count as a High threat enemy, meaning they count as two characters instead of 1 for determining experience. Therefore, a party of two brutes would count as 4 characters for splitting experience.

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

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

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

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

Unggoy 'Grunts'

Characteristic Points: 8
Ability Score: 2 Strength, 3 Instinct, 2 Agility, 2 Fortitude, 2 Intelligence, 1 Willpower

Grunt Mob: Unggoy may be weak and cowardly, but they make up for that with strength in numbers. Unggoy have an excellent leadership value, giving them squad points equal to 3x their ranks of leadership plus 3x their level. Their squads can only be made of members of the Grunt race. However, grunts can have 2 additional squad members in their unit, bringing them to a maximum of 5 without any other modifiers.

Pack Tactics: Squads made up entirely of grunts gain +2 accuracy for every grunt assisting with an attack, instead of the standard +1. The grunt leader of a squad gains advantage on leadership checks to rally or apply a combat augmentation. Finally, Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat. Therefore, a mob of four grunts would start an encounter with 3 morale markers.

Mob Formation: Instead of suffering a penalty to defense for every grunt in the squad, a grunt led squad gains +1 defense for every grunt in the squad beyond the leader.

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

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

Military Authority: Grunts are low ranked amongst the Covenant with very little command authority or clearance. They possess average requisition value to determine their gear. They can also call in tactical support, although they are not given much permission. They have a poor command value, giving them command points equal to ½ their ranks in tactics.

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

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

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

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

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

Kig-Yar 'Jackals'

Characteristic Points: 9
Ability Score: 2 Strength, 3 Instinct, 3 Agility, 2 Fortitude, 2 Intelligence, 2 Willpower

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

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

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

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

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

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

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

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

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

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

Kig-Yar Subraces

Ruuhtian Jackal

Characteristic Points: 4
Ability Score: +1 instinct
Special Ability (Precision Operatives): The jackal increases the range increment of all ranged weapons by 1. Therefore, a medium ranged weapon would have long range instead. In addition, they gain +2 accuracy at targets within short range.
Special Ability (Extra Senses): The jackal can spend a move action to make a detector action against nearby enemies. This has a range equal to twice their instinct.
Description: Ruuhtian jackals are the most common of their species, originating on the largest contingent on their home world. Ruuhtian jackals have long, narrow snouts that resemble beaks. They have narrow bodies and flexible quills on their heads and forearms. Ruuhtian jackals have keen eye sight and precision senses, that makes them excellent snipers, hunters, and thieves.

Ibie'shan Jackal

Characteristic Points: 4
Ability Score: +1 strength
Special Ability (Precision Operatives): The jackal increases the range increment of all ranged weapons by 1. Therefore, a medium ranged weapon would have long range instead. In addition, they gain +2 accuracy at targets within short range.
Special Ability (Toughened Frame): The jackal has a heavier body structure that gives them extra toughness. These jackals have an additional +10 maximum hit points and gain +1 extra hit point per point of durability.
Description: Ibie'shan jackals are the most primordial and bestial of all jackals. They have shorter, thicker snouts, heavy bodies, and an underbite. They are less common than Ruuhtian jackals, but serve a similar purpose in the Covenant, as snipers and shield-bearers.

T'vaoan Jackal Skirmisher

Characteristic Points: 6
Ability Score: +1 agility
Special Ability (Unnatural Speed): The jackal gains +2 movement speed. They gain the Leap talent for free, except they can leap squares equal to their full strength +2. This allows them to make exceptional vertical and horizontal leaps. If they perform a leap action and land somewhere out of sight, they gain the Hidden condition.
Special Ability (Skirmisher Strike): Performing an action move does not break the sneaking condition while hidden.
Special Ability (Extra Senses): The jackal can spend a move action to make a detector action against nearby enemies. This has a range equal to twice their instinct.
Special Ability (Toughened Frame): The jackal has a heavier body structure that gives them extra toughness. These jackals have an additional +10 maximum hit points and gain +1 extra hit point per point of durability.
Special Ability (Lone Operative): Unlike other jackals, skirmishers are intended to act and fight on their own. Most of them prefer it that way, prizing their personal attributes over the help of others. T'voan jackals do not gain squad points and cannot chose their own units.
Description: To'vaoan jackals, known amongst humans as skirmishers, are an exceptionally powerful breed of Kig-Yar that originated from an asteroid colony. They are the most bird-like of all Kig-Yar, with feathers, sharp claws, and snouts that closely resemble beaks. Skirmishers have exceptional physical attributes, capable of leaping, sprinting, and hiding remarkably well. They are the rarest strain of their race as well. Because of their exceptional attributes and rarity, skirmishers typically act as solo operatives, functioning as spies, ambushers, guerilla combatants, and assassins.

~Ruuhtian Jackal (top left) ***~T'vaoan Jackal (top center)*** ***~Ibie'shan Jackal (top right)***

Specializations

Aerial Vehicle Expert Theme

Theme Skill Focuses: Defensive Training, Pilot, Ranged

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

Basic Specialization: Pilot

Ability Score: +1 Agility
Talent: Defensive Fighting
Special Ability (Evasive Maneuvers): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, any vehicle their pilot gains +3 defense.

Advanced Specialization: Superiority Fighter

Special Ability (Dog Fighter): When an enemy makes a target lock against a vehicle this character is piloting, they pilot can try to break the target lock. They make an opposed pilot check against the attacker making a target lock. If they succeed, the target lock is broken. If they fail, the target lock is applied as normal. In addition, while the character is in aerial vehicle, they gain +2 accuracy and defense against other aerial vehicles.

Master Specialization: Commodore

Ability Score: +1 Instinct
Special Ability (Ship Commander): If the character is piloting or commanding a vehicle, that vehicle deals +1 power rating of damage with all weapons. In addition, at the start of each turn, vehicles the character is piloting gains temporary hit points equal to their Instinct + Intelligence ability score. These temporary hit points are not cumulative and instead refresh every round.

Armored Infantry Theme

Theme Skill Focuses: Defensive Training, Durability, Endurance

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

Basic Specialization: Hardened Soldier

Ability Score: +1 Fortitude
Talent: Resistant
Special Ability (Hard to Hurt): When wearing armor, the character gains bonus damage resistance equal to the armor's resistance rating.

Advanced Specialization: Armor Specialist

Special Ability (Advanced Armor Training): The character reduces the defense penalty of armor they wear by half.

Master Specialization: Heavy Armored Combatant

Ability Score: +1 Fortitude
Special Ability (Living Tank): The character count's the resistance rating of whatever armor they are wearing as 2 higher. For example, heavy armor they wear would have a resistance rating of +5. Furthermore, when wearing armor, the character adds their armor's modified resistance rating to their toughness and damage threshold.

Battlefield Engineer Theme

Theme Skill Focuses: Computers, Science, Tactics

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

Basic Specialization: Tinker

Ability Score: +1 Intelligence
Talent: Sabotage
Special Ability (Basic Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Basic Science Tricks and can spend 100 credits to build a battlefield gadget. Rules on science tricks can be found in Chapter 8 of the Core Rulebook.

Advanced Specialization: Engineer

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

Master Specialization: Mechanist

Ability Score: +1 Intelligence
Special Ability (Master Science Tricks): The character can has learned to create modular technological devices that can be modified on the fly to replicate different effects. They gain access to Master Science Tricks and can spend 10,000 credits to build a war engine. Rules on science tricks can be found in Chapter 8 of the Core Rulebook.

Brawler Theme

Theme Skill Focuses: Athletics, Durability, Melee

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

Basic Specialization: Bruiser

Ability Score: +1 Strength
Talent: Power Strike
Special Ability (Smashing Blow): When the character makes use the heavy strike action with a melee attack, the attack gains bonus accuracy and penetration equal to ½ their strength.

Advanced Specialization: Basher

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

Master Specialization: Warmonger

Ability Score: +1 Strength
Special Ability (Savage Combat): The character can spend a move action to make a standard action attack, if it is with a melee weapon. This is in addition to making a standard action attack in the same round. This second attack benefits from performing a Heavy Strike combat behavior, if the character performed that action, and does not suffer dual-wielding penalties for making a second attack.

Computer Expert Theme

Theme Skill Focuses: Computer, Science, Stealth

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

Basic Specialization: Cyber Infiltrator

Ability Score: +1 Intelligence
Talent: Professional Hacker
Special Ability (Spike): When the character is the attacker in a computer battle, they gain +5 to computer skill checks and computer offense on their first round of offensive programs versus the target computer.

Advanced Specialization: Hacker

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

Master Specialization: Digital Saboteur

Ability Score: +1 Intelligence
Special Ability (Crippling Code): Any damage the character deals to the enemy's core integrity is increased by 50%.

Dual-Wielding Theme

Theme Skill Focuses: Acrobatics, Melee, Ranged

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

Basic Specialization: Dual-Wielding Enforcer

Ability Score: +1 Agility
Talent: Dual-Weapon Skill
Special Ability (Dominant Hand): When the character attacks while dual-wielding, pick one of their weapons they are attacking with. That weapon gains +5 accuracy.

Advanced Specialization: Dual-Wielding Expert

Special Ability (Combined Fire): When the character is dual-wielding, firing both weapons at the same target, and both attacks hit, both weapon attacks gain +3 penetration and rending. If the character is a spartan, this benefit increases to +5 penetration and rending. If the character is an elite or brute, they can dual-wield energy swords. If the character is any other race, they can dual-wield Compact weapon as if they were giant size.

Master Specialization: Battle Master

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

Guardian Theme

Theme Skill Focuses: Defense Training, Durability, Endurance

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

Basic Specialization: Guardian

Ability Score: +1 Fortitude
Talent: Resistant
Special Ability (Living Shield): The character always tries to attract enemy fire from their allies as a minor action. Enemies gain a -5 penalty to attack the character's allies when they can attack this character (or their unit) instead. Allies must be within 6 squares of this character or their unit to receive this benefit. This does not stack with a taunt action.

Advanced Specialization: Protector

Special Ability (Stalwart): The character gains +2 damage threshold and gains bonus hit points equal to twice their strength score. They also gain advantage on influence tests to taunt.

Master Specialization: Hero

Ability Score: +1 Fortitude
Special Ability (Heroic Fortitude): When the character suffers a crippling wound, they gain temporary hit points equal to their Strength + Fortitude. In addition, all allies within 6 squares of them gain +2 defense while this character is standing and not debilitated.

Gunner Theme

Theme Skill Focuses: Perception, Ranged, Tactics

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

Basic Specialization: Supporting Gunner

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

Advanced Specialization: Heavy Gunner

Special Ability (Focus Fire): When the character is making an automatic burst attack, of any kind except suppressing fire, they gain bonus hailfire against the primary target. Their attack gains Hailfire (+1) for every 4 points of attack overage they secure on the attack.

Master Specialization: Walking Artillery

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

Intellectual Theme

Theme Skill Focuses: Computers, Medicine, Science

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

Basic Specialization: Academic

Ability Score: +1 Intelligence
Talent: Smart Shot
Special Ability (Intellectual Solution): The character can use science to solve common problems in unique ways. By making a DC 20 Science check, the character can allow a skill or combat action to be performed in a unique manner. For example, a science check can be used to allow the character to ricochet a bullet off a wall and hit a target behind cover, applying a -5 penalty. What applications are proper use of this ability is GM's discretion. A player should not spend too much game time thinking of creative uses of this power.

Advanced Specialization: Scientist

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

Master Specialization: Prodigy

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

Leader Theme

Theme Skill Focuses: Leadership, Medicine, Tactics

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

Basic Specialization: Squad Commander

Ability Score: +1 Willpower
Talent: Inspirational Presence
Special Ability (Inspired Comeback): When commanding a unit, the character can spend a morale point to make a DC 15 leadership check. If they succeed, they restore 1 life to one troop. For every 10 points that they exceed the DC, they can restore 1 additional life. They also gain +2 squad points for designing their squad.

Advanced Specialization: Military Commander

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

Master Specialization: General

Ability Score: +1 Willpower
Special Ability (Strategic Mastery): When commanding a unit of at least 5 squad members, your squad gains +3 defense and accuracy. In addition, once per round when a trooper in your unit would drop or be killed, you may make a tactical gambit as a free action, spending two morale to make a dc 20 tactics check. If you succeed the gambit then instead of the squad member dropping, they are instead restored to full life and have their gear refreshed. Finally, you gain +1 maximum squad member in your unit.

Medic Theme

Theme Skill Focuses: Defensive Training, Medicine, Ranged

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

Basic Specialization: Medic

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

Advanced Specialization: Doctor

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

Master Specialization: Savior

Ability Score: +1 Intelligence
Special Ability (Back from Death's Door): When this character uses first aid on a target, that target gains regeneration equal to the savior's intelligence score for 3 rounds. In addition, healed targets also gain temporary hit points equal to the savior's medicine skill ranks.

Negotiator Theme

Theme Skill Focuses: Influence, Medicine, Mental Training

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

Basic Specialization: Personality

Ability Score: +1 Willpower
Talent: Dissuade
Special Ability (Memorable Speaker): Whenever the character uses a combat influence, they can affect one additional target with their combat influence attempts. This extra target is affected by the same influence action using the same check result.

Advanced Specialization: Diplomat

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

Master Specialization: Icon

Ability Score: +1 Willpower
Special Ability (Overwhelming Degradation): The character's psychological impact on others is devastating. Succeed or fail, targets of the character's combat influence attempts lose a morale level and are staggered. In addition, if the character succeeds a demoralize influence attempt on a target at negative morale, the target is stunned. A target cannot be stunned or staggered two turns in a row by this ability.

Scout Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Stealth

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

Basic Specialization: Infiltrator

Ability Score: +1 Agility
Talent: Sneak Attack
Special Ability (Hide in Plain Sight): The character can make stealth checks to hide in combat, even while inside an enemy's line of sight.

Advanced Specialization: Recon Infantry

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

Master Specialization: Assassin

Ability Score: +1 Agility
Special Ability (Slayer in the Dark): The character gains +2 rending with all weapon attacks. In addition, the character deals +5 damage with all attacks against targets that are at Negative Morale or are unaware of them. Finally, the assassin deals +20 damage with all attacks against targets that are unconscious, helpless, immobilized, stunned, or at -5 morale.

Skirmisher Theme

Theme Skill Focuses: Acrobatics, Defensive Training, Ranged

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

Basic Specialization: Skirmisher

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

Advanced Specialization: Guerilla Fighter

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

Master Specialization: Insurgent

Ability Score: +1 Agility
Special Ability (Rapid Reaction): The insurgent gain +3 accuracy and defense if they move at least 1 square on their turn. They gain this benefit only while they are outside a unit, or if the entire unit has this rule. In addition, they can make a bob and weave actions as a free action in any turn that they action move. Finally, they can shift as a minor action once per turn.

Sniper Theme

Theme Skill Focuses: Perception, Ranged, Stealth

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

Basic Specialization: Sniper

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

Advanced Specialization: Sharpshooter

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

Master Specialization: Precision Killer

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

Survivalist Theme

Theme Skill Focuses: Durability, Endurance, Survival

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

Basic Specialization: War Survivor

Ability Score: +1 Fortitude
Talent: Hardened Survivalist
Special Ability (Relentless): Whenever the character would be dealt an ongoing crippling wound effect, he can roll a d20. If the result is 12 or higher, the attack is a normal hit, not a crippling wound. If the attack is dealing multiple crippling points, the character must roll for each separate crippling point.

Advanced Specialization: Battle Born

Special Ability (Unyielding Combatant): The character gains bonus maximum hit points equal to twice their level.

Master Specialization: Immortal

Ability Score: +1 Strength
Special Ability (Back in the Fight): The character adds their strength to damage threshold. In addition, they can perform a Second Wind action as a standard action. Doing so spends one of the character's healing thresholds, but they instantly recovers hit points equal to 5x their fortitude.

Tactical Coordinator Expert Theme

Theme Skill Focuses: Defensive Training, Science, Tactics

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

Basic Specialization: Tactician

Ability Score: +1 Intelligence
Talent: Close Combat Shot
Special Ability (Effective Orders): At the end of any encounter that the character spent command points, they regain 1 command point, +1 command point for every 4 points of tactics.

Advanced Specialization: Field Officer

Special Ability (Master Plan): When the character orders a command call down effect, they can instantly make a second command call down of equal cost or less. The cost of the first effects is increased by half the cost of the second command.

Master Specialization: Master of Ordinance

Ability Score: +1 Instinct
Special Ability (Precision Bombardment): When the character makes a command order that involves an artillery strike, the attack gains +5 accuracy and arrives in half the normal time. In addition, the character gains +5 command points.

Terrestrial Vehicle Expert Theme

Theme Skill Focuses: Melee, Pilot, Ranged

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

Basic Specialization: Steersman

Ability Score: +1 Agility
Talent: Weapon Mastery (ranged)
Special Ability (Clever Steering): The character counts their pilot skill as 2 higher for meeting the training requirements of vehicles. In addition, they gain twice the normal bonus defense for moving faster than their opponent and suffer half the normal accuracy penalty when firing at an opponent moving slower than them.

Advanced Specialization: Tank Commander

Special Ability (Hull Deflection): Any vehicle the player pilots gains +5 damage resistance and damage threshold.

Master Specialization: Destroyer

Ability Score: +1 Instinct
Special Ability (Barrage): The character gains +10 penetration with all vehicle weapons and stationary gun turrets. In addition, any vehicle weapons or stationary gun turrets with the burst trait gains +1 burst area.

Unarmed Combat Theme

Theme Skill Focuses: Defensive Training, Melee, Mental Training

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

Basic Specialization: Unarmed Combat Expert

Ability Score: +1 Strength
Talent: Martial Arts Unarmed Combat Training
Special Ability (Fist of Fury): When the character is making an unarmed attack, they gain deal 2 points of damage for every attack overage they score.

Advanced Specialization: Monk

Special Ability (Flurry of Blows): The character's unarmed attacks gain Hailfire (1) and Cleaving (1).

Master Specialization: Master of the Fist

Ability Score: +1 Agility
Special Ability (Perfect Form): The character's gains +2 damage, penetration, and rending with unarmed attacks. If they perform an unarmed attack in the same turn, they perform a Bob and Weave action, the bonus defense from Bobbing and Weaving doubles.

Veteran Theme

Theme Skill Focuses: Defense Training, Mental Training, Tactics

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

Basic Specialization: Warrior

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

Advanced Specialization: Master of Arms

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

Master Specialization: Special Forces

Ability Score: +1 Instinct
Special Ability (Tactical Precision): The character adds ½ their instinct to penetration with all attacks. Furthermore, when they activate a tactics combat augmentation, they gain the benefit of 3 different tactics at once. All three tactics are activated by the same dice roll result and last for the same number of rounds (equal to instinct).

Spending Leftover Characteristic Point

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

Ability Scores

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

Talents

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

Skill Points

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

If you increase your intelligence, you gain more skills ranks based on how many characteristic points you have spent on skills in the past. Therefore, you should always have 2+ ½ your intelligence skill points for every skill purchase ever made.

Finishing Details

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

Starting Credits

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

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

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

Leveling Up Characters

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

-The character gains 4 characteristic points plus any bonus characteristic points they gain for their character tier. These characteristic points can be spent on increasing skills, ability scores, or talents.

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

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

'Banking' Characteristic Points

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

Recap: Building your Character's Statistics

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

Hit Points (for Medium-sized Characters)

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

Hit Points (for Giant-sized Characters)

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

Healing Threshold

5 + ½ Fortitude

Damage Threshold

16 + their Durability skill + Fortitude + size Bonus

Melee Accuracy

Melee skill + their weapon's accuracy bonus

Ranged Accuracy

Ranged skill + their weapon's accuracy bonus

Weapon Damage

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

Defense

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

Toughness

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

Resolve

10 + Mental Training skill + Willpower

Morale Bonus

½ their Mental Training + ½ Willpower

Damage Resistance

One-half Fortitude + Armor Bonus

Psionic Resistance

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

Move Speed

4 + one half Agility

Shift Speed

1 + one per 5 agility

Initiative

Instinct OR ranks in Tactics skill

Recap: Advancing Your Character

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

Spending Characteristic Points

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

Statistical Changes based on Ability Scores

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

Statistical Changes based on Prowess Skills

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

Chapter 2: Covenant Equipment

Covenant Equipment Basics

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

The economy in Halo is based around credits, uniform markers of currency. Different cultures use different minted forms of currency, but the principle and general value remains the same. Players may gain personal currency through their adventures, but most often they deal with requisition, an allowance of credits worth of equipment that they can purchase gear with. Requisition is an allowance by the hero's employer, usually the military body that they serve.

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

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

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

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

Upgrades are modifications that can be applied to weapons and armor to improve their functionality. Weapon upgrades include scopes, secondary weapons, and improving the firepower. Armor upgrades include additional plating, thrusters, advanced HUD, and tactical benefits.

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

Item Traits

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

Ammunition Display
Description: This weapon has a digital ammunition reader, which helps its user track ammo expenditure. When use for an automatic fire method, the attack only expends 8 bullets instead of 10. When used for a fully-automatic fire method, the weapon expends 16 bullet instead of 20.

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

Burst (X)
Description: When this weapon is used, it makes an attack against all targets within a burst area in size based on the value under the weapon description. Characters can make evade attempts as normal.

Charged Shot
Description: This weapon can be charged over multiple rounds. Charging the weapon is a standard action, and the weapon is fired as a standard action on the next round When fired, it gains +5 penetration, +20 damage, and ignores all shield armor. If it is not fired next turn, it overheats, loses all charges, and cannot fire on the next round.

Cleaving (X)
Description: This weapon has a burst area equal to the value next to the name, despite being a melee weapon. The attack hits all targets within the burst but otherwise treats this as a standard melee attack. The creature wielding the weapon can choose to omit squares from the area to avoid hitting itself or its allies.

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

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

Compact
Description: When used by a giant-sized character, such as a spartan, the weapon counts as a pistol instead of a rifle. If this is a two-handed melee weapon, it is only one-handed for giant-sized characters.

Concealable
Description: This weapon, even when equipped, is especially difficult to notice. It takes a DC 30 perception check while searching the target to notice the character is carrying the weapon.

Cone (X)
Description: When this weapon is fired, it affects all targets in a cone. The value by the trait shows how long the cone is, and at its end it is 1/2 the cone's length. Everything between the attacker's square and the squares at the end of the cone, even if there is only partial overlap, get a single attack made against them.

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

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

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

Digital Scope
Description: When aiming, this weapon gains a +4 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack 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 while aiming. 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.

Distinction
Description: This armor functions as a symbol of ceremony and status amongst their faction. Wearing this armor gives the character +2 to leadership checks and gives squad members +1 to attack rolls.

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

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

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

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

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

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

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

Fast Reload
Description: This weapon takes a minor action to reload.

Flames
Description: This weapon shoots flames as a projectile. It gives targets the Burning condition if the attack surpasses defense and toughness. Burning characters take 30 damage (penetration 5) at the start of each of their turns, and suffer a -5 penalty on all attacks, skill checks, and defenses. The burning condition can be removed as a move action by making a DC 15 acrobatics test. Otherwise, it can be removed as a full-round action without a check.

Flash
Description: This weapon can blind a character within the burst. This trait applies on a successful weapon attack versus toughness. If the weapon hits, struck targets are blinded for 3 rounds. Blinded characters automatically fail visual perception checks and suffer a -5 penalty to attack accuracy. They cannot perform spotter or detector actions, except through psionic means. They never gain attack overages with their attacks.

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; although they suffer normally from concealment. Characters can make evade attempts from grenade weapons.

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

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

Hidden

Description: These explosives can be hidden in areas of soft terrain (such as sand) or areas of difficult terrain. The character planting these explosives makes an Intelligence check +15, which becomes the DC for the perception check to see it.

Homing
Description: These projectiles track their target. Reduce any concealment or cover that the target has by one step against this weapon. Therefore, total concealment counts as concealment, or concealment is totally negated.

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

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

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

Needle Blast
Description: This weapon pins explosive spikes on the target, which explode a few seconds later. Make a note for every attack overage this weapon gains against a target. This can accumulate over multiple attacks. At the start of the targets next turn, they take damage equal to 3x the number of needle stacks that have accumulated against them. This damage ignores damage resistance. For example, if an attacker with a needler gains 4 attack overages against a target, and another attacker gains 3 attack overages against them, then the target has 7 stacks of needles on them. At the start of their next turn, they suffer 21 damage that ignores damage resistance and all needle stacks are lost.

Overheat
Description: If this weapon is fired two or more turns in a row, roll a d20 after attacking with the weapon. On a 14+ the weapon overheats and cannot be fired on the next turn.

Oxygen Supply
Description: This armor supplies oxygen to its user. It has 1 hour of oxygen stored within the armor, that can be refilled at air stations or exposure to fresh oxygen.

Penetration (X)
Description: A weapon with this trait has a base penetration value equal to the value next to this trait. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Piercing
Description: This weapon ignores all damage resistance.

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

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

Powerhouse Weapon
Description: This melee weapon is very dependent on the user's strength for effectiveness. The weapon does not add half the user's strength to damage. Instead, it gains +5 base damage per point of strength the user possesses.

Racial Exclusive (X)
Description: This item is only used by a single race. The variable of this trait is the race that uses it. Only the selected race can purchase or use this item.

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

Radiation Shielding
Description: The wearer of this armor is immune to the penalties and damage dealt by radiation.

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

Rending (X)
Description: A weapon with this trait has a base rending value equal to the value next to this trait. Rending reduces their target's damage threshold against the attack. In some occasions, this weapon will only apply against Biological targets or Constructs. If this is the case, it will be noted in the weapon's value.

Rocket

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). One a 11-20, or automatically if it is an airborne target, the rocket keeps going, making the same attack at the next target in line at -2 penalty. It continues to make attacks against targets until it strikes a target, the ground, terrain, or flies off harmlessly.

Scope
Description: When aiming, this weapon gains a +3 accuracy bonus instead of +2. Also, while aiming with the scope, the attacker's maximum attack overage is double their Instinct as long as they are only firing a single shot. These bonuses do not function on an action move. Finally, the scope can be used as a standard action to perform spotter action.

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

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 (2) weapon trait. When fired at medium range, the weapon gains the Hailfire (1) weapon trait.

Sticky Grenade
Description: This grenade can stick to targets, causing great devastation when thrown. Doing so requires aiming, attacking the primary target with the grenade, and gaining at least 4 attack overages against them. If so, the grenade sticks to the target. The target cannot evade against the grenade if it sticks to them. In addition, when the grenade explodes, it gains Penetration (+5) and Hailfire (+2) against them.

Stun
Description: If an attack with this weapon breaks either the target's defense or toughness, they are staggered for 1 round. Staggered characters can only perform a standard action on their turn. If it beats both their defense and toughness, they are stunned for 1 round. Stunned characters cannot perform any actions on their turn. The weapon must deal at least 1 point of damage.

Throwing
Description: This weapon can be thrown as a ranged weapon with the attack made at short range. If thrown, the weapon lands in the square of the target, hit or miss.

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

Triple-linked
Description: This weapon has two additional barrels, and whenever the trigger is pulled, a projectile is launched from all three barrels. Whenever the user makes an attack, two extra shots are fired at that target. As long as the character does not aim on their turn, a triple-linked weapon gains the Hailfire (2) special rule. The weapon uses three times as much ammunition for each attack.

Twin-linked
Description: This weapon has an additional barrel, and whenever the trigger is pulled, a projectile is launched from both barrels. Whenever the user makes an attack, an additional shot is fired at that target. As long as the character does not aim on their turn, a twin-linked weapon gains the Hailfire (1) special rule. The weapon uses twice as much ammunition for each attack.

Unarmed
Description: This is an attack with the body of the character such as a kick or punch. Unarmed weapons benefit from any talent that increases unarmed effectiveness. Furthermore, a character is always considered to be armed with an unarmed weapon, and they can dual-wield using unarmed as a secondary attack even if the primary attack is also unarmed. This has all of the normal penalties for dual-wielding attack.

Unstable Explosion
Description: When the character rolls a jam or dud on an attack roll with this weapon, it explodes prematurely. The blast is centered on the character. When the character rolls a natural 1 on an attack roll with this weapon, it has double the area effect.

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

Covenant Weapons

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

Cost

The cost is how many credits a weapon costs to requisition or purchase.

Accuracy

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

Damage

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

Rate of Fire

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

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

See the Encounter Rules chapter for the details of different automatic fire methods.

Range

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

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

Shots

The shots are how many times this weapon can be fired before it needs to reload. Shots also shows what type of ammunition the weapon uses.

Power Rating

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

Pistols

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

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Mauler	15	Short	+0	Slow	5	3,000
Needler	14	Medium	+4	Fast	20	2,000
Plasma Pistol	15	Medium	+0	Fast	200	1,500

Mauler

One-handed Pistol
Base Cost: 3,000 credits
Damage: 15 **Accuracy:** +0
RoF: Slow **Range:** Short
Shots: 5 mauler bolts **Power Rating:** +3 **Weight:** 7 lbs.
Special Traits: Spread, Close Quarters, Bladed, Racial Focus (Brute)
Description: The Type-52 Pistol, or mauler, is a jiralhanae sidearm. This weapon was designed by brutes before they were indoctrinated into the Covenant. Like all Jiralhanae weapons, it is simple, brutish and powerful. It is essentially a handheld shotgun with an attached blade for bashing foes. It makes an excellent close combat weapon for brutes.

Needler

One-handed Pistol
Base Cost: 2,000 credits
Damage: 14 **Accuracy:** +4
RoF: Fast **Range:** Medium
Shots: 20 Needles **Power Rating:** +3 **Weight:** 8 lbs.
Special Traits: Needle Blast, Homing
Description: The Needler, or Type-33 Guide Munitions Launcher, is an advanced pistol that fires crystalline explosive needles that track their targets heat signature. Once they hit their target, they stick to them and explode a few second afterwards. Needlers lack armor penetration with their initial blast but when the needles explode, they can do considerable damage, even to a Spartan. The more needles that stick into a target, the more damage they do when they explode.

Plasma Pistol

One-handed Pistol
Base Cost: 1,500 credits
Damage: 15 **Accuracy:** +0
RoF: Fast **Range:** Medium
Shots: 200 shots from 1 battery **Power Rating:** +3 **Weight:** 7 lbs.
Special Traits: Penetration (3), Plasma, Charged Shot, Overheat
Description: The Type-25 Directed Energy Pistol, or plasma pistol, is the most common and easy to find Covenant weapon and therefore one of the most common weapons in the universe. These pistols are the mainline weapons of most lesser Covenant races and the chosen sidearms of most elites. Plasma pistols fire directed blasts of plasma that are very effective against energy shields and can be overcharged for additional firepower.

~Mauler (top left) *~Plasma Pistol (bottom)* *~Needler (top right)*

Rifles

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

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Beam Rifle	30	Distant	+2	Slow	10	15,000
Carbine	19	Long	+1	Fast	18	4,000
Concussion Rifle	30	Short	+1	Slow	6	12,500
Needle Rifle	21	Long	+4	Fast	21	6,000
Plasma Repeater	18	Medium	+0	Fully Automatic	200	7,500
Plasma Rifle	15	Medium	+0	Automatic	400	3,000
Spiker	16	Short	+1	Automatic	40	3,000
Storm Rifle	17	Medium	+1	Automatic	200	5,000

Beam Rifle

Two-handed Rifle
Base Cost: 15,000 credits
Damage: 30 **Accuracy:** +2
RoF: Slow **Range:** Distant
Shots: 10 shots from 1 battery **Power Rating:** +5 **Weight:** 40 lbs.
Special Traits: Penetration (20), Digital Scope
Description: The Type-27 Special Application Sniper Rifle, or beam rifle, is the Covenant's equivalent to a sniper rifle. Instead of firing a large bullet, it uses a battery to charge an accelerated beam of ionized gas. The beam rifle has incredible penetration and killing power, useful at sniping heavy infantry and light vehicles. It is most often used by the Kig-Yar snipers.

Carbine

Two-handed Rifle
Base Cost: 4,000 credits
Damage: 19 **Accuracy:** +1
RoF: Fast **Range:** Long
Shots: 18 carbine slugs **Power Rating:** +4 **Weight:** 15 lbs.
Special Traits: Penetration (4), Digital Scope
Description: The Type-51 Carbine is a battle rifle that uses radioactive slugs instead of battery charges. It Is a primary mid-range weapon that finds use in the hands of all the Covenant races. It possesses decent damage, penetration, accuracy, and range; it is a weapon that is a master of nothing but good at everything. It is sometimes used as a marksman rifle in addition to a battle rifle.

Concussion Rifle

Two-handed Rifle
Base Cost: 12,500 credits
Damage: 30 **Accuracy:** +1
RoF: Slow **Range:** Short
Shots: 6 concussive charges **Power Rating:** +5 **Weight:** 30 lbs.
Special Traits: Penetration (10), Burst (1), Plasma, Concussive Blast, Long Reload
Description: The Type-50 Directed Energy Rifle/Heavy, or concussive rifle, is a close ranged ordinance weapon designed to break enemy ranks. Its explosive, plasma charges hit with considerable impact that toss foes around as well as brutally harming them. Its downside is its short range and being less efficient against vehicles.

Needle Rifle

Two-handed Rifle
Base Cost: 6,000 credits
Damage: 21 **Accuracy:** +4
RoF: Fast **Range**: Long
Shots: 21 Needles **Power Rating**: +3 **Weight:** 17 lbs.
Special Traits: Needle Blast, Digital Scope
Description: The Type-31 Needle Rifle is a precision weapon that serves as an upgraded version of the common needler. While it lacks the homing capabilities of the needler, it has greater range and striking power. Like all needle weapons, the needle rifle pins its targets with explosive blamite shards, which can deal considerable damage once they explode.

Plasma Repeater

Two-handed Rifle
Base Cost: 7,500 credits
Damage: 18 **Accuracy:** +0
RoF: Fully Automatic **Range:** Medium
Shots: 200 shots from 1 battery **Power Rating:** +3 **Weight:** 25 lbs.
Special Traits: Penetration (5), Plasma, Recoil, Scope
Description: The Type-51 Directed Energy Rifle/Improved is a variant of the common plasma rifle that possess greater stopping power and a higher rate of fire. More powerful than a common plasma rifle, the plasma repeater also does not overheat quite as easily. Its downsides are the inefficient power drain and that it loses speed and accuracy the longer it is fired, causing an effect akin to recoil.

~Beam Rifle

~Carbine

~Concussion Rifle

~Needle Rifle

~Plasma Repeater

~Plasma Rifle

~Spiker

~Storm Rifle

Plasma Rifle
Two-handed Rifle
Base Cost: 3,000 credits
Damage: 15 **Accuracy:** +0
RoF: Automatic **Range:** Medium
Shots: 400 shots from 1 battery **Power Rating:** +3 **Weight:** 13 lbs.
Special Traits: Penetration (3), Plasma, Compact, Overheat
Description: The Type-25 Directed Energy Rifle was the mainline automatic rifle for the Covenant for millennia. The plasma rifle fires bolts of plasma at a high speed and is extremely effective at overloading energy shields and melting armor. Because of the weapons stout, compact design, it is frequently dual-wielded by elites and sometimes Spartans.

Spiker
Two-handed Rifle
Base Cost: 3,000 credits
Damage: 16 **Accuracy:** +1
RoF: Automatic **Range:** Short
Shots: 40 Spikes **Power Rating:** +3 **Weight:** 14 lbs.
Special Traits: Penetration (2), Rending (4), Compact, Bladed, Racial Focus (Brute)
Description: The spiker is a Jiralhanae favorite weapon that they often use instead of plasma rifles. The spike rifle is a short carbine that fires superheated metal spikes at an automatic rate of fire. These spikes leave gashing, brutal holes in their victims, and even support a mounted blade for stabbing opponents.

Storm Rifle
Two-handed Rifle
Base Cost: 5,000 credits
Damage: 17 **Accuracy:** +1
RoF: Automatic **Range:** Medium
Shots: 200 shots from 1 battery **Power Rating:** +3 **Weight:** 17 lbs.
Special Traits: Penetration (3), Plasma, Overheat
Description: The storm rifle is the successor of the classic plasma rifle. A longer, more accurate, deadlier weapon, it finds widespread use by various factions after the fall of the Covenant. While it is a more effective weapon, it has a less compact design and is more inefficient on ammunition.

Heavy Weapon

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

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Brute Shot	40	Medium	+1	Average	6	20,000
Fuel Rod Gun	60	Long	-1	Slow	5	30,000
Plasma Cannon	27	Long	+0	Fully Automatic	200	40,000

Brute Shot

Two-handed Heavy Weapon
Base Cost: 20,000 credits
Damage: 40 **Accuracy:** +1
RoF: Average **Range:** Long
Shots: 6 Brute Grenades **Power Rating:** +5 **Weight:** 42 lbs.
Special Traits: Penetration (10), Burst (2), Grenade, Bladed, Racial Focus (Brute)
Description: The Type-25 Grenade Launcher is a grenade launcher designed by the Jiralhanae. It is an anti-personnel explosive with a large blade at the front, capitalizing on the brute's violent nature. It fires specialty grenades that are belt fed from the top of the launcher. It is a useful weapon for targeting vehicles but is especially good at eliminating enemy squadrons.

Fuel Rod Gun

Two-handed Heavy Weapon
Base Cost: 30,000 credits
Damage: 60 **Accuracy:** -1
RoF: Slow **Range:** Medium
Shots: 5 fuel rods **Power Rating:** +10 **Weight:** 46 lbs.
Special Traits: Penetration (40), Burst (1), Long Reload
Description: The Type-33 Light Anti-Armor Weapon is a shoulder-fired mortar. It fires radioactive energy charges that cut clean through most heavy armor. It is the Covenant's most effective anti-armor weapon designed for infantry. The weapon is so effective that a longer ranged version, the fuel rod cannon, is mounted on many Covenant tanks and aircraft.

Plasma Cannon

Two-handed Heavy Weapon
Base Cost: 40,000 credits
Damage: 27 **Accuracy:** +0
RoF: Fully-Automatic **Range:** Long
Shots: 200 shots from 1 battery **Power Rating:** +4 **Weight:** 67 lbs.
Special Traits: Penetration (8), Heavy, Plasma
Description: The Type-52 Directd Energy Support Weapon is a fully-automatic plasma cannon. Similar to smaller weapons such as the plasma rifle or repeater, the plasma cannon has a greater rate of fire with even more powerful plasma charges. The plasma cannon is designed to drop waves of enemies while also burning through the hull of most vehicles. They are usually found mounted on a grav lift tri pod that comes with an internal power supply that gives it extra ammunition. When away from a mount, it does go through ammunition very quickly, but the devastation it causes is usually worth it.

~Brute Shot (top left) ***~Plasma Cannon on Mount (bottom)*** ***~Fuel Rod Gun (top right)***

Explosives

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

Weapon Name	Damage	Range	Accuracy	Cost
Antimatter Charge	70	Planted	1d20+12	15,000
Firebomb	20	Short	-2	1,000
Flash Grenade	---	Short	-2	250
Plasma Charge	60	Planted	-2 or 1d20+12	2,000
Plasma Grenade	40	Short	-2	500
Plasma Mine	40	Planted	1d20+8	500
Spike Grenade	40	Short	-4	1,000

Antimatter Charge

Planted Explosive
Base Cost: 15,000 credits
Damage: 70 **Accuracy:** 1d20+12
RoF: Planted **Range:** Planted
Shots: 1 (Consumable) **Power Rating:** +10 **Weight:** 3 lb.
Special Traits: Burst (10), Timed Explosion, Piercing, Planted Explosive, Destructible
Description: The localized antimatter charge is perhaps the most powerful planted explosives used by any race. Once an anti-matter charge detonates, it essentially disintegrates anything over a large radius. Even larger anti-matter charges are used to destroy space stations, flagships, and cities.

Firebomb

Thrown Explosive
Base Cost: 1,000 credits
Damage: 20 **Accuracy:** -2
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 0.5 lbs.
Special Traits: Burst (3), Hailfire (2), Flames, Grenade, Delay, Racial Focus (Brute)
Description: The firebomb is a Jiralhanae devised grenade that is filled with incendiary gel. Instead of a traditional explosion, the firebomb ignites and bathes the area in chemical fire. It is most effective at groups of light infantry. It has also been proven effective against the Flood.

Flash Grenade

Thrown Explosive
Base Cost: 250 credits
Damage: NA **Accuracy:** -2
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** NA **Weight:** 0.5 lbs.
Special Traits: Burst (2), Flash, Grenade, Delay
Description: The flash grenade, rather than dealing damage, blasts all targets within its area with a blast of sound and light. The result is a blinded and unaware opponent. This makes the flash grenade ideal for breaking enemy lines, as a blinded enemy cannot effectively fight back. Even if an opponent is only somewhat affected by the blast, the disorienting effect can very well lead to their death.

Plasma Charge

Thrown or Planted Explosive
Base Cost: 2,000 credits
Damage: 60 **Accuracy:** -2 or 1d20+12 when planted
RoF: Thrown **Range:** Short or Planted
Shots: 1 (Consumable) **Power Rating:** +10 **Weight:** 1 lb.
Special Traits: Burst (2), Penetration (15)j, Plasma, Unstable Explosion, Destructible, Timed Explosive
Description: Plasma Charges are explosives packed with a volatile plasma cell. They are used to breach bulkheads, doorways, and sometimes used to tear down structures. They are surgical implements, used for precision demolition instead of the mass destructive potential of an anti-matter charge.

Plasma Grenade

Thrown Explosive
Base Cost: 500 credits
Damage: 40 **Accuracy:** -2
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 0.5 lbs.
Special Traits: Burst (1), Penetration (5), Plasma, Sticky Grenade, Grenade, Delay
Description: The Type-1 Antipersonnel Grenade is the feared anti-infantry weapon of the Covenant. In addition to emitting a dangerous plasma charge, it is made of smart matter that allows it to stick to enemy targets. Once it does, the victim has a few brief moments to realize that they are tagged. Once it explodes, it deals devastating damage, particularly to the tagged target.

Plasma Mine

Planted Explosive
Base Cost: 500 credits
Damage: 40 **Accuracy:** 1d20+8
RoF: Planted **Range:** Planted
Shots: 1 (Consumable) **Power Rating**: +5 **Weight:** 0.5 lbs.
Special Traits: Burst (1), Penetration (10), Plasma, Land Mine, Planted Explosive, Destructible, Hidden
Description: The plasma mine is a planted explosive that is hidden from sight, waiting for a hapless victim to trigger it and be blown to pieces. Mines are generally planted in massive bunches, creating minefields that are all but impossible to traverse safely. Plasma mines create a small but powerful destructive force that bursts upwards from the ground, often vaporizing their prey before they realize what happened.

Spike Grenade

Thrown Explosive
Base Cost: 1,000 credits
Damage: 40 **Accuracy:** -4
RoF: Thrown **Range:** Short
Shots: 1 (Consumable) **Power Rating:** +5 **Weight:** 4 lbs.
Special Traits: Cone (3), Penetration (2), Rending (4), Hailfire (1), Sticky Grenade, Grenade, Delay, Racial Focus (Brute)
Description: The spike grenade is another Jiralhanae invention. Unlike most other Covenant explosives, it relies on a blast of shrapnel rather than an energy charge. When it explodes, it sends a cone of superheated flak in a single direction, often causing gruesome wounds and mayhem in close confines. This weapon is very unbalanced and difficult to use, however, and takes considerable practice to make full use out of its destructive potential.

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

Melee

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

Weapon Name	Damage	Range	Accuracy	Rate of Fire	Ammo	Cost
Combat Blade	20	Melee	+1	Fast	NA	750
Combat Knife	10	Melee	+1	Fast	NA	100
Energy Swords	30+	Melee	+2	Slow	100	15,000
Gravity Hammer	10+	Melee	+0	Slow	100	25,000
Pistol Whip	13	Melee	-2	Average	NA	---
Rifle Butt	19	Melee	-2	Slow	NA	---
Unarmed	7	Melee	+0	Fast	NA	---
Unarmed, Reinforced	10	Melee	+0	Fast	NA	100

Combat Blade

Two-handed Melee Weapon
Base Cost: 750 credits
Damage: 20 **Accuracy:** +1
RoF: Fast **Range:** Melee
Shots: NA **Power Rating:** +4 **Weight:** 4 lbs.
Special Traits: Compact, Defensive
Description: The combat blade is a close quarters weapon used by skilled soldiers. With the development of powered melee weapons, such as energy swords, combat blades are usually used as ceremonial or practice weapons by members of the Covenant. However, some extremely dedicated sangheili will carry a combat blade as a backup weapon.

Combat Knife

One-handed Melee Weapon
Base Cost: 100 credits
Damage: 10 **Accuracy:** +1
RoF: Fast **Range:** Melee or Thrown
Shots: NA **Power Rating:** +3 **Weight**: 0.5 lbs.
Special Traits: Throwing
Description: A typical last-resort close combat weapon, the combat knife is a small but dangerous blade instrument. While not ideal in heavy warfare, in close quarters having a knife can make the difference between life and death. The weapon is very versatile, able to hack, stab, or be thrown, and in the hands of a knife master, it can indeed be all someone ever needs.

Energy Sword

One-handed Melee Weapon
Base Cost: 15,000 credits
Damage: 30+ **Accuracy:** +2
RoF: Average **Range:** Melee
Shots: 100 shots from 1 battery **Power Rating**: +5 **Weight:** 5 lbs.
Special Traits: Dueling Weapon, Piercing, Plasma, Racial Focus (Elite)
Description: The energy sword is an ancient weapon of the Sangheili, a pure beam of cutting plasma that is designed to cut foes into pieces. These weapons are important to the sangheili, as they are much more than cutting instruments: they are signs of status within their culture. Swords are passed between bloodlines and losing a sword is a great dishonor. They are one of the most feared covenant weapons, especially in the hands of a master duelist.

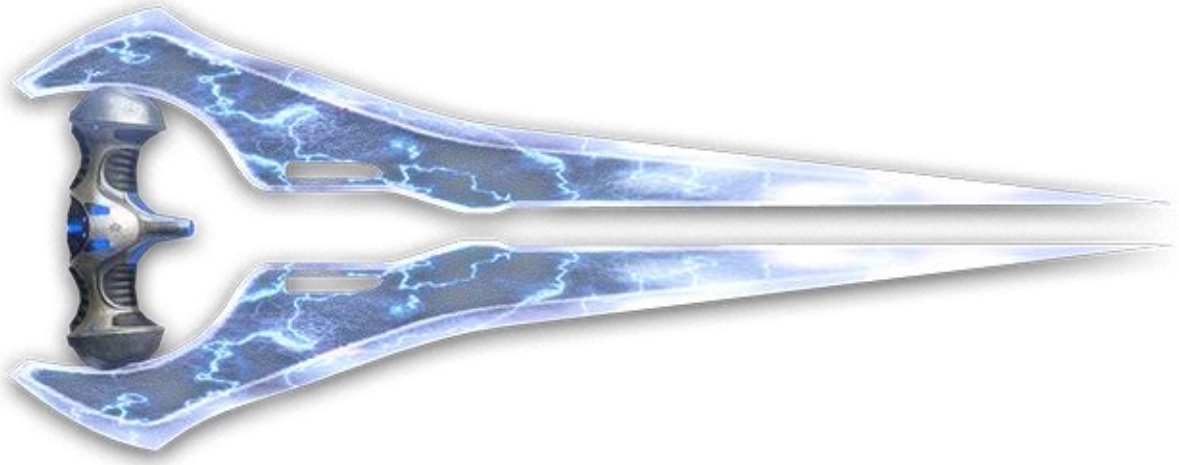
Gravity Hammer
Two-handed Melee Weapon
Base Cost: 25,000 credits
Damage: 10+ **Accuracy:** +5
RoF: Slow **Range:** Melee
Shots: 100 shots from 1 battery **Power Rating:** +5 **Weight:** 85 lbs.
Special Traits: Powerhouse Weapon, Cleaving (2), Penetration (20), Racial Focus (Brute)
Description: The gravity hammer is a favored weapon and symbol of status amongst the Jiralhanae chieftains. It is their traditional ceremonial hammers that have been used on Doisac for millennia, except it also has a massive gravity projector attached. This gravity projector creates a vortex that deals colossal damage over a large area when swung. The harder the weapon is swung, the larger of a gravitational disruption is created. As the Jiralhanae are creatures of great might, this is fitting.

Pistol Whip
One-handed Melee Weapon
Base Cost: NA
Damage: 13 **Accuracy:** -2
RoF: Average **Range:** Melee
Shots: NA **Power Rating:** +3 **Weight:** NA
Special Traits: None
Description: The pistol whip is simply using any pistol weapon to bash an opponent. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Rifle Butt
Two-handed Melee Weapon
Base Cost: NA
Damage: 19 **Accuracy:** -2
RoF: Slow **Range:** Melee
Shots: NA **Power Rating:** +3 **Weight:** NA
Special Traits: None
Description: The rifle butt is simply bashing someone with the backend of any rifle-class weapon. While it is generally better to simply shoot someone, this can be used as a last resort attack.

Unarmed
Unarmed Melee Attack
Base Cost: NA
Damage: 7 **Accuracy:** +0
RoF: Fast **Range:** Melee
Shots: NA **Power Rating:** +3 **Weight:** NA
Special Traits: Unarmed
Description: This is a typical unarmed attack by a humanoid. It includes punching, kicking, headbutting, and all other forms of attack. Most coverings for hands or feet do not affect damage.

Unarmed, Reinforced
Unarmed Melee Attack
Base Cost: 100
Damage: 10 **Accuracy:** +0
RoF: Fast **Range:** Melee
Shots: NA **Power Rating:** +3 **Weight:** NA
Special Traits: Unarmed, Concealed Weapon
Description: This is an unarmed attack of a character using some method to enhance their strikes, like using a pair of brass knuckles.



~Sangheili Energy Sword

~Jiralhanae Gravity Hammer

Ammunition

Ranged weapon require ammunition to be able to fire. Usually, ammunition is loaded into clips or magazines. As long as the character has enough ammunition to form the magazine size of a weapon, it is usually assumed they already have the ammunition in a loading device. As ammunition is bought individually, it is also assumed the ammunition is purchased pre-loaded. Purchased weapons do not come with ammunition; bullets must be purchased separately.

Most covenant weapons rely on battery packs rather than actual ammunition. Once a battery pack is inserted, it provides the weapon a number of shots based on the weapon's capacity. Therefore, only one battery must be purchased to fuel a weapon. Some weapons use battery charges more efficiently than others. A single battery must be purchased to give the weapon its select number of charges. Once the battery is removed from the weapon, any charges it had remaining are drained.

Ammunition	Ammunition Category	Cost (for 1)
Battery	Weaponized Battery	500
Brute Grenades	Brute Grenade	250
Carbine Slugs	Carbine Slugs	4
Concussive Charges	Concussive Charges	250
Fuel Rods	Fuel Rods	500
Mauler Bolts	Brute Rounds	5
Needles	Needles	12
Spikes	Brute Rounds	3

Ammunition Variants

Many ammunition types have variants. These variants can apply to any version of that type of ammunition. For example, any brute round ammunition can be replaced with penetrator rounds. The variant gives additional benefits and penalties onto the weapon that uses the weapon type. For example, a spiker using penetrator brute rounds gains +4 penetration.

Battery Variants

These variants can be applied to a weaponized battery used for a plasma weapon.

Ammunition Variant	Effects	Cost (for 1)
Unstable Battery	+4 Penetration	x10
Prototype Battery	+8 Penetration	x100
High-Efficiency Battery	+100% shot capacity	x5
Sacred Battery	+200% shot capacity	x50
Forerunner Cell	+4 Penetration and +100% shot capacity	x100

Brute Round Variants

These variants can be applied to either Mauler Bolts or Spikes.

Ammunition Variant	Effects	Cost (for 1)
Penetrator	+4 Penetration	x10
Impaler	+8 Penetration	x100
Splinter Round	+5 Rending	x10

Covenant Armor

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

Cost

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

Damage Resistance and Resistance Rating

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

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

Defense Penalty

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

Mounted Gear

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

Ability Score Bonus

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

Armor List

Armor Name	Class	Damage Resistance	Defense Modifier	Cost
Armored Ceremonial Robes	Light	2	-0	2,500
Combat Harness, Jiralhanae	Heavy	10	-3	4,000
Combat Harness, Kig-Yar	Heavy	6	-1	1,500
Combat Harness, Sangheili	Heavy	8	-2	3,000
Combat Harness, Unggoy	Heavy	7	-2	1,000
Protective Body Suit	Light	5	-1	250

Armor Details

Armored Ceremonial Robes
Light Armor
Base Cost: 2,500 credits
Damage Resistance: 2 **Defense Penalty:** -0 **Resistance Rating:** +2
Mounted Gear: None
Ability Score Bonuses: None
Weight: 4 lbs
Special Traits: Distinction, Racial Focus (Elite, Grunt, Prophet)
Description: Ceremonial robes are ancient outfits that mark position and honor amongst the Covenant's religion as well as cultural significance for many races. While they provide negligible protection, these robes inspire kin and show that one is worthy of honor and respect. These robes inspire followers to perform greater deeds to impress their leader.

Combat Harness, Jiralhanae
Heavy Armor
Base Cost: 4,000 credits
Damage Resistance: 10 **Defense Penalty:** -3 **Resistance Rating:** +3
Mounted Gear: Communicator, Digital Uplink, Gravity Boots
Ability Score Bonuses: Strength +4
Weight: 50 lbs
Special Traits: Energy Shield, Extremely Cumbersome, Fall Protection, Racial Exclusive (Brute)
Description: The Jiralhanae combat harness is designed to augment the greatest strengths of brute warriors. This armor is designed to give great protection and further augment the strength of a brute warrior. As Jiralhanae lack subtlety in all things, this armor is superior protection but is cumbersome and restricts movement.

Combat Harness, Kig-Yar
Heavy Armor
Base Cost: 1,500 credits
Damage Resistance: 6 **Defense Penalty:** -1 **Resistance Rating:** +3
Mounted Gear: Communicator, Digital Uplink, Gravity Boots
Ability Score Bonuses: Instinct +1
Weight: 20 lbs
Special Traits: Cumbersome, Fall Protection, Racial Exclusive (Kig-Yar)
Description: The combat harness designed for Kig-Yar provides minimal protection, as it only covers the torso and legs without further modification. However, it is lightweight and does not restrict little movement restriction and comes with a visor that provides enhanced tactical data for the jackal.

Combat Harness, Sangheilli
Heavy Armor
Base Cost: 3,000 credits
Damage Resistance: 8 **Defense Penalty:** -2 **Resistance Rating:** +3
Mounted Gear: Communicator, Digital Uplink, Gravity Boots
Ability Score Bonuses: Strength +3, Agility +1
Weight: 50 lbs
Special Traits: Energy Shield, Very Cumbersome, Fall Protection, Racial Exclusive (Elite)
Description: Sangheili combat harness is a balanced mix of utility and strength. It provides solid protection while also enhancing its users' physical attributes. Sangheili are often very attached to their combat harnesses, viewing them as marks of ranks and status. Many of them are passed between bloodlines or positions of command.

Combat Harness, Unggoy

Heavy Armor
Base Cost: 1,000 credits
Damage Resistance: 7 **Defense Penalty:** -2 **Resistance Rating:** +3
Mounted Gear: Communicator, Gravity Boots, Methane Tank
Ability Score Bonuses: None
Weight: 25 lbs
Special Traits: Very Cumbersome, Fall Protection, Elemental Protection, Racial Exclusive (Grunt)
Description: The Unggoy combat harness is the most basic of all harnesses made for the Covenant. This is unsurprising; there are countless Unggoy in the Covenant and it would be impossible to equip them all with advanced powered armor. The grunts don't complain (much), as the armor is better than wading into battle naked and has a spot for a methane tank and breathing apparatus.

Protective Body Suit

Light Armor
Base Cost: 250 credits
Damage Resistance: 5 **Defense Penalty:** -1 **Resistance Rating:** +2
Mounted Gear: Communicator
Ability Score Bonuses: None
Weight: 20 lbs
Special Traits: Cumbersome
Description: The protective body suit is a tight-fitting suit of light armor. It is balanced for protection and comfort. It is commonly worn by Covenant forces that are off duty or have not earned the right to full combat armor yet. Some Jiralhanae use them instead of combat harnesses, disliking the use of heavy armor when fighting.

Covenant Directional Shields

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

Directed Energy Heavy Shield

Shield
Base Cost: 2,000 credits
Weight: 2 lbs
Special Traits: Racial Focus (Jackal)
Description: The directed energy heavy shield produces a large, circular shield in front of the arm used to hoist the shield. It provides a +5 defense bonus against all attacks originating from a 180 degree angle. Missed attacks in that area that would deal half damage instead deal no damage. The wielder chooses the direction of the shield at the end of their turn. This shield does not protect from attacks outside that area. The hand that wields the gauntlet cannot be used for anything else. In addition, the wielder gains a -5 to attack accuracy with their other hand.

This shield can be attacked directly, instead of attacking the wielder. It has a defense of 15. The shield has a shield pool of 50 and shield armor of 10. When not hit for 2 turns, it regains its shield pool at a rate of 20 points per turn. If it is reduced to 0 shield pool, it is deactivated for 1 minute.

Additional credits can be spent for a more a durable shield. The default shield, purchased for 2,000 credits, has a cyan color and a shield pool of 50. An improved shield can be purchased for 8,000 credits. It has a yellow hue and a shield pool of 120. Finally, a very powerful shield can be purchased for 20,000 credits. It has a red hue, and a shield pool of 250.

Directed Energy Light Shield

Shield
Base Cost: 1,500 credits
Weight: 1 lbs
Special Traits: Racial Focus (Jackal)
Description: The directed energy light shield produces a small, circular shield from the wrist. It is not as large and protective as the heavy shield but is more maneuverable and easier to change direction. It provides a +1 defense bonus against all attacks. However, it provides a -5 accuracy penalty when making any attacks from that hand. A light shield can be worn on both hands. In this case, the defense bonus stacks and the accuracy penalty applies to both hands.

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

Jackals and Shields

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

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

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

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

Covenant Gear

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

Item Name	Type	Description	Weight	Cost
Air Tank	Expendable	Provides 15 minutes of breathable air	1 lb.	100
Backpack	Worn	Container worn on the back with 16 carrying slots	3 lbs.	50
Beacon	Carried	Projects a long-range military signal that can be detected by artillery and comms networks	10 lbs.	2,000
Binoculars	Carried/ Worn	Gives bonus to perception checks at a range, used for spotter and detector actions	2 lbs.	200
Carrying Case	Carried	Container with 12 carrying lots	7 lbs.	25
Communicator	Carried	Device used for long ranged communication	1 lb.	75
Data Disk	Carried	An information storage device compatible with any computer	0.1 lbs.	200
Digital Uplink	Worn	Visor that displays tactical data, team coordination, and aids in tests	1 lb.	300
Energy Bindings	Carried	Used to restrain the hands of prisoners	1 lb.	500
Equipment Belt	Worn	Worn container capable of carrying 6 items that have 1 or fewer carrying capacity	1 lbs.	25
Fire Extinguisher	Carried	Carried item used to quickly remove fires	5 lbs.	125
Flashlight	Carried	Provides light in a Cone (6)	1 lb.	50
Gravity Boots	Worn	Allows walking on the ground in zero gravity environments	7 lbs.	500
Grappling Hook Launcher	Carried	Thrown hook that latches onto a ledge along with rope for climbing	10 lbs.	300
Hacking Tool	Carried	Tool used for effectively hacking into computer networks	1 lb.	1,000
Hand Terminal	Carried	A handheld computer used for storing data and running calculations	4 lbs.	800
Holographic Projector	Worn	Can create a holographic replica of the user for several rounds	2 lbs.	15,000
Laser Cutter	Carried	Precision laser that can cut through hard surfaces	1 lb.	100
Laser Marker	Carried	Digital targeting laser to make precision artillery strikes	3 lbs.	1,000
Medipack	Expendable	Allows characters to make medicine skill tests to perform first aid with a +20 bonus	1 lb.	50
Methane Tank		Provide methane-breathing organisms 72 hours of breathable air		
Navigation Unit	Carried	Handheld computer that reveals terrain, gives direction, identifies hazards, and more.	1 lb.	1,000
Rations	Expendable	Single days' worth of food	1 lb.	20
Repair Kit	Expendable	Allows characters to make Science skill tests to repair an object or vehicle	5 lb.	100
Rope	Carried	10 squares of rope	15 lbs.	80
Scanning Device	Carried	Handheld computer that gives indepth information of immediate surroundings	4 lbs.	2,500
Surveillance Drone	Carried	Miniature drone that travels and spies on an area	0.5 lb.	12,500
Survival Gear	Carried	Contains supplies needed for prolonged environmental survival	20 lbs.	120
Trauma Kit	Carried	Allows characters to perform field surgery and cure crippling wounds	5 lbs.	300

Air Tank
Expendable Gear
Base Cost: 100 credits
Weight: 1 lb. **Inventory Slots Required:** 1
Description: An air tank contains valuable oxygen needed for breathing. As a standard action, the air tank can be used to refill 15 minutes of air to an armor that has a built-in oxygen supply. Alternately, it can provide 15 minutes of oxygen on its own. It either needs to be held in one hand or be worn on the back, replacing a backpack.

Backpack
Carried Gear
Base Cost: 50 credits
Weight: 3 lb. . **Inventory Slots Required:** 4, or equal to number of slots filled
Description: The backpack allows carrying of plenty of goods without taking any hands. A backpack provides 16 slots for carrying capacity.

Beacon
Carried Gear
Base Cost: 2,000 credits
Weight: 10 lb. **Inventory Slots Required:** 2
Description: A signal beacon can be set in place and send out a signal for nearby forces. Setting up a signal beacon is a full-round action. Once in place, it remains active for 24 hours. Anyone scanning for long ranged signals can detect the beacon and home in on its location. These beacons have a range of about 100 miles. In addition, any artillery strikes ordered on the beacon's location, centered in the square the beacon is located, gains +10 accuracy. The beacon is destroyed by the strike, however.

Binoculars
Carried Gear
Base Cost: 200 credits
Weight: 2 lb. **Inventory Slots Required:** 1
Description: Binoculars can be used to see from a distance. If a character spends a full-round action to use the binoculars, he gains +20 to perception checks to see targets from more than 15 squares away, but -10 to see targets within 15 squares. They also ignore concealment and darkness penalties to perception checks within range. Alternately, a character can use binoculars as a standard action to perform a spotter action against all enemies within 30 squares. They can instead make a detector action with a full-round action within the same range.

Carrying Case
Carried Gear
Base Cost: 25 credits
Weight: 7 lb. . **Inventory Slots Required:** 3, or equal to number slots filled
Description: The carrying case is a bag or other container that allows transportation of bulk items. The carrying case has 12 slots of carrying capacity. However, unlike a backpack or equipment belt, it cannot be worn and is instead carried in one hand.

Communicator
Carried
Base Cost: 75 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: The communicator allows instant communication over the Covenant battle net. Using a radio to communicate requires connection to the battle net to function. In battle, communicators are essential for receiving or relaying orders, or spending command points for support. Many forms of armor have built in communicators that are hands free and built into the helmet.

Data Disk
Carried Gear
Base Cost: 200 credits
Weight: 0.1 lb. . **Inventory Slots Required:** 0
Description: A data disk is used to contain digital information. A data disk can be used to upload information off a computer to transfer it to another location or create a secure backup. When backing up information off a hostile computer, a hacking contest is usually needed to secure access (GM's discretion on how much access). A data disk can also be used to transport an AI character and move them between consoles, vehicles, and host armors.

Digital Uplink
Worn Gear
Base Cost: 300 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: A digital uplink visor, worn over the eyes, contains information detailing tactical guidance and information as detailed by the user's command net. While using the uplink visor, the wearer gains numerous benefits. Firstly, they gain advantage on all Tactics, Pilot, and Leadership skill tests to activate a combat augmentation or piloting maneuver. Secondly, the leader can issue orders to all allies through the uplink and can give Leadership bonuses to those outside visual and audio range. The visor also receives reconnaissance data surveillance information about the location of Sneaking or Cloaked enemies that have been discovered. The visor also shows update IFF tags about whether targets are listed as friend or foe and shows whether any allied command orders, such as artillery strikes, have been ordered in a location.

Energy Bindings
Carried
Base Cost: 500 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: The energy bindings are used to bind an individual's hands, so they cannot be used. They consist of a pair of large metal bracelets that are bound together by a current of energy. Handcuffs are designed to be opened with a digital code or DNA scanner, depending on the design. They can be manually opened by spending a DC 25 stealth or science check to break open, but this cannot generally be done by the victim of the handcuffs. They can be broken by a character that has 8 strength or higher, but this requires a DC 25 strength check as a full-round action. If they check is failed, further attempts will also fail.

Equipment Belt
Carried Gear
Base Cost: 25 credits
Weight: 1 lb. . **Inventory Slots Required:** 1, or equal to number of slots filled
Description: An equipment belt is strapped around the character and allows ready access to small items. An equipment has a carrying capacity of 6 but can only hold items that have a carrying capacity of 1 or less. This includes ammunition magazines. A character can wear 3 equipment belts at once.

Fire Extinguisher
Carried Gear
Base Cost: 125 credits
Weight: 5 lb. . **Inventory Slots Required:** 2
Description: The fire extinguisher can be sprayed over a Cone (6) area as a standard action. It removes the Burning condition of all creatures within the area and removes any loose flames occupying the squares hit by the extinguisher. This does prevent previously burning targets or areas from catching fire again, however. The fire extinguisher has enough fuel for 10 uses.

Flashlight
Carried
Base Cost: 50 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: The handheld flash light produces bright light in the area in front of the user. Effecting a Cone (6) area in a direction of the user's choosing, it diminishes darkness in the area. The brightness of the light makes stealth checks in the area suffer disadvantage. The battery gives 4 hours of usage.

Gravity Boots
Worn
Base Cost: 500 credits
Weight: 7 lb. . **Inventory Slots Required:** 2
Description: Gravity boots allow the armor to apply a gravitational pull on whatever surface they are walking on. When activated, it allows the user to walk normally while in an area without gravity. It does not allow users to walk on walls or ceilings where there is a gravitational pull against them.

Grappling Hook Launcher
Carried
Base Cost: 300 credits
Weight: 10 lb. . **Inventory Slots Required:** 3
Description: The grappling hook launcher fires a spiked hook that connects to an object while trailing a rope behind. The grappling hook launcher has a range of medium. To connect to a surface, and therefore provide a rope to climb, the user must succeed a DC 10 Ranged skill check. They suffer -5 for each range increment the target is beyond medium range. If they hit, the connection is secured, and any attached rope can be climbed. If the attack misses, the grappling hook must be reset as a standard action before it can be fired again. If the grappling hook does secure a connection, it can pull its user to the location where the hook has set in at a rate of 6 squares per round. The grappling hook launcher does not have any rope by default, but any purchased rope can be used with the launcher. The grappling hook can also be used as a weapon with the following profile.

Harpoon Gun
Two-handed Rifle
Damage: 25 **Accuracy:** +0
RoF: Slow **Range:** Medium
Shots: 1 Harpoon **Power Rating:** +4

Hacking Tool
Carried
Base Cost: 1,000 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: The hacking tool is a handheld computer that is used to hack and gain access to computers. It can be plugged into a computer console as part of initiating a hack action. When user a hacking tool in a cyber encounter, the character gains +2 computer offense and +2 to activate offensive hacking maneuvers. If the core integrity of the hacking tool is reduced to 0, it is destroyed.

Hand Terminal
Carried
Base Cost: 800 credits
Weight: 4 lbs. . **Inventory Slots Required:** 1
Description: The hand terminal is a portable computer designed for advanced calculation functions and running software. It can be used as a hacking tool by connecting to a computer (though it gains no special benefits for doing so). It can hold plentiful files, software, and possesses advanced calculative abilities to run numbers and scientific formula. It counts as a personal computer for hacking but gains +2 to its computer defense when the attacker is trying to hack it through the hand terminal.

Holographic Projector
Worn
Base Cost: 15,000 credits
Weight: 2 lb. . **Inventory Slots Required:** 1
Description: This device, when worn on the person, resembles a belt or harness with an electronic device mounted on it. It can be activated as a minor action. Once it is, a mirror reflection of the character appears in their square. The hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot interact with anything. A detector action can be used to reveal that the decoy is an illusion. The hologram must remain within 30 squares of the character. The holographic projector can maintain the hologram for up to 3 rounds of use. When the hologram disappears, the projector cannot create another hologram for 4 rounds. Due to the size and bulk of the holographic projector, it replaces one of the character's equipment belts.

Laser Cutter
Carried
Base Cost: 500 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: A laser cutter can be used to cut open sealed metal objects such as security doors and bulkheads. A single character using a laser can open a tiny object in 1 full-round, small in 2, medium in 3, large in 10, or huge in 30. A laser cutter contains enough battery power for 100 rounds of use. The plasma torch can also be used as an impromptu melee weapon, using the below Laser Cutter weapon profile. Each use of it as a weapon uses 1 round's worth of charge.

Laser Cutter
One-handed Melee Weapon
Damage: 10 **Accuracy:** -2
RoF: Slow **Range:** Melee
Shots: 100 **Power Rating:** +2
Special Trait: Piercing

Laser Marker
Carried Gear
Base Cost: 1,000 credits
Weight: 3 lbs. **Inventory Slots Required:** 1
Description: A laser marker can be used with an artillery strike to give it extra precision by uploading telemetry data on the Covenant battle net. When an artillery strike has been ordered, a character can use the laser marker to give extra data for the strike. This requires line of sight to the targeted location and a full-round action. Using the laser marker requires a DC 15 tactics skill test. If the check is successful, the artillery strike gains +2 accuracy, +2 additional accuracy for every 5 points they surpassed the DC.

Medipack
Expendable
Base Cost: 50 credits
Weight: 2 lb. . **Inventory Slots Required:** 1
Description: The medipack can be used as part of a first aid action to heal an injured ally. Doing so requires a standard action to heal the ally, that spends one of the allies healing thresholds. The healer makes a medicine skill check with a +20 bonus. The target recovers lost hit points equal to the result.

Methane Tank
Expendable Gear
Base Cost: 100 credits
Weight: 1 lb. **Inventory Slots Required:** 1
Description: A methane tank contains a breathable supply of methane, necessary for Unggoy to survive. A methane tank gives 72 hours of breathable methane for an Unggoy. Unggoy can either wear the methane tanks as a backpack and actively breathe through it, or have a tank mounted into their combat harness.

Navigation Unit
Carried
Base Cost: 1,000 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: The navigation unit provides a digital topographic display of the terrain within 2 miles, including elevation changes, structures, and roads. It also provides the safest and most direct route to get to an input destination. The topographic display also shows presence and density of vegetation. The display also shows presence and depth of water.

Rations
Expendable
Base Cost: 20 credits
Weight: 1 lb. . **Inventory Slots Required:** 1
Description: A single pack of rations supplies a single individual one day's worth of food. Rations are essential for long military campaigns where soldiers will not return to base for prolonged periods. Not eating will cause fatigue.

Repair Kit
Expendable
Base Cost: 100 credits
Weight: 5 lb. . **Inventory Slots Required:** 2
Description: The repair kit can be used as part of Science checks to repair an object or vehicle (see the Science skill section in the Core Rulebook). Using a repair kit for this purpose expends it. Once the action is finished, the character initiating the repair makes a +30 science skill check. The object or vehicle recovers that many hit points.

Rope
Carried
Base Cost: 80 credits
Weight: 15 lb. . **Inventory Slots Required:** 4
Description: This is 10 squares length of rope, designed to make climbing easier. This can be tied to an object or used in conjunction with a grappling hook. Climbing a rope is a DC 5 athletics check. Multiple strands of rope can be easily joined together for longer distances. They can still be used with a grappling hook when used in this way.

Scanning Device
Carried
Base Cost: 2,500 credits
Weight: 4 lbs. . **Inventory Slots Required:** 1
Description: The scanning device is an advanced piece of handheld equipment that surveys the area around it. When used as a standard action, it picks up radiation and air quality within 30 squares. It can also provide a structural layout of surrounding buildings within that area, including hidden compartments and wireless networks. Finally, it has a motion detector and can be used to make detector actions within 30 squares.

Surveillance Drone
Carried
Base Cost: 12,500 credits
Weight: 0.5 lb. . **Inventory Slots Required:** 1
Description: A surveillance drone is a small probe that flies on remote through an area, scanning and picking up data and transferring it to a hand terminal, scanning device, or navigation unit of the user's choice. When a surveillance drone is activated, it begins to hover through an area and visually record all of its findings. The drone flies at a speed of 6 squares per round and counts as Cloaked. It reports all its findings back to its user. The drone has a Perception bonus of +15 for determining whether it notices something. It every turn, it notices hidden foes as if it made a spotter action. The drone has 2 hit points, 25 defense, and 10 damage resistance.

Survival Gear
Carried
Base Cost: 120 credits
Weight: 20 lb. . **Inventory Slots Required:** 3
Description: Survival gear is an essential tool kit for surviving in the wilderness for long periods. The kit contains an expandable bedroll, a lighter and fire starter, a selection of two collapsible light pylons (each producing dim light over a 3 square area), water filter, cooking utensils, and whatever else the GM decides is suitable.

Trauma Kit
Carried
Base Cost: 300 credits
Weight: 5 lb. . **Inventory Slots Required:** 2
Description: Trauma kits are essential for performing advanced field medicine that first aid cannot resolve. A trauma kit is necessary to perform surgery, heal crippling wounds, and remove the dying condition from the wounded. Many forms of disfigurements require a trauma kit. See the Medicine skill and the Dying and Disfigurement section for the effects of such injuries and how they are healed.

Equipment Upgrades

Weapons and armor are frequently upgraded to increase their effectiveness in combat or personalize with special features. As character's advance in gameplay and reaches higher levels, they will likely have more upgraded and personalized equipment.

To upgrade an item, the upgrade must be purchased for that item. Afterwards, the upgrade must be installed onto the item. If the upgrade and item were requisitioned, then the installation is supplied for them. If it is a personal item, the hero must either pay to have in installed or install it with a science check. The upgrade has a DC that determine how difficult it is to install. Paying to have it installed costs 10x the DC. The DC also scales based on how many upgrades the armament already has.

An upgradable object can support two upgrades without penalty. As many upgrades as the player chooses can be attached to the item, but it has its cost.

-Every upgrade applied after the second gains +2 to the science DC to install it

-Every upgrade applied to a weapon after the second causes the weapon to suffer -1 accuracy

-Every upgrade applied to armor after the second increases its defense penalty by 1.

List of Weapon Upgrades

Upgrade Name	Description	Compatibility	Component Cost	DC
Aerodynamic Explosive	Grenade gains +1 range and +2 accuracy	Explosives (grenade)	250	15
Ammunition Display	Gains the Ammunition Display trait	Pistol, Rifle, Heavy Weapon	750	20
Bayonet	Pistol Whip or Rifle Butt attacks gains +5 damage, +2 accuracy, and +2 penetration	Pistol or Rifle	1,000	15
Collapsible Stock	Gains Close Quarters trait	Rifle	250	15
Digital Scope	Gains the Digital Scope trait	Rifle or Heavy Weapon	5,000	25
Empowered Blast Core	+1 burst area	Concussion Rifle, Fuel Rod Gun, Brute Shot	5,000	20
Empowered Firepower	Weapon gains +2 penetration	Pistol, Rifle, or Heavy Weapon	5,000	20
Eternal Blade	Infinite ammunition capacity	Energy Sword	30,000	30
Extra Blast	Explosive gains +1 burst area and +1 power rating to damage	Explosive	500	15
Gravity Pull	Can create a gravitational lasso that can pull targets toward you	Gravity Hammer	10,000	25
Gravity Vortex	Can create a gravitational vortex that pulls targets in and damages them	Gravity Hammer	30,000	30
Improved Accuracy	+1 weapon accuracy	Any	1,000	15
Improved Potency	Weapon increases damage by its power rating	Any	1,500	15
Linked Fire	Weapon gains either bonus hailfire or accuracy on automatic burst attacks	Automatic or Fully Automatic Weapon	Cost of weapon or 3,000, whichever is higher	25
Murderous Efficiency	Weapon increases damage by 2 power ratings, but suffers -1 accuracy	Any	15,000	20
Overcharged Plasma	+2 penetration, +5 shield armor ignore	Plasma Weapon	7,500	20
Precision Balance	Weapon gains +2 accuracy	Any	10,000	20

Prototype Explosive	Explosive gains +2 burst and increases damage by 1 power rating	Explosive	5,000	25
Rapid Fire	-2 damage, but increased rate of fire	Plasma Weapon	5,000	20
Severance	+5 rending	Energy Sword	10,000	25
Superheated Chargers	+3 penetration	Mauler, Spiker, Carbine	7,500	15
Unstable	Weapon gains Burst (1), but damages user on overheats or jams	Plasma Weapon	13,000	25

Weapon Upgrade Details

Aerodynamic Explosive
Explosive (grenade only)
Base Cost: 250
Science DC: 15
Benefit: An aerodynamic grenade is easier to throw and flies further. The grenade gains +1 range increment and +2 attack accuracy.

Ammunition Display
Pistol, Rifle, Heavy Weapon
Base Cost: 750
Science DC: 20
Benefit: The weapon has an ammunition counter that helps keep track of ammunition. The weapon gains the Ammunition Display trait, allowing it to use 2 less ammunition on an automatic attack, or 4 less ammunition on a fully-automatic attack.

Bayonet
Pistol or Rifle
Base Cost: 1,000
Science DC: 15
Benefit: The weapon has a blade edge that empowers melee attacks. When the user makes a rifle butt or pistol whip attack with the weapon, the attack gains +5 damage, +2 accuracy, and +2 penetration.

Collapsible Stock
Rifle
Base Cost: 250
Science DC: 15
Benefit: The weapon has a quickly collapsible stock that allows it to adjust for close quarters combat. The weapon gains the Close Quarters weapon trait.

Digital Scope
Rifle or Heavy Weapon
Base Cost: 5,000
Science DC: 25
Benefit: The weapon has a digital scope attached to it, granting it the trait of the same name. The weapon gains +4 accuracy instead of +2, and, while aiming, the weapon gains max overages equal to twice their instinct as long as they are firing one shot. The character ignores all penalties related to concealment or darkness while aiming. Finally, the scope can be used as a standard action to perform a Detector action.

Empowered Blast Core
Concussion Rifle, Fuel Rod Gun, Brute Shot
Base Cost: 5,000
Science DC: 20
Benefit: The weapon is powered by a core that gives extra blast to its projectiles. The weapon gains +1 burst area.

Empowered Firepower
Pistol, Rifle, or Heavy Weapon
Base Cost: 5,000
Science DC: 20
Benefit: This weapon has extra punch. It gains +2 penetration, cumulative with any other penetration modifiers.

Eternal Blade
Energy Sword
Base Cost: 30,000
Science DC: 30
Benefit: This blade has a stabilized battery that gives extra performance and near-infinite battery life. The sword never runs of battery power and lasts forever.

Extra Blast
Explosive
Base Cost: 500
Science DC: 15
Benefit: The bomb has extra explosives inside it, giving it +1 burst area and increases its damage by one power rating.

Gravity Pull
Gravity Hammer
Base Cost: 10,000
Science DC: 25
Benefit: The hammer has been modified so that the gravity field can lasso a nearby target and pull them toward the user. To do so, the wielder must spend a standard action to target an enemy within 15 squares. They make a hammer attack roll versus the target's toughness. If they attack succeeds, the target is pulled 10 squares towards the wielder of the hammer and are knocked prone, if possible. This uses up 5 shots of hammer's ammunition.

Gravity Vortex
Gravity Hammer
Base Cost: 30,000
Science DC: 30
Benefit: The hammer has been modified to create a gravitational vortex that draws foes into it. Creating the vortex is a full-round action. It covers a Burst (4) area within 15 squares, hitting friend or foe, including the wielder if they are in the area. The wielder makes a hammer attack roll against the defense and toughness of all targets in the area. If the attack hits defense, the targets suffer normal damage from being hit by the gravity hammer. If the attack hits toughness, they are Immobilized and Staggered on their next turn. This uses up 10 shots of the hammer's ammunition.

Improved Accuracy
Any
Base Cost: 1,000
Science DC: 15
Benefit: The weapon increases its accuracy bonus by +1.

Improved Potency
Any
Base Cost: 1,500
Science DC: 15
Benefit: The weapon's base damage increases by its power rating.

Linked Fire
Automatic or Fully Automatic Weapon
Base Cost: Cost of the weapon or 3,000 (whichever is higher)
Science DC: 25
Benefit: This weapon has multiple barrels that contribute additional firepower during automatic attacks. When using this weapon to make area burst or suppressing fire attacks, the attack gains Hailfire (+1). When using the weapon to make saturation fire or focused burst attacks, the attacks gains +10 accuracy (total of +20 for saturation fire). This weapon uses up twice as much ammunition with any automatic fire method.

Murderous Efficiency
Any
Base Cost: 15,000
Science DC: 20
Benefit: The weapon's base damage increases by two power rating, but it suffers -1 accuracy.

Overcharged Plasma
Any weapon with the Plasma trait
Base Cost: 7,000
Science DC: 20
Benefit: This weapon has an overcharged plasma output. It gains +2 penetration. It also ignores 5 additional points of shield armor when used against energy shields (normally ignoring 15 shield armor without other modifiers).

Precision Balance
Any
Base Cost: 10,000
Science DC: 20
Benefit: The weapon increases its accuracy bonus by +2.

Prototype Explosive
Explosive
Base Cost: 5,000
Science DC: 25
Benefit: The explosive uses experimental technology to make more powerful explosions. It gains +2 burst area and increases its damage by one power rating.

Rapid Fire
Any weapon with the Plasma trait
Base Cost: 5,000
Science DC: 20
Benefit: The weapon is designed to fire more quickly but with less punch. The weapon gains -2 base damage. However, it increases its rate of fire by one step. Slow weapons become average, average become fast, fast become automatic, automatic become full automatic. Weapon that were already full automatic gain +2 accuracy.

Severance
Energy Sword
Base Cost: 10,000
Science DC: 25
Benefit: The energy sword has been calibrated to rend through flesh and biological matter with terrifying ease. The weapon gains +5 rending.

Superheated Chargers
Mauler, Spiker, or Carbine
Base Cost: 7,500
Science DC: 15
Benefit: This weapon heats its projectiles to be even more lethal and cleave through armor. The weapon gains +3 penetration.

Unstable
Any weapon with the Plasma trait
Base Cost: 13,000
Science DC: 25
Benefit: This weapon has been enhanced with a deadly, unstable plasma charge that is dangerous to both the wielder and those on the receiving end. The weapon gains Burst (1) or +1 burst area when used with an automatic area burst. However, if the weapon overheats or the wielder rolls a natural on an attack roll, the user suffers 25 damage, ignoring damage resistance and energy shields.

~Brute Plasma Rifle, equipped with the Rapid Fire upgrade

List of Armor Upgrades

Upgrade Name	Description	Compatibility	Component Cost	DC
Augmented Variant	Armor gives +3 strength and +1 agility	Heavy	30,000	25
Command Variant	+5 squad points for determining squad	Heavy	10,000	15
Enhanced Shielding Variant	+40 shield pool and +5 shield armor	Combat Harness (brute or elite)	30,000	20
Extra Methane Variant	Methane tank cannot be shot off, grunt gains +2 morale bonus and starts combat at 1 higher morale	Combat Harness (grunt)	5,000	20
Heavy Armor Variant	Armor increases damage resistance by resistance rating	Light or Heavy	2,500	15
Jet Pack Variant	Armor grants a fly speed of 5 squares	Combat Harness (elite)	20,000	25
Jump Pack Variant	Armor has a jump pack that allows great leaps and enhanced speed	Combat Harness (brute)	20,000	20
Sentinel Variant	Armor increases damage resistance by 2 resistance ratings, but suffers -2 defense	Heavy	12,500	20
Sniper Variant	Armor gives +1 power rating of damage with ranged weapons, +2 accuracy while aiming	Combat Harness (jackal)	15,000	20
Space Combat Variant	Armor gain Environmental Protection, Oxygen Supply, Radiation shielding, extra resistance, and thrusters for space flight	Heavy	10,000	25
Stealth Variant	Can cloak for up to 10 rounds at once	Combat Harness (elite or brute)	20,000	25
Tactical Variant	+1 instinct, agility, and move speed and a mounted digital uplink	Heavy	5,000	20

Augmented Variant

Heavy
Base Cost: 30,000
Science DC: 25
Benefit: This armor is designed to further amplify the user's physical attributes. The armor gives +3 strength and +1 agility, cumulative with any bonus ability scores that the armor already gives.

Command Variant

Heavy
Base Cost: 10,000
Science DC: 15
Benefit: This armor has a decorative design and engraving that marks the user as an esteemed officer amongst their race. Each race has different markings to go with their command armor. This armor, as long as the user deployed with it and continues to wear it, gives them +5 squad points for determining their squad.

Enhanced Shielding Variant

Combat Harness (Brute or Elite)
Base Cost: 30,000
Science DC: 20
Benefit: This armor has layers of additional shielding. The energy shields provided by this armor gain +40 shield pool and +5 shield armor.

Extra Methane Variant
Combat Harness (Grunt)
Base Cost: 5,000
Science DC: 20
Benefit: This armor provides extra stability and protection for the grunt's methane tank. The methane canister is also filled with additional chemicals that relax the grunt. The grunt's methane mask cannot be shot off. They also gain +2 morale bonus with this armor, and start encounters at +1 morale level.

Heavy Armor Variant
Light or Heavy
Base Cost: 2,500
Science DC: 15
Benefit: This armor has layers of additional protection. The armor increases its damage resistance by the resistance rating.

Jet Pack Variant
Combat Harness (Elite)
Base Cost: 20,000
Science DC: 25
Benefit: The classic trick of elite rangers, this armor gains a jet pack that allows slow but maneuverable flight. This armor allows its user to fly indefinitely at a speed of 5 squares per round. When they use a move action to move, they can either walk normally or fly with their jet pack.

Jump Pack Variant
Combat Harness (Brute)
Base Cost: 20,000
Science DC: 20
Benefit: Brutes use jump packs to gain extra speed and limited flight in combat. The jump pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. If the character doesn't end on solid ground, they fall. Alternately, the jump pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall.

Sentinel Variant
Heavy
Base Cost: 12,500
Science DC: 20
Benefit: This armor is designed for premier protection. The armor increases its damage resistance by 2 resistance ratings but increases the defense penalty by 2.

Sniper Variant
Combat Harness (Jackal)
Base Cost: 15,000
Science DC: 20
Benefit: This armor comes with an enhanced tactical mask made by and use for jackals. This mask provides advanced aiming algorithms and trajectory information. This armor upgrade gives the user +1 power rating of damage with all ranged weapons. In addition, when the user performs an aim action, they gain a bonus +2 accuracy.

Space Combat Variant

Heavy
Base Cost: 10,000
Science DC: 25
Benefit: This armor is designed for combat in space and other zero-gravity environments. The armor gains the Environmental Protection, Oxygen Supply, and Radiation Shielding traits, if it didn't have them already. Its extra layers of protection also gives it +1 resistance rating to damage resistance. In addition, the armor possesses thrusters right the user's course when floating without gravity. The user can spend a move action to move 5 squares in a straight line, in any direction of the user's choosing. These thrusters are not powerful enough to move the wearer in any environment that gravity exists, thus it only functions when there is no gravity.

Stealth Variant

Combat Harness (Elite or Brute)
Base Cost: 20,000
Science DC: 25
Benefit: This armor has a built-in stealth field that cloaks the user from sight. This stealth field generator can be activated as a minor action, cloaking the wielder for 10 rounds or until voluntarily ended. After the cloaking field expires, the user cannot cloak again until a number of rounds pass equal to the rounds they were cloaked.

Tactical Variant

Heavy
Base Cost: 5,000
Science DC: 20
Benefit: Tactical armor provides increased tactical displays while also enhancing the user's movement and reflexes. The armor gives +1 instinct and +1 agility, cumulative with any other ability score bonuses the armor provides. The armor also gives +1 move speed and gives a mounted digital uplink if the armor did not already have one.

~Sangheili Honor Guard wear very ornate, prestigious armor

Chapter 3: Covenant Vehicles

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

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

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

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

Vehicle Listing

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

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

Banshee

Huge-sized Vehicle, Extreme Threat
Cost: 60,000
Hit Point: 200
Base Defense: 6+
Space: 4 by 4 squares
Acceleration Rating: 50
Damage Resistance: 18
Pilot Requirements: 4
Crew: Pilot
Effective Level: 10
Damage Threshold: 40
Toughness: 40
Ramming: 30 damage
Max Speed: 100

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

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

Plasma Cannon

Vehicle Heavy Weapon
Damage: 27
RoF: Fully-Automatic
Shots: unlimited shots
Special Traits: Penetration (8), Plasma
Accuracy: +0
Range: Long
Power Rating: +4

Fuel Rod Cannon

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

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

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

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

Banshee Variants

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

Space Combat Banshee

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

Chopper

Huge-sized Vehicle, High Threat
Cost: 40,000
Hit Point: 200
Base Defense: 6+
Space: 3 by 3 squares
Acceleration Rating: 20
Damage Resistance: 24
Pilot Requirements: 2
Crew: Pilot
Effective Level: 10
Damage Threshold: 35
Toughness: 35
Ramming: 60 damage
Max Speed: 70

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

Twin Jiralhanae Autocannon

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

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

Spinning Blades: The front of the vehicle has a large wheel with bladed coverings that makes the vehicle very deadly when performing ramming attacks. In addition to having a high ramming damage by base, the ramming attack gains Penetration (15) when this vehicle initiated the ram.

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

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

Deployable Lookout Tower

Huge-sized Structure
Cost: NA
Hit Point: 250
Base Defense: 6
Space: 3 by 3 squares
Acceleration Rating: NA
Damage Resistance: 24
Pilot Requirements: 0

Effective Level: NA
Damage Threshold: 30
Toughness: 30
Ramming: None
Max Speed: NA

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

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

Ghost

Large-sized Vehicle, High Threat
Cost: 25,000
Hit Point: 150
Base Defense: 8+
Space: 2 by 2 squares
Acceleration Rating: 30
Damage Resistance: 18
Pilot Requirements: 1
Crew: Pilot
Effective Level: 8
Damage Threshold: 30
Toughness: 30
Ramming: 30 damage
Max Speed: 120

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

Twin Plasma Cannon

Vehicle Heavy Weapon
Damage: 27
RoF: Fully-Automatic
Shots: unlimited shots
Special Traits: Penetration (8), Twin-linked, Plasma
Accuracy: +0
Range: Long
Power Rating: +4

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

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

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

Hover: The ghost has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

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

Phantom

Colossal-sized Vehicle, Formidable Threat
Cost: 450,000 **Effective Level:** 24
Hit Point: 720 **Damage Threshold**: 80
Base Defense: 3+ **Toughness**: 75
Space: 20 by 20 squares **Ramming**: 75 damage
Acceleration Rating: 60 **Max Speed**: 750
Damage Resistance: 32
Pilot Requirements: 6
Crew: Pilot, Co-Pilot, 2 crew, 30 Passengers, 2 huge or large vehicles OR 1 gargantuan-sized vehicle

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

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

Heavy Plasma Cannon

Vehicle Heavy Weapon
Damage: 40 **Accuracy:** +0
RoF: Fast **Range:** Long
Shots: unlimited shots **Power Rating:** +5
Special Traits: Penetration (12), Burst (1), Plasma

Plasma Cannon

Vehicle Heavy Weapon
Damage: 27 **Accuracy:** +0
RoF: Fully-Automatic **Range:** Long
Shots: unlimited shots **Power Rating:** +4
Special Traits: Penetration (8), Plasma

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

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

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

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

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

Phantom Gunboat

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

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

Prowler

Huge-sized Vehicle, High Threat
Cost: 70,000
Hit Point: 300
Base Defense: 4+
Space: 4 by 4 squares
Acceleration Rating: 10
Damage Resistance: 24
Pilot Requirements: 2
Crew: Pilot, Gunner, 2 Passengers
Effective Level: 10
Damage Threshold: 40
Toughness: 50
Ramming: 75 damage
Max Speed: 70

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

Overcharged Plasma Cannon

Vehicle Heavy Weapon
Damage: 30
RoF: Fully-Automatic
Shots: unlimited shots
Special Traits: Penetration (12), Plasma
Accuracy: +0
Range: Long
Power Rating: +5

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

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

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

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

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

Shade Turret

Large-sized Turret, High Threat
Cost: 30,000
Hit Point: 120
Base Defense: 8
Space: 2 by 2 squares
Acceleration Rating: NA
Damage Resistance: 12
Pilot Requirements: 0
Crew: Gunner
Effective Level: 5
Damage Threshold: 30
Toughness: 30
Ramming: None
Max Speed: NA

Turret: The shade is a turret, not a vehicle. Therefore, it does not move, have an acceleration rating, or a max speed. It cannot perform ram actions, does not have a training requirement, and is crewed only by a gunner that directs the cannon. Either the turret or its gunner can be attacked. The turret has a defense of 8 against ranged attacks and melee attacks automatically hit it. The gunner uses their normal defense, minus their agility but gaining a +5 cover bonus.

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

Heavy Plasma Cannon

Vehicle Heavy Weapon
Damage: 40
RoF: Fast
Shots: unlimited shots
Accuracy: +0
Range: Long
Power Rating: +5
Special Traits: Penetration (12), Burst (1), Plasma

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

Shade Variants

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

Alternate Weapons

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

Twin Plasma Cannon

Vehicle Heavy Weapon
Damage: 27
RoF: Fully-Automatic
Shots: unlimited shots
Accuracy: +0
Range: Long
Power Rating: +4
Special Traits: Penetration (8), Twin-linked, Plasma

Fuel Rod Cannon

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

Extra Shielding

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

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

~Shade Turret with Heavy Plasma Cannon (below)

Spectre

Huge-sized Vehicle, High Threat
Cost: 50,000
Hit Point: 250
Base Defense: 6+
Space: 4 by 4 squares
Acceleration Rating: 30
Damage Resistance: 24
Pilot Requirements: 2
Crew: Pilot, Gunner, 1 Passenger
Effective Level: 10
Damage Threshold: 40
Toughness: 40
Ramming: 50 damage
Max Speed: 120

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

Overcharged Plasma Cannon

Vehicle Heavy Weapon
Damage: 30
RoF: Fully-Automatic
Shots: unlimited shots
Special Traits: Penetration (12), Plasma
Accuracy: +0
Range: Long
Power Rating: +5

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

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

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

Hover: The spectre has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

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

Spirit

Colossal-sized Vehicle, Formidable Threat
Cost: 300,000 **Effective Level:** 24
Hit Point: 750 **Damage Threshold**: 75
Base Defense: 0+ **Toughness**: 70
Space: 20 by 20 squares **Ramming**: 75 damage
Acceleration Rating: 40 **Max Speed**: 600
Damage Resistance: 40
Pilot Requirements: 6
Crew: Pilot, 2 passenger bays each capable of holding 15 passengers, 2 huge or large vehicles OR 1 gargantuan-sized vehicle

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

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

Heavy Plasma Cannon

Vehicle Heavy Weapon
Damage: 40 **Accuracy:** +0
RoF: Fast **Range:** Long
Shots: unlimited shots **Power Rating:** +5
Special Traits: Penetration (12), Burst (1), Plasma

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

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

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

Wraith

Gargantuan-sized Vehicle, Formidable Threat
Cost: 60,000
Hit Point: 500
Base Defense: 4+
Space: 5 by 5 squares
Acceleration Rating: 10
Damage Resistance: 32
Pilot Requirements: 4
Crew: Pilot, 1 Gunner
Effective Level: 15
Damage Threshold: 50
Toughness: 50
Ramming: 50 damage
Max Speed: 70

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

Plasma Mortar

Vehicle Heavy Weapon
Damage: 60
RoF: Slow
Shots: Unlimited
Accuracy: -2
Range: Remote
Power Rating: +10
Special Traits: Penetration (30), Burst (6), Hailfire (1), Barrage*

***Barrage**: The wraith can target enemies that it cannot see due to line of sight restrictions. For example, it can attack targets that are on the other side of a wall. It suffers total concealment penalties (-10) to attack targets that it cannot see. It can also attack over sources of cover, landing its projectiles behind cover. It may suffer concealment penalties if it cannot see said targets. The mortar has a limited ability to hit aerial or high targets, and can only target foes that are, at most, 10 squares above them.

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

Overcharged Plasma Cannon

Vehicle Heavy Weapon
Damage: 30
RoF: Fully-Automatic
Shots: unlimited shots
Accuracy: +0
Range: Long
Power Rating: +5
Special Traits: Penetration (12), Plasma

Rugged and Dependable: The wraith has a long lasting, rugged design. It reduces all suffered crippling wounds points by 1, to a minimum of 1.

Hover: The wraith has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

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

Wraith Variants

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

Fuel Cannon Array

Vehicle Heavy Weapon
Damage: 80 **Accuracy:** -1
RoF: Slow **Range:** Remote
Shots: 300 fuel rods **Power Rating:** +10
Special Traits: Penetration (40), Burst (1), Hailfire (2), Twin-linked, Aerial Shot*, Relentless Fire*

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

***Relentless Fire:** This weapon uses three shots every time it fires (or 6 shots when twin-linked).

~Wraith (above) ***~Anti-Air Wraith (below)***

Chapter 4: Covenant Military Support

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

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

Orders and Command Points

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

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

Tactical Clearance I-IV

Requirements: Tactics 4/6/8/10
Benefit: The character can order more advanced call down effects. This talent allows the character to issue Advanced Orders via command points. This talent has multiple ranks, each rank with a higher skill requirement. The second rank allows the character to make Precision Orders. The third rank allows Commander's Orders. The fourth rank allows General's Orders.

Basic Orders

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

Ammunition Drop

Basic Covenant Resupply
Tactics DC: 10 **Command Points:** 2
Surface Immediate: 5 rounds **Underground Immediate**: NA
Surface Distant: 2 minutes **Underground Distant**: NA
Effect: You call for weapon supply drops to be delivered on the battlefield. This drop pod contains weapons and ammunition that can be used in the field. The pod contains three pistols or rifles of the character's choice, excluding the concussion rifle. The pod also has three full magazines of ammunition, or 1 battery, for each weapon within the pod. You can sacrifice 1 weapon and matching set of ammunition from the pod for it contain 3 medipacks or 3 explosives with an individual cost of 1,000 or less. If the pod drops into an active encounter, they take up 1 square and can be used for cover.
Note: Optionally, you can pay 3 more command points to have an additional ammunition drop. This drop can be filled with the same weapons or a different selection. This can be performed multiple times, each ammunition drop costing an additional 3 command points.

Fuel Rod Cannon Blast

Basic Covenant Artillery Strike
Tactics DC: 10 **Command Points:** 2
Surface Immediate: 1 round **Underground Immediate**: NA
Surface Distant: 3 rounds **Underground Distant**: NA
Effect: You order a banshee or artillery unit to strike a target with a single fuel cannon blast. This an artillery strike that requires a ranged attack roll -10, as normal. When the blast, it deals 80 damage with Penetration (40) and Burst (1).

Grunt Mob

Basic Covenant Commandos
Tactics DC: 10 **Command Points:** 2
Surface Immediate: 5 minutes **Underground Immediate**: 30 minutes
Surface Distant: 1 hour **Underground Distant**: 5 hours
Effect: You order forth a mob of grunts to assist you in your current mission. Once they arrive, they follow you into battle and fulfill your orders. Once the mission is complete, the grunt mob disperses to different battleground unless command points are spent to prolong their service. When summoned, the grunt mob marches to the party on foot, so they will arrive slowly. The players might need to hold their location until they arrive, or have the grunts meet them at the objective location. The grunt mob consists of 3 grunt minors.
Note: Optionally, you can pay 1 additional command point to add another grunt minor to the mob. The mob can have a maximum of 6 members. If the character issuing the order is at least level 8, they can spend 1 command point to replace a grunt minor with a grunt major. A grunt major assumes leadership over the grunts.

Reinforcements

Basic Covenant Reinforcement
Tactics DC: 10 **Command Points:** 2
Surface Immediate: 5 minutes **Underground Immediate**: 30 minutes
Surface Distant: 1 hour **Underground Distant**: 5 hours
Effect: You call for reinforcements to refresh your ranks of lost soldiers. These soldiers have no quick way of reaching you and will have to hump across the warzone on foot to reach your ranks. Therefore, they will arrive slowly. A single use of this order can replace up to 10 squad members across all player's squads. The character issuing this order chooses which squad members of each player that gets replaced.

Replacement

Basic Covenant Reinforcement
Tactics DC: 5 **Command Points:** 1
Surface Immediate: 5 minutes **Underground Immediate**: 30 minutes
Surface Distant: 1 hour **Underground Distant**: 5 hours
Effect: You call for a replacement soldier to hike their way to you to replace a lost unit member. This soldier has no quick way of reaching you and will have to hump across the warzone on foot to reach your ranks. Therefore, they will arrive slowly. A single use of this order replaces 1 lost squad member. The character issuing this order chooses which player gets a replacement squad member.

Scanner Sweep

Basic Covenant Miscellaneous Command
Tactics DC: 5 **Command Points:** 1
Surface Immediate: 1 round **Underground Immediate**: NA
Surface Distant: 1 round **Underground Distant**: NA
Effect: You request a deep scan to cover a targeting area and reveal what is hidden there. This effects a Burst (10) area of your choosing within line of sight. The scan sweep arrives on your next turn, and counts as a detector action within the area, sending all of that data to allies with digital uplinks.

Targeting Laser

Basic Covenant Miscellaneous Command

Tactics DC: 5 **Command Points:** 1
Surface Immediate: 1 round **Underground Immediate**: NA
Surface Distant: 1 round **Underground Distant**: NA

Effect: You order orbital assets to provide additional targeting data on a single target. You chose a target within line of sight. After a round, the targeting laser marks the target. Until the start of your next turn, all allies with a digital uplink gain +5 accuracy against that target.

Advanced Orders

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

Deployable Lookout Tower

Advanced Covenant Resupply

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 5 rounds **Underground Immediate**: NA
Surface Distant: 2 minutes **Underground Distant**: NA

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

Jackal Support Team

Advanced Covenant Commandos

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 5 minutes **Underground Immediate**: 30 minutes
Surface Distant: 1 hour **Underground Distant**: 5 hours

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

Note: Optionally, if the character is at least level 10, they can spend 4 command points to order two jackal majors instead of jackal minors.

Plasma Mortar Strike

Advanced Covenant Artillery Strike

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 4 rounds **Underground Immediate**: NA
Surface Distant: 10 rounds **Underground Distant**: NA

Effect: You order a wraith tanks to make a long-ranged bombardment to the targeted location. This an artillery strike that requires two identical ranged attack rolls at -10, as normal. This strike can only effects ground targets. When an attack hits, it deals 60 damage with Penetration (30), Hailfire (1), and Burst (4). Both attacks target the exact same area but use different attack rolls.

Shade Turret Drop

Advanced Covenant Resupply

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 5 rounds **Underground Immediate**: NA
Surface Distant: 2 minutes **Underground Distant**: NA

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

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

Transport Drop: Reinforcements

Advanced Covenant Reinforcement

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 1 minute **Underground Immediate**: 3 minutes
Surface Distant: 15 minutes **Underground Distant**: 1 hour

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

Transport Pickup

Advanced Covenant Miscellaneous Command

Tactics DC: 14 **Command Points:** 4
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA

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

Precision Orders

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

Engineer Support

Precision Covenant Commandos

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 3 minutes **Underground Immediate**: 3 minutes
Surface Distant: 30 minutes **Underground Distant**: 30 minutes

Effect: You signal for an Huragok engineer to assist you with a technical operation. Once ordered, it will fly to the location designated by you. The engineer aids you for a single mission, before it departs to another area of battle. Command points can be spent to prolong their service for an additional mission. While the engineer is with you, it can perform the following functions.

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

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

Incursion

Precision Covenant Commandos

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 5 minutes **Underground Immediate**: 30 minutes
Surface Distant: 1 hour **Underground Distant**: 5 hours

Effect: You order forth several squads of reinforcements to help secure a location. Once they arrive, they help you with either a single battle. After the battle is over, they will secure that position and prevent any enemies from taking that location. When summoned, the incursion marches to the party on foot, so they will arrive slowly. The players might need to hold their location until they arrive or have the attack force meet them at the objective location. The incursion consists of two squads. Each squad is led by either an elite minor or a brute minor and has four grunt minors following them in each squad.

Note: Optionally, if you are at least level 15, you can pay 5 additional command point for one squad to be led by an elite major or a brute major. You can pay 10 additional command points for both squads to be led by a major.

Phantom Covering Fire

Precision Covenant Commandos

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA

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

Reconnaissance Flight

Precision Covenant Miscellaneous Command

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA

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

Scorch and Burn

Precision Covenant Artillery Strike

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 5 rounds **Underground Immediate**: NA
Surface Distant: 10 rounds **Underground Distant**: NA

Effect: You order a full, focused bombardment on the target area. Your artillery forces focus all of their wrath on the target area, using plasma mortars, fuel rod cannons, and plasma fire to eviscerate all enemies. This power effects a square area that is 20 by 20 squares. Instead of requiring an attack roll, all targets within the area suffer 30 damage with the Penetration (25) and Plasma weapon traits. The area also counts as an area of difficult terrain, and anyone that ends their turn there suffers the damage again. The bombardment lasts 3 rounds before ending.

Transport Drop: Light Vehicles

Precision Covenant Resupply

Tactics DC: 18 **Command Points:** 6
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA

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

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

Commander Orders

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

Anti-Air Barrage

Commander Covenant Artillery Strike
Tactics DC: 24 **Command Points:** 10
Surface Immediate: 3 rounds **Underground Immediate**: NA
Surface Distant: 1 minute **Underground Distant**: NA
Effect: Your order anti-air wraiths to target up to 3 enemy aircraft. Each aircraft must be within 50 squares of one other target. This ability only effects flying targets. This an artillery strike that requires a ranged attack roll -10, as normal. All struck targets suffer 100 damage with Penetration (40), Burst (1), and Hailfire (3), or half damage on a missed attack.

Banshee Escort

Commander Covenant Commandos
Tactics DC: 24 **Command Points:** 10
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA
Effect: You order a pair of two banshees to provide fire support. These banshees provide close air support from above for either 5 minutes or the duration of the mission, whichever is sooner. The hornets can use plasma cannons to combat infantry or fuel rod cannons to damage heavy vehicles.
Note: Optionally, the banshees can be called to escort a transport that is dropping off soldiers or supplies or picking up the players. If this option is used, the banshees guard the transport from attacks while escorting it and will provide fire support for the players while the transport is nearby. If banshees are escorting a transport, the transport does not need a secure landing zone to land; the banshees occupy any anti-air defenses while the transport performs it's assigned tasks.

Orbital Beam

Commander Covenant Artillery Strike
Tactics DC: 24 **Command Points:** 10
Surface Immediate: 5 minutes **Underground Immediate**: 5 minutes (special)
Surface Distant: 5 minutes **Underground Distant**: 5 minutes (special)
Effect: Your order a Covenant capital ship to fire a glassing beam at the target location. These devastating beams, when properly calibrated, can be used to annihilate worlds. Even a lesser powered beam, such as the ones this power calls down, can devastate an area and disintegrate all enemy combatants. Mark a Burst (8) area when using this power. Once the beam sets down, all targets within the area suffer 60 piercing damage. The beam persists for 5 rounds, dealing damage on initial impact and to every target that ends their turn within the effect. This beam does excessive damage to terrain, and usually disintegrates buildings, collapses tunnels and structures, and leaves a large glass crater where it lands. Targets still within the area when the orbital beam begins carving into the ground will fall into the crater.
Note: Unlike many artillery strikes, this power could possible target enemies that are underground. This is because the beam tears through terrain very quickly. For every round the beam is active, it blasts through 10 squares of solid ground. Therefore, on its final round, it bypasses 30 squares of terrain. This may allow it to reach underground targets after a number of rounds. For example, targeting an enemy that is 10 squares underground, the first round the beam spends bypassing the ground, and the second and third rounds will be spent attacking the target. Of course, targeting an underground opponent is a good way to simply destroy the building and cause a collapse. It is up the GM's discretion whether this function can be done and what its consequences will be.

Transport Drop: Hunters

Commander Covenant Commandos

Tactics DC: 24 **Command Points:** 10
Surface Immediate: 1 minute **Underground Immediate**: 3 minutes
Surface Distant: 15 minutes **Underground Distant**: 1 hour

Effect: You call for a transport, usually a phantom, to drop off a pair of hunters. These powerful combatants are extremely dangerous and tough. They are equipped with anti-armor weapons and enhanced armor. The hunters will assist you with a single battle, then hold the select location against enemy reinforcements. The phantom will need a landing zone to drop off soldiers (see Reinforcements and Landing Zones in the Core Rulebook).

General Orders

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

Rain of Destruction

General Covenant Artillery Strike

Tactics DC: 30 **Command Points:** 15
Surface Immediate: 2 minutes **Underground Immediate**: NA
Surface Distant: 5 minutes **Underground Distant**: NA

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

Transport Drop: Wraith

General Covenant Resupply

Tactics DC: 30 **Command Points:** 15
Surface Immediate: 1 minute **Underground Immediate**: NA
Surface Distant: 15 minutes **Underground Distant**: NA

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

Squad Members

The Covenant does not rely only on powerful technology, but superior numbers. Most Covenant champions lead squads of soldiers into battle. How many soldiers depends on race. Grunt champions rely on their prolific nature of their race rather than individual power, so Unggoy Champions typically enter battle with a large number of conscripts. On the other hand, elites and brutes rely on their own great strength over numbers, and fight with small squads of lesser races.

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

Every type of soldier in a squad costs an amount of squad points. Generally, you can only have three additional members in a squad, but this varies with talents and traits. You cannot choose squad members that are higher level than you. Therefore, if you are level 3, you can only choose squad members that are level 3 or less. In addition, you can often pay additional squad points when purchasing a squad member to equip them with a superior weapon.

For example, an unggoy has squad points equal to three times their leadership plus three times their level. Therefore, a level 3 Unggoy with 2 ranks in leadership would have 15 squad points and can have squad members that are up to level 3. Their racial trait gives them up to 5 squad members at once. They could easily spend 10 squad points to hire a squad of 5 grunts, each equipped with plasma pistols. Otherwise, they could spend 15 squad points to hire a squad of 5 grunts, each equipped with needlers. They could also replace a grunt with a needler to take a suicide grunt for the same cost. They might choose to take a balanced squad; two grunts with plasma pistols, two grunts with needlers, and one suicide grunt. This would cost 13 squad points, well within their budget.

Because of the Covenant hierarchy, some races have more authority than others. Therefore, lesser races cannot normally command greater races. Therefore, all races are limited in what minions they can have based on what race they belong to.

Grunt Squad Members

Grunts are the least of Covenant races. Therefore, any Covenant race can have grunts in their squads.

Grunt Minor

Level: 1
2 squad points for a Grunt Minor equipped with a plasma pistol
3 squad points for the Grunt to have a needler instead of a plasma pistol

Suicide Grunt

Level: 2
3 squad points for a Suicide Grunt
Suicidal Rush: When the squad makes a standard action to attack, they send the suicide grunt forward in a destructive rush. The grunt makes an immediate move action outside the unit. At the end of the movement, they explode with two plasma grenade in hand, killing themselves and heavily damaging nearby enemies.

Grunt Major

Level: 9
9 squad points for a Grunt Major equipped with a plasma pistol and plasma grenade
10 squad points for the Grunt to have a needler or plasma rifle instead of a plasma pistol

Grunt Heavy

Level: 11
12 squad points for a Grunt Heavy equipped with a plasma pistol and plasma grenade
14 squad points for the Grunt to have a fuel rod gun or concussion rifle instead of a plasma pistol
Independent Pilot: The grunt heavy can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Jackal Squad Members

Any Covenant race, excluding grunts, can spend squad points to add jackals to their squads. When choosing jackals, it is assumed they are Ruuhtian Jackals. You can take Ibie'shan instead of the GM permits. It plays very little roll in their performance.

Jackal Minor

Level: 3
5 squad points for a Jackal Minor equipped with a Carbine
6 squad points for the Jackal to have a plasma pistol and directed heavy energy shield
Shield Bearer: When the leader's squad is hit, they can allocate the hit to a shield-bearing jackal. If they do, roll a d20. On a 12+, the attack is negated. If they suffer multiple hits from a burst weapon, only one hit can be allocated to the jackal, as normal.

Jackal Sniper

Level: 7
9 squad points for a Jackal Sniper equipped with a Carbine
10 squad points for a Jackal Sniper equipped with a Beam Rifle
Precision Shot: When a jackal sniper makes an attack against a squad, they get to choose which soldier in the unit they attack, instead of the leader of that the unit. This functions when they are attacking with the leader or independently of them

Jackal Major

Level: 10
12 squad points for a Jackal Major equipped with a Carbine
13 squad points for the Jackal to have a plasma pistol and directed heavy energy shield
Shield Bearer: When the leader's squad is hit, they can allocate the hit to a shield-bearing jackal. If they do, roll a d20. On a 12+, the attack is negated. If they suffer multiple hits from a burst weapon, only one hit can be allocated to the jackal, as normal.

Elite Squad Members

Elites are a powerful and prestigious race. Therefore, elites only serve other elites. Furthermore, the player character must be at least 5 levels higher than the elite NPC to add them into their squad.

Elite Minor

Level: 3 (requires level 8 character)
7 squad points for an Elite Minor equipped with a plasma pistol and plasma grenades
8 squad points for the Elite to replace their plasma pistol with a needler, plasma rifle, plasma repeater, or storm rifle
Tough: Elite minions have +2 life. This is because they are giant-sized minions with energy shields.
Challenge Accepted: When in a squad with an elite leader, elite minors can assist the leader with their Challenge Accepted opportunity attacks if they are equipped with the same weapon.
Independent Pilot: The elite can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Elite Major

Level: 10 (requires level 15 character)
15 squad points for an Elite Major equipped with a plasma rifle, needler, plasma repeater, or storm rifle
16 squad points for the Elite to replace their rifle with a fuel rod gun or concussive rifle
Tough: Elite minions have +2 life. This is because they are giant-sized minions with energy shields.
Challenge Accepted: When in a squad with an elite leader, elite minors can assist the leader with their Challenge Accepted opportunity attacks if they are equipped with the same weapon.
Tactical Authority: An elite major can place command orders for their unit leader using their own standard action but their leader's tactics bonus. They can issue an order in the same action that the unit uses to make an attack.
Independent Pilot: The elite can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Brute Squad Members

Brutes are a powerful race that respects strength and clan authority. Therefore, brutes only serve other brutes. Furthermore, the player character must be at least 5 levels higher than the brute NPC to add them into their squad.

Brute Minor

Level: 3 (requires level 8 character)
7 squad points for an Elite Minor equipped with a plasma pistol and plasma grenades
8 squad points for the Elite to replace their plasma pistol with a needler, plasma rifle, or spiker
Tough: Brute minions have +1 life. This is because they are giant-sized minions.
Brutish Resilience: When in a squad with a brute leader, brute minions regain 1 lost life when the leader activates their rage.
Independent Pilot: The brute can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Brute Major

Level: 10 (requires level 15 character)
15 squad points for a Brute Major equipped with a needler, plasma rifle, or spiker
16 squad points for the Brute to replace their rifle with a fuel rod gun or brute shot
Tough: Brute minions have +2 life. This is because they are giant-sized minions with energy shields.
Brutish Resilience: When in a squad with a brute leader, brute minions regain 1 lost life when the leader activates their rage.
Tactical Authority: A brute major can place command orders for their unit leader using their own standard action but their leader's tactics bonus. They can issue an order in the same action that the unit uses to make an attack.
Independent Pilot: The brute can function independently as the pilot of a vehicle or turret that was requisitioned by the player or called down using command abilities. They pilot the vehicle as directed by the leader of their unit and perform whatever kind of support is needed.

Squad Quick Reference

To see the full list of the capabilities and numerical values of your squad members, you will need to refer to the NPC glossary at the end of this supplement. However, the following table lists many of the most important values for your squad members. This includes their life, damage resistance, damage threshold, and both ranged and melee skill. This should supply you with the basic information you need for the squad members functions. You will need still need to refer to their NPC entries for attack values, movement speed, and other traits that are important when they are in subunits or making their own attacks.

Unit	Life	Resistance	Threshold	Ranged	Melee
Grunt Minor	2	7	18	1	0
Suicide Grunt	3	8	21	2	0
Grunt Major	4	12	23	4	2
Grunt Heavy	5	15	27	6	2
Jackal Minor	3	7	21	3	2
Jackal Sniper	4	8	23	5	3
Jackal Major	4	11	25	6	4
Elite Minor	6	10	22	3	3
Elite Major	7	16	30	6	6
Brute Minor	6	11	30	3	3
Brute Major	8	22	40	5	6

Units

Units are made up of a leader and several minions. Minions are members of the leader's squadron, as determined by the leader's squad points or assigned NPC squad. The leader is the most important part of a squadron, determining most of their statistics and capabilities. The minions instead contribute to the leader's actions and use a simplified formula to determine health and statistics.

Minions can be any non-heroic NPCs that are medium or small sized. Larger than medium-sized or heroic characters cannot be minions in a unit unless an ability specifically states otherwise (which is quite rare). Leadership is significantly less restrictive, as any character or intelligence creature can be a leader.

Unit Basics

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

Statistics

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

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

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

Encounter Mapping

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

Units Attacking

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

Attacking Units

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

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

1) The attacker declares their attack against the unit, and rolls their attack roll
2) The number of overages beyond the unit's defense is added to the attacks damage, if it was a hit
3) The owner of the unit chooses from amongst all the members of their unit to take the damage.
4) Target's individual damage resistance is applied (along with attack's penetration) and:
    a. If the attack would deal any damage, then the minion loses 1 life, plus 1 for each hailfire of the attack. If the minion is reduced to 0 life, it is dropped. If it is reduced to negative life, it dies instantly.
    b. If the damage would have caused a crippling wound (including rending) it is dropped. If the minion was already dropped, or takes more than one wound, it dies instantly.

5) Repeat steps 3 & 4 for each unit space that was hit by an AoE attack, without affecting the same target more than once for a single area attack.

Life and Taking Damage

Minions in a unit however use a simplified health system. Minions have two life, plus one for every 2 points of fortitude that they have – so a fortitude 3 marine would have 3 life, and a fortitude 6 veteran soldier would have 5 life. If for any reason there is a giant-sized minion in the squad, they gain +1 life from normal. If they would have any sort of energy shield, they gain +1 life. Minions lose one life each time they are hit by an attack that deals damage greater than their modified damage resistance, losing additional life for each hailfire of the attack. Minions that are reduced to 0 life are *dropped* – the dropped condition leaves the minion unconscious and waiting for help. If a medicine check is performed using a medkit within 1 minute, then the minion is returned to consciousness with 1 life. If the minion is reduced to negative life or remains dropped for longer than a minute, they die. A minion will also get the dropped condition if they take a crippling wound from an attack, and they will die if they get two crippling wounds.

Advanced Unit Rules

These advanced rules deal with more specific issues regarding units.

Healing Life

A non-dropped minion can be healed just like a character, by spending a medipack and making a medicine check as a standard action. Roll the medicine check as normal. For every 10 points of healing the medicine check would have healed, it restores 1 life.

Ammunition

Minions don't worry about ammunition with their weapons, except for consumable grenades. They can also change their equipment by picking up or exchanging a weapon, but only if the weapon is fully loaded. If a player exchanges their weapon with a minion, their weapon must be full-loaded and the weapon they take has only 50% maximum capacity.

Minions Leaving Units

If a minion, for whatever reason, leaves a unit, they function more or less as their own entity. They can leave their unit by the unit taking a move action, and the leader choosing to move the minion out of the unit coherency. Therefore, they gain their own standard, move, and minor action each turn while using their own statistics. However, they still use Life instead of hit points, making them very easy to pick off on their own.

Subunits

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

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

Combat Behaviors, Evading, and Combat Augmentations

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

Conditions, Jamming, and Exceptional Rolls

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

Combat Influence and Morale

Units use one morale total as normal, based on their leader's morale bonus. A squad loses 1 morale marker for every member of the unit that is killed (not dropped but killed).

The leader of a unit can use combat influence actions as their minor action as normal. They do not gain any bonuses to the check from their squad mates. In addition, making a combat influence attempt against a unit functions the same as normal. The exception is a Terrorize or Demand Surrender action. If those combat influence actions are successful, they effect 1 minion target, +1 per 2 points of success on the influence check. They effect the leader last, only after all minions are dead, retreating, or surrendered. Surrendering minions drop out of their unit, lay down their weapons, and do not involve themselves further in combat. Retreating minions leave the unit and flee the battle at full speed.

Leadership

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

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

Combat Augmentation	DC 15	Every +5 result (max of DC 25)
Precision Strike	Spend morale before attacking with squad – all attacks your squad makes add your morale bonus to accuracy and penetration. You cannot spend additional morale on the attack roll.	+2 accuracy and penetration
Deadly Sweep	Spend morale before attacking with your squad, you can transfer attack's hailfire into burst or cleave up to a number of times equal to half of your morale bonus (max 2). Fore example, can remove 2 hailfire from the attack to add Burst 2	Increase the max burst/cleave by 1
Evasive Maneuvers	Once per turn, spend morale upon being hit with an attack to make that attack automatically miss, whole squad falls prone and shifts 1 square	+1 shift distance when using this function
Shake it Off	Once per turn, spend morale when you are hit by an attack. Ignore a number of life damage from that attack equal to half your morale bonus, potentially spread across multiple squad members if the attack hit more than one. This does not affect squad members that were dropped due to damage greater than their damage threshold.	+3 damage threshold against the attack

Being Moved

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

Standard Abilities

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

The leader cannot perform a standard ability, because their attention is needed to guide the majority of the squad in actions. Therefore, the leader cannot perform medicine while the rest of the squad attacks. The leader must attack, and delegate duties to their subordinates. A leader can still perform an action such as medicine or calling in artillery strikes, but if they do their squad does not attack or gain any benefit for a standard action.

Chapter 5: Glossary of Covenant NPCs

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

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

Brute Non-player Characters

The Jiralhanae, frequently known as brutes, are some of the strongest and vicious of combatants to enter battle in the Halo universe.

Brute Berserker Description

Brute Berserkers are fanatical Jiralhanae that fervently believe in the will of their masters. They seek to prove themselves in combat by wading into the thick of battle with their gravity hammers. They eschew powered armor, seeking to further prove their worth by using simple body suits. Berserks are vicious warriors who fight with no thought of their own safety. Their great strength, combined with a gravity hammer, makes them incredibly dangerous.

Brute Berserker

Level 10 Brute Non-heroic Character, High Threat

Hit Points: 154	**Healing Threshold**: 9	**Damage Threshold:** 37
Defense: 24	**Toughness:** 27	**Resolve:** 18
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 13		

-**Gravity Hammer w/ Cleaving and Power Strike** 1d20+11 accuracy, 77 damage, +1 strike maximum; *Special Traits*: Penetration 22, Rending 2, Cleaving 3

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Melee 6, Mental Training 6, Perception 2, Survival 4
Talents: Cleave II, Cynic, Defensive Fighting, Jaded, Military Unarmed Training II, Mountain Strike II, Power Strike II, Swift Strikes, Weapon Mastery (melee)
Strength: 9 **Instinct**: 2 **Agility**: 5 **Fortitude:** 9
Intelligence: 2 **Willpower**: 2
Gear: ***Gravity Hammer*** with Improved Potency, ***Protective Body Suit*** with Heavy Armor Variant, Equipment Belt

Brutish Resilience: A brute gains 9 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

Symbol of Brutality: Whenever a brute berserker slays an enemy, all allied brutes within 15 squares gain a morale level.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +9 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 27. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for a 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Brute Captain Description

Brute Captains are high ranking field officers for the Jiralhanae legions. Easily distinguished on the battlefield by their golden armor, captains lead attack forces of brutes, jackals, and grunts into battle. They are higher ranked than most Jiralhanae and answer only to Brute chieftains. They are powerful combatants that carry a variety of weapons to fight with. Their durability is legendary amongst the Covenant warrior castes.

Brute Captain

Level 20 Brute Non-heroic Character, High Threat

Hit Points: 265	**Healing Threshold**: 13	**Damage Threshold:** 52
Defense: 25	**Toughness:** 31	**Resolve:** 27
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +8
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 24	**Energy Shield:** 60 (5 shield armor)	

-Spiker 1d20+9 accuracy, 28 damage, +3 strikes maximum, 40 shots at short range; *Special Traits*: Penetration 5, Rending 9, Compact, Bladed, Automatic
-Spiker Rifle Butt 1d20+9 accuracy, 38 damage, +1 strike maximum; *Special Traits*: Penetration 2
-Brute Shot 1d20+11 accuracy, 55 damage, +1 strike maximum, 6 shots at long range; *Special Traits*: Penetration 10, Burst 2, Bladed
-Brute Shot Melee 1d20+9 accuracy, 43 damage, +1 strike maximum; *Special Traits*: Penetration 2
-Spike Grenade 1d20+6 accuracy, 55 damage, 1 strike maximum, 1 shot at medium range; *Special Traits*: Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 3, Athletics 9, Computers 2, Defensive Training 8, Durability 9, Endurance 9, Medicine 5, Influence 8, Leadership 8, Melee 9, Mental Training 9, Perception 6, Pilot 8, Ranged 9, Science 4, Survival 8, Tactics 8
Talents: Cleave II, Defensive Fighting II, Devastating Cripple (melee), Hardened Survivalist, Hijack, Mighty Blow III, Natural Health III, Resistant IV, Resilience, Swift Strikes, Weapon Mastery (ranged II, melee II)
Strength: 17* **Instinct**: 5 **Agility**: 6* **Fortitude:** 11
Intelligence: 4 **Willpower**: 8
Gear: ***Spiker*** with Murderous Efficiency and Superheated Charges and 3 magazines of Splinter Rounds, ***Brute Shot*** with Improved Potency and Improved Precision and 2 magazines ***Spike Grenade*** with Aerodynamic Explosive and Improved Potency ***x2***, ***Jiralhanae Combat Harness*** with Heavy Armor and Augmented, Equipment Belt x3

Brutish Resilience: A brute gains 11 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

War Howl: A brute captain can spend a move action emitting a terrifying howl that doubles as a battle cry. All enemies within 15 squares lose one morale level. All allies within 15 squares gain 1 morale level. A character can only be affected by a brute captain's war howl once per turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +17 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 33. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 6 rounds and cannot be ended voluntarily. It is usable once per encounter.

Command Abilities: A brute captain can issue the following orders, each as the listed number of times per hour: Transport Drop: Light Vehicles 2/hour, Incursion 2/hour, Plasma Mortar Strike 3/hour.

Squad Commander: Brute Captains lead Covenant forces into battle. The brute major leads a squad that consists of a grunt major and two grunt minors. Sometimes, they will instead lead a squad with two followers, that is a combination of jackal minors with shields and brute minors with plasma pistols.

~Brute Captain (top left)

~Brute Jumper (top right)

~Brute Major (bottom)

Brute Jumper Description

Brute Jumpers use jump packs to quickly maneuver around combat. This is an extremely prestigious position amongst the Jiralhanae. Jiralhanae are known to compete heavily for the right to utilize a jump pack in combat, as it puts them on the vanguard of battle. Brute jumpers often engage the special forces and commanders of other factions, further enhancing the glory of the position.

Brute Jumper

Level 13 Brute Non-heroic Character, High Threat

Hit Points: 157	**Healing Threshold**: 10	**Damage Threshold:** 40
Defense: 22	**Toughness:** 31	**Resolve:** 19
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 18	**Energy Shield:** 60 (5 shield armor)	

-Spiker 1d20+7 accuracy, 22 damage, +3 strikes maximum, 40 shots at short range; *Special Traits*: Penetration 6, Rending 4, Compact, Bladed
-Plasma Rifle 1d20+6 accuracy, 16 damage, full auto, 400 shots at medium range; *Special Traits*: Penetration 3, Plasma, Compact, Overheat, Fully Automatic
-Brute Shot 1d20+7 accuracy, 50 damage, +1 strike maximum, 6 shots at long range; *Special Traits*: Penetration 10, Burst 2, Bladed
-Gravity Hammer 1d20+12 accuracy, 70 damage, 1 strike maximum; *Special Traits*: Penetration 20, Cleaving 2
-Spiker Rifle Butt 1d20+7 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 2
-Plasma Rifle Butt 1d20+5 accuracy, 28 damage, 1 strike maximum; *Special Traits*: NA
-Brute Shot Melee 1d20+7 accuracy, 38 damage, 1 strike maximum; *Special Traits*: Penetration 2

Skills: Acrobatics 6, Athletics 7, Defensive Training 7, Durability 6, Endurance 7, Medicine 4, Melee 7, Mental Training 5, Perception 5, Pilot 7, Ranged 6, Science 4, Survival 4, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant II, Weapon Mastery (ranged, melee)
Strength: 12* **Instinct**: 6* **Agility**: 6* **Fortitude:** 8
Intelligence: 3 **Willpower**: 4
Gear: ***Spiker*** with Improved Potency and 2 magazines of Penetrator Rounds OR ***Plasma Rifle*** with Rapid Fire and 1 unstable battery OR ***Brute Shot*** with Improved Potency and 2 magazines OR ***Gravity Hammer, Jiralhanae Combat Harness*** with Jump Pack Variant and Tactical Variant, Equipment Belt x3

Jump Pack: The brute has a jump pack that allows massive rocket jumps and increased speed. The jump pack has three charges of use; it regains 1 charge at the start of each turn. Using a single charge, the character can instantly launch themselves 6 squares into the air, moving horizontally, vertically, or both. They can spend multiple charges to move an additional 6 squares in a single round. If the character doesn't end on solid ground, they fall. Alternately, the jump pack can be used to boost the user's own movement for a single round by spending one or more charges. For each charge spent, the character gains +3 movement speed. If the user ends their turn in the air, where they are not touching ground, they can spend an additional charge to hover in place and not fall.

Brutish Resilience: A brute gains 8 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +12 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 24. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 5 rounds and cannot be ended voluntarily. It is usable once per encounter.

Command Abilities: A brute jumper can issue the following orders, each as the listed number of times per hour: Fuel Rod Cannon Blast 3/hour, Grunt Mob 3/hour.

Brute Major Description

Brute majors are senior Jiralhanae warriors who are given command authority over lesser races and brute minors. As seasoned veterans, they are even tougher and more ruthless than brute minors. They have earned the right to wear powered armor and carry a variety of weapons. Brute majors inspire their followers with fear and threats of violence.

Brute Major

Level 10 Brute Non-heroic Character, High Threat

Hit Points: 157	**Healing Threshold**: 10	**Damage Threshold:** 40
Defense: 19	**Toughness:** 31	**Resolve:** 19
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 22	**Energy Shield:** 60 (5 shield armor)	

-Needler 1d20+9 accuracy, 20 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Plasma Rifle 1d20+5 accuracy, 16 damage, full auto, 400 shots at medium range; *Special Traits*: Penetration 3, Plasma, Compact, Overheat, Fully Automatic
-Spiker 1d20+6 accuracy, 22 damage, +2 strikes maximum, 40 shots at short range; *Special Traits*: Penetration 2, Rending 4, Compact, Bladed
-Rifle Butt 1d20+4 accuracy, 28 damage, 1 strike maximum; *Special Traits*: NA
-Spiker Rifle Butt 1d20+6 accuracy, 33 damage, 1 strike maximum; *Special Traits*: Penetration 2
-Spike Grenade 1d20+1 accuracy, 45 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 2, Rending 4, Cone 3, Hailfire 1, Sticky Grenade, Grenade, Delay

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)
Strength: 13* **Instinct**: 4 **Agility**: 4 **Fortitude:** 8
Intelligence: 3 **Willpower**: 5
Gear: ***Needler*** with Improved Potency and 2 magazines OR ***Plasma Rifle*** with Rapid Fire and 1 battery OR ***Spiker*** with Improved Potency and 2 magazines, ***Spike Grenade***, ***Jiralhanae Combat Harness*** with Heavy Armor, Equipment Belt x3

Brutish Resilience: A brute gains 8 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

Dazing Blow: If a brute major deals a crippling wound to an enemy with a melee attack, the target is staggered for 1 round. Squad minions that are hit by a brute major's melee attack cannot contribute attacks on the squad's next turn.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +13 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 24. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for 5 rounds and cannot be ended voluntarily. It is usable once per encounter.

Command Abilities: A brute major can issue the Plasma Mortar Strike order once per hour.

Squad Commander: Brute Majors are usually supplemented by small squads of grunts. The brute major leads a squad that consists of 2 grunt minors equipped with plasma pistols. They do not have these minions when they are a member of another brute's squad.

Alternate Weapons: The Brute Minor may be equipped with one of the following weapons instead of their standard weapon: fuel rod gun with 2 magazines or brute shot with 2 magazines

-Fuel Rod Gun 1d20+4 accuracy, 70 damage, 1 strike maximum, 5 shots at medium range; *Special Traits*: Penetration 40, Burst 1, Long Reload
-Brute Shot 1d20+6 accuracy, 45 damage, +1 strike maximum, 6 shots at long range; *Special Traits*: Penetration 10, Burst 2, Bladed
-Brute Shot Melee 1d20+6 accuracy, 38 damage, 1 strike maximum; *Special Traits*: Penetration 2

Brute Minor Description

Brute Minors are the rank and file Jiralhanae in combat. While they are trained and savage warriors, minors do not have command authority and are front line combatants of a Jiralhanae offensive. As they have not yet proved themselves in battle, brute minors do not wear a protective combat harness. However, their thick Jiralhanae skin provides enough protection for them to wade into battle.

Brute Minor

Level 3 Brute Non-heroic Character, High Threat

Hit Points: 85	**Healing Threshold**: 8	**Damage Threshold:** 30
Defense: 17	**Toughness:** 22	**Resolve:** 15
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 11		

-Plasma Pistol 1d20+3 accuracy, 15 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20+1 accuracy, 16 damage, +1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+1 accuracy, 40 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Medicine 1, Melee 3, Mental Training 2, Perception 2, Pilot 2, Ranged 3, Survival 2, Tactics 2
Talents: Power Attack, Resistant

Strength: 7	**Instinct**: 2	**Agility**: 4	**Fortitude:** 6
Intelligence: 2	**Willpower**: 3		

Gear: ***Plasma Pistol*** with 1 battery, ***Plasma Grenade***, ***Protective Body Suit***, Equipment Belt x3

Brutish Resilience: A brute gains 6 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +7 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 18. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for a 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Alternate Weapons: The Brute Minor may be equipped with one of the following weapons instead of their pistol: Needler with 2 magazines, Plasma Rifle, Spiker with 2 magazines

-Needler 1d20+7 accuracy, 14 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Plasma Rifle 1d20+3 accuracy, 15 damage, +2 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 3, Plasma, Compact, Overheat, Automatic
-Spiker 1d20+4 accuracy, 16 damage, +2 strikes maximum, 40 shots at short range; *Special Traits*: Penetration 2, rending 4, Compact, Bladed
-Rifle Butt 1d20+1 accuracy, 22 damage, 1 strike maximum; *Special Traits*: NA
-Spiker Rifle Butt 1d20+3 accuracy, 27 damage, 1 strike maximum; *Special Traits*: Penetration 2

~Brute Minors (above)

~Brute Stalker (below)

Brute Stalker Description

Stalkers are unusual Jiralhanae, as they rely heavily on stealth and sabotage in their actions. They possess a cloaking field and tactical visor, encouraging them to use strategy and cunning in combat. Stalkers act as covert assassins that target enemy officers. Alternatively, brute stalkers also serve as the personal guards to high ranking Jiralhanae, such as chieftains. They serve as the invisible protectors for their leaders, luring their enemies into a state of complacency when they believe the chieftain is undefended.

Brute Stalker

Level 7 Brute Non-heroic Character, High Threat

Hit Points: 121	**Healing Threshold**: 8	**Damage Threshold:** 35
Defense: 21	**Toughness:** 28	**Resolve:** 17
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +3
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 15	**Energy Shield:** 60 (5 shield armor)	

-Mauler 1d20+5 accuracy, 18 damage, 1 strikes maximum, 5 shots at short range; *Special Traits*: Penetration 2, Spread, Close Quarters, Bladed
-Mauler Pistol Whip 1d20+5 accuracy, 26 damage, +1 strike maximum; *Special Traits*: Penetration 4
-Spiker 1d20+6 accuracy, 19 damage, +3 strikes maximum, 40 shots at short range; *Special Traits*: Penetration 4, Rending 4, Compact, Bladed, Automatic
-Spiker Rifle Butt 1d20+5 accuracy, 32 damage, 1 strike maximum; *Special Traits*: Penetration 4
-Firebomb 1d20+3 accuracy, 25 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 2, Hailfire 2, Burst 3, Flames, Grenade, Delay

Skills: Athletics 4, Defensive Training 5, Durability 5, Endurance 4, Medicine 2, Melee 5, Mental Training 4, Perception 5, Pilot 2, Ranged 5, Stealth 5, Survival 4, Tactics 5
Talents: Close Combat Shot, Defensive Fighting, Far Shot, Jaded, Penetration II, Stalker, Weapon Mastery (melee, ranged)
Strength: 11* **Instinct**: 4* **Agility**: 7* **Fortitude:** 7
Intelligence: 2 **Willpower**: 3
Gear: ***Spiker*** with 2 magazines OR ***Mauler*** with 2 magazines, ***Firebomb*** x2, ***Jiralhanae Combat Harness*** with Stealth Variant and Tactical Variant, Equipment Belt x2

Stealth Armor: The brute stalker can use their stealth suit to hide from view. They can remain cloaked for up to 10 rounds. Once they end their cloaking effect, it must recharge for an equal amount of time to that which they spent cloaked. Therefore, if they were cloaked for 1 minute (10 rounds), they must wait 10 rounds until they can cloak again.

Radar Jamming: The brute stalker possesses advanced radar jamming technology. Motion detectors and navigation units do not function within 10 squares of them. Tactics checks to activate command powers in that area, or targeting that area, suffer disadvantage.

Brutish Resilience: A brute gains 7 temporary hit points at the start of each turn if it is not benefitting from any energy shields.

Rage: Brutes can enter a rage as a free action. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +11 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. Their temporary hit points from the Brutish Resilience increases to 21. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts for a 4 rounds and cannot be ended voluntarily. It is usable once per encounter.

Elite Non-player Characters

The Sangheili Elites are one of the oldest races in the Covenant and possessed authority that was second only to the Prophets. They have a proud warrior culture driven by honor and proving worth.

Elite Honor Guard Description

The Sangheili honor guard was an elite caste of soldiers dedicated to protecting the prophet hierarchs and other esteemed figures amongst the Covenant. Easily recognized with their red and gold armor, these formidable warriors are some of the Covenant's greatest soldiers. Anyone who threatens the hierarchs will have to contend with the master swordsmanship of these terrifying warriors.

Elite Honor Guard

Level 20 Elite Non-heroic Character, High Threat

Hit Points: 205	**Healing Threshold**: 11	**Damage Threshold:** 40
Defense: 30	**Toughness:** 36	**Resolve:** 26
Speed: 10	**Shift Speed:** 3	**Morale Bonus:** +8
Space: 1 square	**Reach:** 1 square	**Initiative:** +9
Damage Resistance: 21	**Energy Shield:** 145 (19 shield armor)	

-Energy Sword w/ Cleave 1d20+10 accuracy, 100 damage, +4 strikes maximum; *Special Traits*: Piercing, Cleaving (1), Dueling Weapon, Plasma

Skills: Acrobatics 7, Athletics 7, Computers 4, Defensive Training 9, Durability 9, Endurance 9, Influence 6, Leadership 6, Lore 8, Medicine 8, Melee 9, Mental Training 8, Perception 9, Pilot 6, Ranged 7, Stealth 4, Survival 8, Tactics 9
Talents: Cleave II, Close Combat Shot, Combat Reflexes, Defensive Fighting II, Energy Shield Expertise II, Hijack, Jaded, Keen Senses, Martial Arts Unarmed Training II, Natural Health II, Resistant III, Swift Strikes II, Weapon Mastery (melee II)
Strength: 15* **Instinct**: 6 **Agility**: 10* **Fortitude:** 9
Intelligence: 4 **Willpower**: 8
Gear: ***Energy Sword*** with Murderous Efficiency and Improved Potency, ***Sangheili Combat Harness*** with Sentinel, Enhanced Shielding, and Augmented

Guardian of the Prophets: The honor guard can spend a minor action on their turn to direct enemy fire towards them. Enemies gain a -5 penalty to attack the honor guard's allies when they can attack the honor guard. Allies must be within 6 squares of the honor guard to be protected by them.

Shield Ally: The honor guard can shift as an immediate action to absorb a blow that was meant towards an ally within 3 squares. This can be any non-area melee or ranged attack. The guardian and the ally swap squares.

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 5 opportunity attacks each round.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

Command Abilities: An honor guard can issue the following orders, each as the listed number of times per hour: Banshee Escort 1/hour, Incursion 2/hour, Scorch and Burn 2/hour.

~Elite Honor Guard (top left) ***~Elite Minors (bottom)*** ***~Elite Major (top right)***

Elite Major Description

Wearing distinctive red armor, elite majors are veteran officers of the Sangheili. They often lead important operations, commanding elites, grunts, and jackals in battle. These warriors have not lived as long as they have by taking foolish risks and anyone facing an elite major should prepare themselves for facing a skilled tactician that knows when to fight, when to retreat, and when to rely on tactical assets.

Elite Major

Level 10 Elite Non-heroic Character, High Threat

Hit Points: 139	**Healing Threshold**: 8	**Damage Threshold:** 30
Defense: 23	**Toughness:** 27	**Resolve:** 20
Speed: 8	**Shift Speed:** 2	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 16	**Energy Shield:** 90 (11 shield armor)	

-Needler 1d20+10 accuracy, 23 damage, +3 strikes maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Plasma Repeater 1d20+6 accuracy, 27 damage, full auto, 200 shots at medium range; *Special Traits*: Penetration 9, Plasma, Recoil, Scope, Full Auto
-Plasma Rifle 1d20+6 accuracy, 24 damage, +3 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 7, Plasma, Compact, Overheat, Automatic
-Storm Rifle 1d20+7 accuracy, 26 damage, +3 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 7, Plasma, Overheat, Automatic
-Rifle Butt 1d20+4 accuracy, 23 damage, 1 strike maximum; *Special Traits*: NA
-Pistol Whip 1d20+4 accuracy, 17 damage, +1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+4 accuracy, 48 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 9, Burst 1, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 5, Athletics 5, Computers 2, Defensive Training 6, Durability 6, Endurance 5, Influence 3, Leadership 4, Lore 5, Medicine 5, Melee 6, Mental Training 6, Perception 5, Pilot 6, Ranged 6, Stealth 4, Survival 4, Tactics 6
Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Hardened Survivalist, Plasma Burn II, Resistant II, Weapon Mastery (ranged)
Strength: 9* **Instinct**: 6 **Agility**: 7* **Fortitude:** 6
Intelligence: 4 **Willpower**: 4
Gear: ***Needler*** with Improved Potency and 2 magazines OR ***Plasma Repeater*** with Improved Potency and 2 batteries OR ***Plasma Rifle*** with Improved Potency and 2 batteries OR ***Storm Rifle*** with Improved Potency and 2 batteries, ***Plasma Grenade***, ***Sangheili Combat Harness*** with Heavy Armor, Equipment Belt

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 3 opportunity attacks each round.

Onslaught: The elite major can make their full number of strikes when performing a Challenge Accepted opportunity attack.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

Command Abilities: An elite major can issue the Transport Drop: Reinforcements order once per hour.

Squad Commander: Elite Majors are usually supplemented by small squads of grunts. The elite major leads a squad that consists of 3 grunt minors equipped with plasma pistols. They do not have these minions when they are a member of another elite's squad.

Alternate Weapons: The Elite Major may be equipped with one of the following weapons instead of their pistol: Fuel Rod Gun, Concussive Rifle

-Fuel Rod Gun 1d20+5 accuracy, 73 damage, 1 strike maximum, 5 shots at medium range; *Special Traits*: Penetration 40, Burst 1, Long Reload
-Concussion Rifle 1d20+7 accuracy, 38 damage, 1 strike maximum, 6 shots at short range; *Special Traits*: Penetration 14, Burst 1, Plasma, Concussive Blast, Long Reload

Elite Minor Description

Elite minors are the most common Sangheili forces. Recognized by their blue armor, elite minors have not yet proved themselves in battle, but are eager to take the fight to their enemies. They are still dangerous combatants to the uninitiated and are often a greater threat than the small mob of grunts that usually follow them.

Elite Minor

Level 3 Elite Non-heroic Character, High Threat

Hit Points: 73	**Healing Threshold**: 7	**Damage Threshold:** 22
Defense: 16	**Toughness:** 22	**Resolve:** 14
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 10	**Energy Shield:** 75 (8 shield armor)	

-Plasma Pistol 1d20+3 accuracy, 17 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20+1 accuracy, 16 damage, +1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+1 accuracy, 42 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 1, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 2, Athletics 2, Computers 1, Defensive Training 3, Durability 3, Endurance 2, Influence 1, Lore 1, Medicine 1, Melee 3, Mental Training 2, Perception 2, Pilot 2, Ranged 3, Stealth 1, Survival 1, Tactics 2
Talents: Close Combat Shot
Strength: 7* **Instinct**: 4 **Agility**: 5* **Fortitude:** 4
Intelligence: 3 **Willpower**: 2
Gear: ***Plasma Pistol*** with 1 battery, ***Plasma Grenade***, ***Sangheili Combat Harness***, Equipment Belt

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 1 opportunity attack each round.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

Alternate Weapons: The Elite Minor may be equipped with one of the following weapons instead of their pistol: Needler, Plasma Repeater, Plasma Rifle, Storm Rifle

-Needler 1d20+7 accuracy, 18 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Plasma Repeater 1d20+3 accuracy, 22 damage, full auto, 200 shots at medium range; *Special Traits*: Penetration 5, Plasma, Recoil, Scope, Full Auto
-Plasma Rifle 1d20+3 accuracy, 19 damage, +2 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 3, Plasma, Compact, Overheat, Automatic
-Storm Rifle 1d20+4 accuracy, 21 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Overheat, Automatic
-Rifle Butt 1d20+1 accuracy, 22 damage, 1 strike maximum; *Special Traits*: NA

Elite Pilot Description

An alternate position from major, an elite pilot focuses their prowess in aircraft rather than personal combat. Most phantoms and spirits in the Covenant are commanded by a Sangheili pilot. These are still skilled warriors who are more than capable of defending themselves in combat.

Elite Pilot

Level 10 Elite Non-heroic Character, High Threat

Hit Points: 97	**Healing Threshold**: 7	**Damage Threshold:** 27
Defense: 21	**Toughness:** 26	**Resolve:** 19
Speed: 9	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 10	**Energy Shield:** 75 (11 shield armor)	

-Plasma Rifle 1d20+6 accuracy, 25 damage, +3 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 7, Plasma, Compact, Overheat, Automatic
-Storm Rifle 1d20+7 accuracy, 27 damage, +3 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 7, Plasma, Overheat, Automatic
-Rifle Butt 1d20+1 accuracy, 23 damage, 1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+4 accuracy, 49 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 7, Burst 1, Sticky Grenade, Plasma, Grenade, Delay

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4
Gear: ***Plasma Rifle*** with Improved Potency and 1 battery OR ***Storm Rifle*** with Improved Potency and 1 battery, ***Plasma Grenade***, ***Sangheili Combat Harness*** with Tactical Variant, Equipment Belt

Warrior Pilot: The elite pilot is an expert at piloting vehicles in battle. Vehicles they pilot gain +3 defense and vehicle weapons they control gain +1 power rating of damage.

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 4 opportunity attacks each round.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

Elite Ranger Description

Rangers are Sangheili veterans that specialize in using shielded armor and jet packs to fight in space or support in aerial battles. Elite rangers usually operate in focused groups of 3-6 rangers who use flanking tactics to pin and eliminate the opposition. Rangers often lead boarding actions onto other ships and strike their foes where they do not expect them. They prefer to remain airborne in combat.

Elite Ranger

Level 7 Elite Non-heroic Character, High Threat

Hit Points: 85	**Healing Threshold**: 7	**Damage Threshold:** 26
Defense: 20	**Toughness:** 25	**Resolve:** 18
Speed: 8, fly 5	**Shift Speed:** 2	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 13	**Energy Shield:** 85 (10 shield armor)	

-Plasma Rifle 1d20+5 accuracy, 21 damage, +3 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 5, Plasma, Compact, Overheat, Automatic
-Plasma Rifle w/ Dual-Wielding 1d20+0 accuracy x2, 21 damage, +3 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 5, Plasma, Compact, Overheat, Automatic
-Carbine 1d20+6 accuracy, 29 damage, +3 strikes maximum, 18 shots at long range; *Special Traits*: Penetration 4, Digital Scope
-Rifle Butt 1d20+3 accuracy, 23 damage, 1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+3 accuracy, 51 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 4, Athletics 4, Computers 1, Defensive Training 5, Durability 4, Endurance 3, Lore 2, Medicine 3, Melee 5, Mental Training 4, Perception 5, Pilot 4, Ranged 5, Stealth 3, Survival 5, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Dual Weapon Skill, Plasma Burn, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 6 **Agility**: 7* **Fortitude:** 4
Intelligence: 3 **Willpower**: 4
Gear: ***Pair of Plasma Rifles*** with 1 battery each OR ***Carbine*** with 2 magazines, ***Plasma Grenade***, ***Sangheili Combat Harness*** with Jet Pack Variant and Space Combat Variant, Equipment Belt x2

Flight: The elite's jet pack allows flight at a speed of 5 squares per round.

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 2 opportunity attacks each round.

Advantageous Positioning: When the elite is attacked by an enemy that is beneath them, their Challenge Accepted activates if the target is within 30 squares instead of 15. In addition, they gain advantage on Challenge Accepted opportunity attacks against targets beneath them.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

~Elite Rangers (top)

~Stealth Elite (bottom)

Stealth Elite Description

Stealth Elites are special forces sangheili that serve as spies and assassins for the Covenant and its remnants. These warriors, dressed in white armor, are masters of utilizing the cloaking fields built into their armor. Able to remain hidden for prolonged periods of time, stealth elites creep through enemy fortifications and eliminate targets with merciless strikes. They often hunt priority enemy targets, such as Spartans, while waiting for them to lower their guard and be vulnerable to a powerful sword blow.

Stealth Elite

Level 13 Elite Non-heroic Character, High Threat

Hit Points: 118	**Healing Threshold**: 7	**Damage Threshold:** 29
Defense: 25	**Toughness:** 28	**Resolve:** 21
Speed: 10	**Shift Speed:** 2	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 10	**Energy Shield:** 90 (11 shield armor)	

-Energy Sword 1d20+11 accuracy, 70 damage, +3 strikes maximum; *Special Traits*: Piercing, Dueling Weapon, Plasma
-Plasma Rifle 1d20+7 accuracy, 24 damage, +4 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 7, Plasma, Compact, Overheat, Automatic
-Rifle Butt 1d20+5 accuracy, 27 damage, +1 strike maximum; *Special Traits*: NA
-Plasma Grenade 1d20+5 accuracy, 48 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 5, Burst 1, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 5, Athletics 5, Computers 4, Defensive Training 6, Durability 6, Endurance 4, Influence 2, Leadership 2, Lore 6, Medicine 3, Melee 7, Mental Training 7, Perception 7, Pilot 4, Ranged 7, Stealth 7, Survival 4, Tactics 7
Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Sneak Attack II, Swift Strikes, Weapon Mastery (melee, ranged)
Strength: 10* **Instinct**: 6* **Agility**: 9* **Fortitude:** 5
Intelligence: 4 **Willpower**: 4
Gear: ***Energy Sword*** OR ***Plasma Rifle*** with Improved Potency and 1 unstable battery, ***Plasma Grenade***, ***Sangheili Combat Harness*** with Stealth Variant and Tactical Variant, Equipment Belt

Stealth Armor: The stealth elite has mastered the usage of the cloaking field in their armor. They can remain cloaked for up to 30 rounds. Once they end their cloaking effect, it must recharge for 1 round per 2 rounds they spent cloaked. Therefore, if they were cloaked for 1 minute (10 rounds), they must wait 5 rounds until they cloak again.

Sneak Attack: The stealth elite's sneak attack talents give them +4 damage and +2 rending against enemies that cannot see or detect them.

Challenge Accepted: When the elite is attacked by an enemy within 15 squares, regardless of whether they are hit, they can make an opportunity attack with a weapon against that target. This can be with a ranged weapon and can be used to attack enemies that are not adjacent. They can make 4 opportunity attacks each round.

Tactical Step: The elite can shift as a minor action once per turn and takes no accuracy penalty when performing an action move.

Command Abilities: A stealth can issue the following orders, each as the listed number of times per hour: Plasma Mortar Strike 2/hour, Incursion 1/hour.

Grunt Non-player Characters

The Covenant and its remnants make use of huge numbers of expendable Unggoy foot soldiers. Unggoy are often encountered in squads of similar members and are rarely encountered alone. Even Unggoy that do not have a prebuilt squad are often found in squads that lack leadership, instead governed by mob rule.

Grunt Deacon Description

Deacons are esteemed members of Unggoy society. They are Unggoy of exceptional intelligence and faith who are promoted to spread the religious doctrine of the Covenant. Dressed in white armor decorated with tapestries and marks of position, deacons make sure other grunts are properly motivated by the creed of the prophets. They are often accompanied by large squads of elite grunts who serve as their honor guard and protectors. Deacons are very important to other Unggoy, and they will often lay down their lives to protect a Deacon.

Grunt Deacon

Level 12 Grunt Non-heroic Character, Low Threat

Hit Points: 93	**Healing Threshold**: 8	**Damage Threshold:** 27
Defense: 20	**Toughness:** 20	**Resolve:** 22
Speed: 7	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 10		

-Plasma Rifle 1d20+6 accuracy, 21 damage, +3 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 9, Plasma, Compact, Overheat, Automatic, Precision Burst
-Pistol Whip 1d20+2 accuracy, 15 damage, +1 strike maximum; *Special Traits*: Penetration 2
-Plasma Grenade 1d20+4 accuracy, 50 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 16, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 4, Athletics 4, Computers 4, Defensive Training 6, Durability 5, Endurance 4, Influence 6, Leadership 6, Medicine 6, Melee 4, Mental Training 6, Perception 6, Pilot 4, Ranged 6, Science 4, Tactics 4
Talents: Close Combat Shot, Defensive Fighting, Dodge, Far Shot, Inspirational Presence, Penetration II, Plasma Burn II, Precision Burst, Renowned Commander, Resolute, Weapon Mastery (ranged), Wrecker
Strength: 4 **Instinct**: 8* **Agility**: 6* **Fortitude:** 6
Intelligence: 5 **Willpower**: 6
Gear: ***Plasma Rifle*** with Improved Potency and 2 unstable batteries, ***Plasma Grenade*** x2, ***Unggoy Combat Harness*** with Tactical Variant and Command Variant, Equipment Belt, Methane Tank, Communicator

Pack Tactics: If the grunt is in a squad made up entirely of Unggoy, they gain +2 accuracy for every grunt assisting with an attack, instead of the standard +1. Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat.

Command Abilities: An officer can issue the following orders, each as the listed number of times per hour: Grunt Mob 3/hour, Transport Drop: Reinforcements 2/hour.

Unggoy Leader: As esteemed members of Unggoy society, deacons are always accompanied by a host of skilled grunts. The deacon usually leads a unit with 4 grunt majors with plasma rifles and 2 grunt heavies with fuel rod guns.

Mob Formation: A grunt squad gains +1 defense for every grunt in the mob beyond the leader. If the grunt deacon has a full squad of 6 additional grunts, they would gain +6 defense.

Sacrificial Pawn: When the grunt deacon's squad is hit by a burst attack, they can deviate multiple hits onto a single grunt instead of splitting the attack amongst several members of the squad. They cannot deviate more hits to a grunt than they have life points remaining.

Grunt Heavy Description

A grunt heavy has lived long enough to be permitted and trained to use combat vehicles, man turrets, and yield heavy weapons. Grunt heavies are easily noticed by their green armor and are often picked out as threats by UNSC forces. Grunt heavies are tough and brave, at least amongst grunts.

Because of their special assignments, grunt heavies are frequently encountered outside squads.

Grunt Heavy

Level 11 Grunt Non-heroic Character, Low Threat

Hit Points: 93	**Healing Threshold**: 8	**Damage Threshold:** 27
Defense: 20	**Toughness:** 22	**Resolve:** 16
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +6
Damage Resistance: 15		

-Plasma Pistol 1d20+6 accuracy, 21 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 5, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20 accuracy, 16 damage, +1 strike maximum; *Special Traits*: Penetration 2
-Plasma Grenade 1d20+4 accuracy, 45 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 7, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 3, Athletics 3, Computers 1, Defensive Training 6, Durability 5, Influence 3, Leadership 2, Medicine 2, Melee 2, Mental Training 2, Perception 4, Pilot 5, Ranged 6, Science 4, Tactics 2
Talents: Balanced Shot, Close Combat Shot, Defensive Fighting, Penetration II, Resistant II, Weapon Mastery (ranged)
Strength: 6 **Instinct**: 6 **Agility**: 4 **Fortitude:** 6
Intelligence: 2 **Willpower**: 4
Gear: ***Plasma Pistol*** with Improved Potency and 1 battery, ***Plasma Grenade***, ***Unggoy Combat Harness*** with Heavy Armor Variant and Extra Methane Variant, Equipment Belt, Methane Tank

Pack Tactics: If the grunt is in a squad made up entirely of Unggoy, they gain +2 accuracy for every grunt assisting with an attack, instead of the standard +1. Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat.

Methane High: If the grunt heavy is outside of a squad or is the leader of a squad, they can start each encounter with 2 morale levels instead of 1, thanks to the extra methane add on of their armor. This is cumulative with the pack tactics feature if they are leading a squad.

Alternate Weapons: The Grunt Major may be equipped with one of the following weapons instead of their pistol: Fuel Rod Gun with 2 magazines OR Concussion Rifle with 2 magazines

-Fuel Rod Gun 1d20+5 accuracy, 70 damage, 1 strike maximum, 5 shots at medium range; *Special Traits*: Penetration 42, Burst 1, Long Reload
-Concussion Rifle 1d20+7 accuracy, 35 damage, 1 strike maximum, 6 shots at short range; *Special Traits*: Penetration 12, Burst 1, Plasma, Concussive Blast, Long Reload
-Rifle Butt 1d20 accuracy, 22 damage, 1 strike maximum; *Special Traits*: Penetration 2

Grunt Laborer Description

Most Unggoy in the Covenant have two choices: military service or manual labor. As many grunts fight in the military, even more are back home performing the brute labor that supplies the Covenant war machine. The grunt laborer is the best representation of a civilian amongst the Covenant.

Grunt Laborer

Level 1 Grunt Non-heroic Character, Trivial Threat

Hit Points: 23	**Healing Threshold**: 5	**Damage Threshold:** 17
Defense: 13	**Toughness:** 12	**Resolve:** 10
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +0
Space: 1 square	**Reach:** 1 square	**Initiative:** +2
Damage Resistance: 0		

-Unarmed 1d20 accuracy, 7 damage, +1 strike maximum; *Special Traits*: NA

Skills: Computers 1, Defensive Training 1, Influence 1, Perception 1, Pilot 1, Science 1, Stealth 1
Talents: None
Strength: 1 **Instinct**: 2 **Agility**: 2 **Fortitude:** 1
Intelligence: 2 **Willpower**: 1
Gear: Equipment Belt, Repair Kit, Methane Tank, Flashlight, Communicator

Grunt Major Description

If a grunt minor survives combat long enough, they may be promoted to a grunt major. These seasoned grunts are often selected for more important missions than their inept kin can manage. Sometimes they lead small groups of grunt minors when an elite or brute is unavailable. Grunt majors have red armor.

Grunt minors are usually encountered in squads of grunts with 2-4 additional members, either commonly grunt minors but occasionally other grunt majors.

Grunt Major

Level 8 Grunt Non-heroic Character, Low Threat

Hit Points: 59	**Healing Threshold**: 7	**Damage Threshold:** 23
Defense: 19	**Toughness:** 18	**Resolve:** 14
Speed: 6	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 12		

-Plasma Pistol 1d20+4 accuracy, 21 damage, +2 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 7, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20 accuracy, 14 damage, +1 strike maximum; *Special Traits*: Penetration 2
-Plasma Grenade 1d20+2 accuracy, 45 damage, 1 strike maximum, 1 shot at short range; *Special Traits*: Penetration 9, Burst 1, Plasma, Sticky Grenade, Grenade, Delay

Skills: Acrobatics 2, Athletics 1, Computers 1, Defensive Training 5, Durability 3, Influence 4, Leadership 2, Medicine 2, Melee 2, Mental Training 1, Perception 3, Pilot 2, Ranged 4, Science 2, Tactics 1
Talents: Close Combat Shot, Defensive Fighting, Penetration II, Plasma Burn, Weapon Mastery (ranged)
Strength: 3 **Instinct**: 5 **Agility**: 4 **Fortitude:** 4
Intelligence: 2 **Willpower**: 3
Gear: ***Plasma Pistol*** with Improved Potency and 1 battery, ***Plasma Grenade***, ***Unggoy Combat Harness*** with Heavy Armor Variant, Equipment Belt, Methane Tank

Pack Tactics: If the grunt is in a squad made up entirely of Unggoy, they gain +2 accuracy for every grunt assisting with an attack, instead of the standard +1. Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat.

Alternate Weapons: The Grunt Major may be equipped with one of the following weapons instead of their pistol: Needler with Improved Potency and 2 magazines, Plasma Rifle with Improved Potency and 1 magazine

-Needler 1d20+7 accuracy, 20 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits*: Penetration 2, Needle Blast, Homing
-Plasma Rifle 1d20+4 accuracy, 21 damage, +2 strikes maximum, 400 shots at medium range; *Special Traits*: Penetration 7, Plasma, Compact, Overheat, Automatic
-Rifle Butt 1d20 accuracy, 20 damage, 1 strike maximum; *Special Traits*: Penetration 2

~Grunt Major (left) ***~Grunt Minor (right)***

Grunt Minor Description

The lowest military position in the Covenant, grunt minors are inexperienced grunts armed with pistols, basic armor, and optimism. They are deployed in huge numbers, the Covenant seeking to overpower the opposition with sheer numbers. Grunt minors are marked with orange armor.

Grunt minors are usually encountered in squads of grunts with 2-4 additional members, usually other grunt minors, but they are occasionally led by a grunt major.

Grunt Minor

Level 1 Grunt Non-heroic Character, Low Threat

Hit Points: 29	**Healing Threshold**: 5	**Damage Threshold:** 18
Defense: 11	**Toughness:** 13	**Resolve:** 11
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +0
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 7		

-Plasma Pistol 1d20+1 accuracy, 15 damage, +1 strikes maximum, 200 shots at medium range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Needler 1d20+5 accuracy, 14 damage, +1 strike maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Pistol Whip 1d20-2 accuracy, 14 damage, 1 strike maximum; *Special Traits*: NA

Skills: Defensive Training 1, Durability 1, Influence 1, Perception 1, Pilot 1, Ranged 1, Stealth 1, Tactics 1
Talents: None

Strength: 2	**Instinct**: 3	**Agility**: 2	**Fortitude:** 1
Intelligence: 2	**Willpower**: 1		

Gear: ***Plasma Pistol*** with 1 battery OR ***Needler*** with 2 magazines, ***Unggoy Combat Harness***, Equipment Belt, Methane Tank

Pack Tactics: If the grunt is in a squad made up entirely of Unggoy, they gain +2 accuracy for every grunt assisting with an attack, instead of the standard +1. Grunts mobs start combat with an additional morale marker per 2 grunts in the squad at the beginning of combat.

Suicide Grunt Description

Suicide grunts are fanatical Unggoy whose faith or fear has overtaken their intelligence. To prove themselves to their superiors, they stick a pair of plasma grenades to themselves and rush the enemy ranks, hoping to take their foes down with them. Suicide grunts are usually encountered outside of squads.

Suicide Grunt

Level 2 Grunt Non-heroic Character, Low Threat

Hit Points: 47	**Healing Threshold**: 6	**Damage Threshold:** 21
Defense: 11	**Toughness:** 13	**Resolve:** 13
Speed: 5	**Shift Speed:** 1	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +1
Damage Resistance: 8		

-Suicide Explosion 1d20+5 accuracy, 40 damage, 1 strike maximum, special; *Special Traits*: Penetration 5, Burst 2, Hailfire 1
-Unarmed 1d20+0 accuracy, 8 damage, +1 strike maximum; *Special Traits*: NA

Skills: Defensive Training 1, Durability 3, Influence 1, Mental Training 2, Perception 1, Pilot 1, Ranged 2, Stealth 1, Tactics 1
Talents: None

Strength: 2	**Instinct**: 3	**Agility**: 2	**Fortitude:** 2
Intelligence: 2	**Willpower**: 1		

Gear: ***Pair of Plasma Grenades***, ***Unggoy Combat Harness***, Equipment Belt, Methane Tank

Suicide Explosion: Suicide grunts carry a pair of plasma grenades that they stick to themselves and charge at the enemy. These grenades are armed as a minor action. The grenades, and the grunt, explode at the end of the turn the grenades are armed. The grunt makes a suicide explosion attack. The burst is centered on the suicide grunt, killing the grunt.

Jackal Non-player Characters

The Kig-Yar serve vital roles in the Covenant military structure. There are two major types of jackals, the Ibie'shan and Ruuhtian. Both are very similar, and are used in the Covenant in the exact same capacity; shield bearers and snipers.

Jackal Crewmember Description

Jackal crewmembers serve aboard the Kig-Yar and Covenant star ships, maintaining the functions of their vessels while they wage battle across the stars. These jackals lack any military training and are not much of a threat to a skilled soldier. Crewmembers without weapons or armor also perfectly represent a Kig-Yar civilian.

Ibie'shan Jackal Crewmember

Level 1 Ibie'shan Jackal Non-heroic Character, Low Threat

Hit Points: 33	**Healing Threshold**: 5	**Damage Threshold:** 17
Defense: 14	**Toughness:** 14	**Resolve:** 11
Speed: 5	**Shift Speed:** 2	**Morale Bonus:** +0
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 5		

-Plasma Pistol 1d20+0 accuracy, 15 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Combat Knife 1d20+2 accuracy, 11 damage, +2 strikes maximum; *Special Traits*: Throwing

Skills: Acrobatics 1, Computers 1, Defensive Training 1, Melee 1, Perception 1, Pilot 1, Science 1, Stealth 1
Talents: None
Strength: 3 **Instinct**: 3 **Agility**: 3 **Fortitude:** 1
Intelligence: 2 **Willpower**: 1
Gear: ***Combat Knife***, ***Plasma Pistol***, ***Protective Body Suit***, Equipment Belt, Repair Kit

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Ruuhtian Jackal Crewmember

Level 1 Ruuhtian Jackal Non-heroic Character, Low Threat

Hit Points: 23	**Healing Threshold**: 5	**Damage Threshold:** 17
Defense: 14	**Toughness:** 13	**Resolve:** 11
Speed: 5	**Shift Speed:** 2	**Morale Bonus:** +0
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 5		

-Plasma Pistol 1d20+0 accuracy, 15 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Combat Knife 1d20+2 accuracy, 11 damage, +2 strikes maximum; *Special Traits*: Throwing

Skills: Acrobatics 1, Computers 1, Defensive Training 1, Melee 1, Perception 1, Pilot 1, Science 1, Stealth 1
Talents: None
Strength: 2 **Instinct**: 4 **Agility**: 3 **Fortitude:** 1
Intelligence: 2 **Willpower**: 1
Gear: ***Combat Knife***, ***Plasma Pistol***, ***Protective Body Suit***, Equipment Belt, Repair Kit

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Extra Senses: The jackal can spend a move action to make a detector action against targets within 8 squares.

Jackal Major Description

Jackal majors are elite soldiers that have survived several battles. Now, they fight in battles that require skilled operatives rather than expendable manpower. They often serve as the guardians for important Sangheili and Jiralhanae officers. Like minors, most jackal majors carry their directed energy shields in battle, that they use absorb enemy attacks.

Ibie'shan Jackal Major

Level 10 Ibie'shan Jackal Non-heroic Character, Low Threat

Hit Points: 92	**Healing Threshold**: 7	**Damage Threshold:** 25
Defense: 22/32	**Toughness:** 21	**Resolve:** 18
Speed: 6	**Shift Speed:** 3	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +4
Damage Resistance: 11		

-Plasma Pistol 1d20+6 accuracy, 21 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 7, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20+2 accuracy, 15 damage, +2 strikes maximum; *Special Traits*: NA

Skills: Acrobatics 5, Athletics 3, Defensive Training 6, Durability 5, Influence 2, Leadership 3, Lore 2, Melee 4, Mental Training 4, Perception 4, Pilot 4, Ranged 6, Science 2, Stealth 4, Tactics 4
Talents: Close Combat Shot, Defensive Fighting, Dodge, Far Shot, Plasma Burn II, Swift Strikes, Weapon Mastery (ranged)
Strength: 5 **Instinct**: 6* **Agility**: 5 **Fortitude:** 4
Intelligence: 3 **Willpower**: 4
Gear: ***Plasma Pistol*** with Improved Potency and 1 battery, ***Tier 2 Directed Energy Heavy Shield***, ***Kig-Yar Combat Harness*** with Heavy Armor Variant, Equipment Belt

Directional Shield: The shield provides heavy protection in a 180-degree arc. The wielder gains +10 defense against all attacks originating from that arc. Area attacks from that direction that would deal half damage instead do no damage on a missed attack. At the end of the jackals turn, they chose what direction their shield is facing. The shield can be attacked and overloaded. If has 15 defense, a shield pool of 120, and 10 shield armor.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Alternate Weapons: The Jackal Minor can replace their plasma pistol and directed energy shield with a Carbine with Improved Potency and 2 magazines. If they do, they lose the Directional Shield trait.

-Carbine 1d20+7 accuracy, 27 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 4, Digital Scope
-Rifle Butt 1d20+2 accuracy, 21 damage, +1 strike maximum; *Special Traits*: NA

Ruuhtian Jackal Major

Level 10 Ruuhtian Jackal Non-heroic Character, Low Threat

Hit Points: 77	**Healing Threshold**: 7	**Damage Threshold:** 25
Defense: 22/32	**Toughness:** 20	**Resolve:** 18
Speed: 6	**Shift Speed:** 3	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 11		

-Plasma Pistol 1d20+6 accuracy, 21 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 7, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20+2 accuracy, 15 damage, +2 strikes maximum; *Special Traits*: NA

Skills: Acrobatics 5, Athletics 3, Defensive Training 6, Durability 5, Influence 2, Leadership 3, Lore 2, Melee 4, Mental Training 4, Perception 4, Pilot 4, Ranged 6, Science 2, Stealth 4, Tactics 4
Talents: Close Combat Shot, Defensive Fighting, Dodge, Far Shot, Plasma Burn II, Swift Strikes, Weapon Mastery (ranged)
Strength: 4 **Instinct**: 7* **Agility**: 5 **Fortitude:** 4
Intelligence: 3 **Willpower**: 4

Gear: ***Plasma Pistol*** with Improved Potency and 1 battery, ***Tier 2 Directed Energy Heavy Shield***, ***Kig-Yar Combat Harness*** with Heavy Armor Variant, Equipment Belt

Directional Shield: The shield provides heavy protection in a 180-degree arc. The wielder gains +10 defense against all attacks originating from that arc. Area attacks from that direction that would deal half damage instead do no damage on a missed attack. At the end of the jackals turn, they chose what direction their shield is facing. The shield can be attacked and overloaded. If has 15 defense, a shield pool of 120, and 10 shield armor.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Extra Senses: The jackal can spend a move action to make a detector action against targets within 14 squares.

Alternate Weapons: The Jackal Minor can replace their plasma pistol and directed energy shield with a Carbine with Improved Potency and 2 magazines. If they do, they lose the Directional Shield trait.

-**Carbine** 1d20+7 accuracy, 27 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 4, Digital Scope
-**Rifle Butt** 1d20+2 accuracy, 21 damage, +1 strike maximum; *Special Traits*: NA

~Ibie'shan Jackal Major (top) ***Ruuhtian Jackal Major (bottom)***

Jackal Minor Description

Jackal minors are a common sight in Covenant battlefields. They often fight at the head of engagements, spearheading a lance of Covenant forces by absorbing the first waves of fire with their shields. Jackal minors are lightly armored, so they rely heavily on their shields for protection. Occasionally, they will be found with carbines instead of their pistols and shields.

Ibie'shan Jackal Minor

Level 3 Ibie'shan Jackal Non-heroic Character, Low Threat

Hit Points: 57	**Healing Threshold**: 6	**Damage Threshold:** 21
Defense: 16/26	**Toughness:** 16	**Resolve:** 13
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +3
Damage Resistance: 7		

-Plasma Pistol 1d20+3 accuracy, 15 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20 accuracy, 14 damage, +1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 2, Athletics 1, Defensive Training 3, Durability 2, Melee 2, Mental Training 1, Perception 2, Pilot 2, Ranged 3, Stealth 1, Tactics 1
Talents: Far Shot
Strength: 3 **Instinct**: 4* **Agility**: 4 **Fortitude:** 3
Intelligence: 2 **Willpower**: 2
Gear: ***Plasma Pistol*** with 1 battery, ***Directed Energy Heavy Shield***, ***Kig-Yar Combat Harness***, Equipment Belt

Directional Shield: The shield provides heavy protection in a 180-degree arc. The wielder gains +10 defense against all attacks originating from that arc. Area attacks from that direction that would deal half damage instead do no damage on a missed attack. At the end of the jackals turn, they chose what direction their shield is facing. The shield can be attacked and overloaded. If has 15 defense, a shield pool of 50, and 10 shield armor.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Alternate Weapons: The Jackal Minor can replace their plasma pistol and directed energy shield with a carbine with 2 magazines. If they do, they lose the Directional Shield trait.

-Carbine 1d20+4 accuracy, 19 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 4, Digital Scope
-Rifle Butt 1d20 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA

Ruuhtian Jackal Minor

Level 3 Ruuhtian Jackal Non-heroic Character, Low Threat

Hit Points: 45	**Healing Threshold**: 6	**Damage Threshold:** 21
Defense: 16/26	**Toughness:** 15	**Resolve:** 13
Speed: 6	**Shift Speed:** 2	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 7		

-Plasma Pistol 1d20+3 accuracy, 15 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Pistol Whip 1d20 accuracy, 14 damage, +1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 2, Athletics 1, Defensive Training 3, Durability 2, Melee 2, Mental Training 1, Perception 2, Pilot 2, Ranged 3, Stealth 1, Tactics 1
Talents: Far Shot
Strength: 2 **Instinct**: 5* **Agility**: 4 **Fortitude:** 3
Intelligence: 2 **Willpower**: 2
Gear: ***Plasma Pistol*** with 1 battery, ***Directed Energy Heavy Shield***, ***Kig-Yar Combat Harness***, Equipment Belt

Directional Shield: The shield provides heavy protection in a 180-degree arc. The wielder gains +10 defense against all attacks originating from that arc. Area attacks from that direction that would deal half damage instead do no damage on a missed attack. At the end of the jackals turn, they chose what direction their shield is facing. The shield can be attacked and overloaded. If has 15 defense, a shield pool of 50, and 10 shield armor.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Extra Senses: The jackal can spend a move action to make a detector action against targets within 10 squares.

Alternate Weapons: The Jackal Minor can replace their plasma pistol and directed energy shield with a carbine with 2 magazines. If they do, they lose the Directional Shield trait.

-Carbine 1d20+4 accuracy, 19 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 4, Digital Scope
-Rifle Butt 1d20 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA

~Ibie'shan Jackal Minor (top) ***Ruuhtian Jackal Minor (bottom)***

Jackal Sniper Description

Jackals are known to be the best snipers in the Covenant. Therefore, they are often found in that position, taking position on high ground while using their carbines and beam rifles to eliminate enemies that pass through their field of fire. These jackals do not carry shields or heavy armor, so they rely on stealth, range, and line of sight for their survival.

Ibie'shan Jackal Sniper

Level 7 Ibie'shan Jackal Non-heroic Character, Low Threat

Hit Points: 72	**Healing Threshold**: 7	**Damage Threshold:** 23
Defense: 21	**Toughness:** 20	**Resolve:** 16
Speed: 6	**Shift Speed:** 3	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +7
Damage Resistance: 8		

-Carbine 1d20+6 accuracy, 27 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 7, Digital Scope
-Beam Rifle 1d20+7 accuracy, 40 damage, 1 strike maximum, 10 shots at remote range; *Special Traits*: Penetration 23, Digital Scope
-Rifle Butt 1d20 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 3, Athletics 3, Defensive Training 5, Durability 3, Melee 3, Mental Training 3, Perception 3, Pilot 2, Ranged 5, Stealth 5, Survival 2, Tactics 2
Talents: Defensive Fighting, Far Shot, Penetration III, Sneak Attack, Stalker, Weapon Mastery (ranged)
Strength: 5 **Instinct**: 7* **Agility**: 5 **Fortitude:** 4
Intelligence: 2 **Willpower**: 3
Gear: ***Carbine*** with 2 magazines OR ***Beam Rifle*** with 2 batteries, ***Kig-Yar Combat Harness*** with Sniper Variant, Equipment Belt

Marksman: Because of their sniper mask and digital scope, the jackal gains +6 accuracy when they aim. If they deal a crippling wound while aiming, they deal +1 wound point to the hit location.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Ruuhtian Jackal Sniper

Level 7 Ruuhtian Jackal Non-heroic Character, Low Threat

Hit Points: 59	**Healing Threshold**: 7	**Damage Threshold:** 23
Defense: 21	**Toughness:** 19	**Resolve:** 16
Speed: 6	**Shift Speed:** 3	**Morale Bonus:** +2
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 8		

-Carbine 1d20+6 accuracy, 27 damage, +2 strikes maximum, 18 shots at distant range; *Special Traits*: Penetration 7, Digital Scope
-Beam Rifle 1d20+7 accuracy, 40 damage, 1 strike maximum, 10 shots at remote range; *Special Traits*: Penetration 23, Digital Scope
-Rifle Butt 1d20 accuracy, 21 damage, 1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 3, Athletics 3, Defensive Training 5, Durability 3, Melee 3, Mental Training 3, Perception 3, Pilot 2, Ranged 5, Stealth 5, Survival 2, Tactics 2
Talents: Defensive Fighting, Far Shot, Penetration III, Sneak Attack, Stalker, Weapon Mastery (ranged)
Strength: 4 **Instinct**: 8* **Agility**: 5 **Fortitude:** 4
Intelligence: 2 **Willpower**: 3
Gear: ***Carbine*** with 2 magazines OR ***Beam Rifle*** with 2 batteries, ***Kig-Yar Combat Harness*** with Sniper Variant, Equipment Belt

Marksman: Because of their sniper mask and digital scope, the jackal gains +6 accuracy when they aim. If they deal a crippling wound while aiming, they deal +1 wound point to the hit location.

Nimble: Jackals gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Precision: The jackal gains +2 accuracy at targets within short range.

Extra Senses: The jackal can spend a move action to make a detector action against targets within 16 squares.

~Ibie'shan Jackal Sniper (top) ***Ruuhtian Jackal Sniper (bottom)***

Skirmisher Non-player Characters

T'vaoan Jackals are quite rare, but they are powerful combatants that utilize speed and stealth to overwhelm their foes. Skirmishers are rarely encountered in squads, but often supplement allied squads of Unggoy or Kig-Yar.

Skirmisher Major Description

Recognized with their red armor, Skirmisher majors are veterans of the T'vaoan fighting style. Having survived many battlefields, skirmishers have proven worthy of fighting more skilled adversaries and difficult assignments. They fight similar to skirmisher minors, except they are stronger, faster, and more accurate with their attacks.

Skirmisher Major

Level 10 T'vaoan Jackal Non-heroic Character, Medium Threat

Hit Points: 110	**Healing Threshold**: 7	**Damage Threshold:** 26
Defense: 25	**Toughness:** 24	**Resolve:** 19
Speed: 10	**Shift Speed:** 3	**Morale Bonus:** +4
Space: 1 square	**Reach:** 1 square	**Initiative:** +8
Damage Resistance: 8		

-Plasma Pistol 1d20+6 accuracy, 21 damage, +3 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 10, Plasma, Charged Shot, Overheat
-Needler 1d20+10 accuracy, 20 damage, +3 strikes maximum, 20 shots at medium range; *Special Traits*: Penetration 3, Needle Blast, Homing
-Needle Rifle 1d20+10 accuracy, 27 damage, +3 strikes maximum, 21 shots at long range; *Special Traits*: Penetration 3, Needle Blast, Digital Scope
-Pistol Whip 1d20+3 accuracy, 17 damage, +3 strikes maximum; *Special Traits*: Penetration 3
-Rifle Butt 1d20+3 accuracy, 23 damage, +1 strike maximum; *Special Traits*: Penetration 3

Skills: Acrobatics 6, Athletics 6, Defensive Training 6, Durability 5, Influence 2, Leadership 2, Lore 4, Melee 5, Mental Training 5, Perception 6, Ranged 6, Stealth 6, Survival 4, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Dodge II, Hardened Survivalist, Leap, Mobile Attacker II, Penetration III, Sneak Attack II, Stalker, Swift Strikes, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 5
Intelligence: 3 **Willpower**: 4
Gear: ***Plasma Pistol*** with Improved Potency and 1 unstable battery OR ***Needler*** with Improved Potency and 2 magazines OR ***Needle Rifle*** with Improved Potency and 2 magazines, ***Kig-Yar Combat Harness*** with Augmented Variant, Equipment Belt

Outmaneuver: The skirmisher does not need to move at half speed while hidden. In addition, the skirmisher increases any cover bonus to defense they have by +2. Finally, they deal +10 damage and gain 2 rending against foes that cannot see them.

Skirmisher Strike: When a skirmisher performs an action move while hidden, it does not break their stealth. They also gain +2 movement speed and +4 defense in any turn they use an action move (from Mobile Attacker).

Massive Lunge: When the skirmisher uses the leap talent, they travel up to 10 squares, allowing them to bound over vertical and horizontal distances. If they leap and land somewhere out of sight of all enemies, then they automatically gain the hidden condition.

Nimble: Skirmishers gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Extra Senses: The skirmisher can spend a move action to make a detector action against targets within 16 squares.

~Skirmisher Major (top) ***~Skirmisher Murmillo (bottom)***

Skirmisher Minor Description

Skirmisher minors are the most common of the T'vaoan jackals. Deployed in small units that seek to confuse and overwhelm their opponents, minors leap around combat, passing in and out of sight, while pestering their foes with pistol shots. They can be aggravating and dangerous enemies to fight, as it is difficult to keep track of them.

Skirmisher Minor

Level 3 T'vaoan Jackal Non-heroic Character, Medium Threat

Hit Points: 66	**Healing Threshold**: 6	**Damage Threshold:** 22
Defense: 17	**Toughness:** 17	**Resolve:** 13
Speed: 8	**Shift Speed:** 3	**Morale Bonus:** +1
Space: 1 square	**Reach:** 1 square	**Initiative:** +5
Damage Resistance: 7		

-Plasma Pistol 1d20+2 accuracy, 15 damage, +2 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 3, Plasma, Charged Shot, Overheat
-Needler 1d20+6 accuracy, 14 damage, +2 strikes maximum, 20 shots at medium range; *Special Traits*: Needle Blast, Homing
-Pistol Whip 1d20 accuracy, 15 damage, +1 strike maximum; *Special Traits*: NA

Skills: Acrobatics 3, Athletics 3, Defensive Training 3, Durability 3, Melee 2, Mental Training 1, Perception 2, Ranged 2, Stealth 3, Survival 1, Tactics 1
Talents: Close Combat Shot, Combat Reflexes, Leap, Mobile Attacker, Stalker
Strength: 4 **Instinct**: 5* **Agility**: 5 **Fortitude:** 3
Intelligence: 2 **Willpower**: 2
Gear: ***Plasma Pistol*** with 1 battery OR ***Needler*** with 2 magazines, ***Kig-Yar Combat Harness***, Equipment Belt

Skirmisher Strike: When a skirmisher performs an action move while hidden, it does not break their stealth. They also gain +1 movement speed and +2 defense in any turn they use an action move (from Mobile Attacker).

Massive Lunge: When the skirmisher uses the leap talent, they travel up to 6 squares, allowing them to bound over vertical and horizontal distances. If they leap and land somewhere out of sight of all enemies, then they automatically gain the hidden condition.

Nimble: Skirmishers gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Extra Senses: The skirmisher can spend a move action to make a detector action against targets within 10 squares.

Skirmisher Murmillo Description

A military rank inspired by the old gladiators of Kig-Yar history, the murmillos are special operations skirmishers that utilize a pair of light directed shields in battle. These deadly warriors even more cunning than other T'vaoans, but their shields make them difficult to hit and their armor augments give them even greater physical attributes. Murmillo are deadly enemies who can slowly eliminate a squad of veteran marines by slowly picking them off, using stealth, speed, and holograms to make fighting back impossible.

Skirmisher Murmillo

Level 15 T'vaoan Jackal Non-heroic Character, Medium Threat

Hit Points: 141	**Healing Threshold**: 10	**Damage Threshold:** 33
Defense: 31	**Toughness:** 27	**Resolve:** 20
Speed: 10	**Shift Speed:** 3	**Morale Bonus:** +5
Space: 1 square	**Reach:** 1 square	**Initiative:** +9
Damage Resistance: 12		

-Plasma Pistol 1d20+8 accuracy, 21 damage, +4 strikes maximum, 200 shots at long range; *Special Traits*: Penetration 7, Plasma, Charged Shot, Overheat
-Needler 1d20+11 accuracy, 20 damage, +4 strikes maximum, 20 shots at medium range; *Special Traits*: Penetration 6, Needle Blast, Homing
-Pistol Whip 1d20+4 accuracy, 17 damage, +4 strikes maximum; *Special Traits*: Penetration 4

Skills: Acrobatics 7, Athletics 7, Defensive Training 7, Durability 6, Influence 4, Leadership 1, Lore 4, Melee 6, Mental Training 6, Perception 7, Ranged 7, Stealth 6, Survival 6, Tactics 5
Talents: Close Combat Shot, Combat Reflexes, Defensive Fighting, Dodge II, Hardened Survivalist, Leap, Mobile Attacker II, Natural Health II, Penetration IV, Sneak Attack II, Stalker, Swift Strikes II, Weapon Mastery (ranged)
Strength: 10* **Instinct**: 9* **Agility**: 9* **Fortitude:** 7
Intelligence: 3 **Willpower**: 4
Gear: ***Plasma Pistol*** with Improved Potency and Improved Accuracy and 1 unstable battery OR ***Needler*** with Improved Potency and Empowered Firepower and 2 magazines, ***Directed Energy Light Shield*** x2***, Kig-Yar Combat Harness*** with Augmented Variant and Heavy Armor Variant, Holographic Projector, Equipment Belt

Split Fire: When using a pistol, the skirmisher can split their strikes between two adjacent targets. They must decide how many of their strikes they are going to use against each target. They make a separate attack roll against each target.

Hologram: As a minor action, the skirmisher can create a holographic replica of itself. The hologram is a mirror replica that appears in their square. The hologram gains a full turn worth of actions after the character using it acts. It can replicate any form of action, but since the hologram is only semi-real, it cannot interact with anything. A detector action can be used to reveal that the decoy is an illusion. The hologram must remain within 30 squares of the skirmisher. The holographic projector can maintain the hologram for up to 3 rounds of use. When the hologram disappears, the skirmisher cannot create another hologram for 4 rounds.

Skirmisher Strike: When a skirmisher performs an action move while hidden, it does not break their stealth. They also gain +2 movement speed, +7 defense, and +3 accuracy in any turn they use an action move (from Mobile Attacker). They can make bob and weave actions as a free action in any turn that they use an action move.

Massive Lunge: When the skirmisher uses the leap talent, they travel up to 12 squares, allowing them to bound over vertical and horizontal distances. If they leap and land somewhere out of sight of all enemies, then they automatically gain the hidden condition.

Nimble: Skirmishers gain +5 to acrobatics tests to evade. They also gain +3 defense, instead of +2, when bobbing and weaving.

Extra Senses: The skirmisher can spend a move action to make a detector action against targets within 18 squares.

Covenant Creatures

Some members of the Covenant armada are not soldiers or crewmembers, but monstrous beings. These individuals count as creatures instead of characters and do are not playable. These creatures are very powerful and often serve important functions in the Covenant.

Two very different creatures are listed here. The first is Hunters; a collection of intelligent worms fused together in a suit of armor to create a heavy assault beast. Hunters are powerful bruisers that break enemy ranks with raw power, toughness, and powerful assault cannons so heavy that no other race could wield them. Engineers, on the other hand, are peaceful bio-mechanical organisms created by the Forerunners and enslaved by the Covenant. Engineers live to fix technology and are used for that purpose by their masters.

Creature Specialty Weapons

These are natural weapons that are used by the two Covenant creatures. They cannot be removed from the creatures or used by anyone other than the creature they are attached to.

Assault Cannon

Damage: 50 **Accuracy:** +2
RoF: Slow **Range:** Medium
Shots: Virtually Unlimited **Power Rating:** +10
Special Traits: Penetration (40), Burst (2), Long Reload

Large-sized Bash

Damage: 24 **Accuracy:** -1 +4*
RoF: Average **Range:** Melee
Power Rating: +4
Special Traits: Smashing (+1 penetration per 3 points of strength), Large-sized Weapon* (gains +4 accuracy)

Slap

Damage: 13 **Accuracy:** +1
RoF: Fast **Range:** Melee
Power Rating: +3
Special Traits: None

Hunter Description

Hunters, or Mgalekgolo, are a colonial organism created by the merging of numerous worm-like creatures. These creatures, known as Lekgolo, group and fuse together to increase their intelligence, strength, and maneuverability. Utilized by the Covenant, the Lekgolo form a Hunter when they merge together into a suit of battleship quality armor and assault cannon. These hunters are used as line breakers and heavy assault beasts by the Covenant.

Hunters are massive creatures that are nonetheless quite intelligent thanks to the collective intelligence of multiple Lekgolo worms. They are capable of limited communication despite their lack of mouths or vocal cords, by vibrations of the colony organisms. Covenant technologies allow hunters to translate these non-verbal communication attempts into a message that can be transmitted via the battle net. They rarely, if ever, communicate with their enemies.

Hunters are almost always found in pairs, also known as Bond Brothers. They are generally created when one mgalekgolo grows too big, and sheds members of its colony to create another hunter. These hunters have a tight connection with one another and grieve deeply when their bond brother is killed.

Hunter

Level 15 Large-sized Non-Heroic Creature, High Threat

Hit Points: 278	**Healing Threshold**: NA	**Damage Threshold:** NA
Defense: 15	**Toughness:** 40	**Resolve:** 10
Speed: 7	**Shift Speed:** 1	**Morale Bonus:** NA
Space: 2 by 2 squares	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 37/25		

-Bash 1d20+9 accuracy, 35 damage, +1 strike maximum; *Special Traits*: Penetration 5, Terrible Blow*
-Bash w/ Heavy Strike and Power Strike 1d20+14 accuracy, 73 damage, 1 strike maximum; *Special Traits*: Penetration 5, Terrible Blow*
-Assault Cannon 1d20+9 accuracy, 60 damage, 1 strike maximum, medium range; *Special Traits*: Penetration 40, Burst 2

Skills: Athletics 7, Defensive Training 7, Durability 7, Endurance 7, Lore 4, Melee 7, Mental Training 7, Perception 5, Ranged 7, Science 2, Survival 7, Tactics 6
Talents: Awesome Abilities (strength, fortitude), Bulwark, Cynic, Hardened Survivalist, Jaded, Might Blow V, Power Strike II, Resistant V, Weapon Mastery (melee, ranged)
Strength: 15 **Instinct**: 4 **Agility**: 4 **Fortitude:** 15
Intelligence: 2 **Willpower**: 8
Gear: Large-sized Bash, Hunter Assault Cannon, Hunter Battle Armor, Hunter Deflection Shield

Terrible Blow: If the hunter's bash attack bypasses the toughness of the target, they are pushed 2 squares away from the hunter. If it deals a crippling wound, the target is knocked prone.

Bond Brothers: Hunters are always found in pairs: two linked hunters that serve as symbiotic linked organisms. As long as both hunters begin their turn within 6 squares of the other hunter, they gain 10 temporary hit points at the start of their turn.

Rage of Mourning: When a hunter's bond brother is killed, the survivor enters a rage. When in a rage, the brute cannot use combat augmentations or combat behaviors other than heavy strike. They gain a +10 bonus to accuracy and damage with melee attacks. They also gain +2 movement speed and advantage on strength and athletics checks. However, they suffer -2 to their defense and suffer -5 accuracy with ranged attacks. This rage lasts until either the end of combat or when the hunter is slain.

Hunter Battle Regalia: The hunter inhabits a suit of protective armor and carries a deflection shield. This armor gives the hunter +12 damage resistance with a -4 defense penalty. The shield gives the hunter an extra +12 damage resistance, but only against attacks in the 180 degree arc that the hunter is facing. The hunter determines their facing at the end of their turn.

Colony: The hunter is a collection of intelligent worms that have fused together for greater strength and intelligence. Because the hunter is multiple creatures instead of a single being, it does not suffer crippling wounds, has no damage threshold, and has no healing threshold. Wounded hunters regain hit points at a rate of 20 hit points per minute while outside combat.

Engineer Description

Huragok are a race of biomechanical, sentient beings. They were created eons past by the forerunners to maintain their technology. Since then, many Huragok have been enslaved by the Covenant and used by the same purpose. Unlike most races in the Covenant, Huragok are docile, friendly, and non-aggressive. They find their joy in working on machinery, repairing, and inventing.

Huragok are living creatures constructed of nanomachines that are virtually indistinguishable from biological tissue. They possess gas bladders that allow them to fly about. Their flesh is bio-luminescent, causing them to glow blue. They possess eyes, senses, and require oxygen. They understand most languages and communicate with a unique sign language. They can interface with technology by mere touch, using their nanomachines to mend technology or even access digital records, essentially hacking through contact with a computer.

Huragok are peaceful creatures that have no desire but to work. However, they form very tight friendships and can be roused to violence when someone they care about is threatened or harmed. Engineers that served front line duties with the Covenant were used to repair vehicles or provide a shield to protect nearby soldiers. They were often equipped with bomb vests to destroy them when they their handlers die. This caused hardship amongst Huragok communities, as they watched their captors destroy their kin with bombs rather than risk their freedom.

Engineer

Level 12 Giant-sized Non-Heroic Creature, Low Threat

Hit Points: 87	**Healing Threshold**: NA	**Damage Threshold:** 27
Defense: 25	**Toughness:** 25	**Resolve:** 23
Speed: 8 fly	**Shift Speed:** 2	**Morale Bonus:** +6
Space: 1 square	**Reach:** 2 squares	**Initiative:** +6
Damage Resistance: 2		

-Slap 1d20+3 accuracy, 16 damage, +3 strikes maximum; *Special Traits*: None

Skills: Acrobatics 3, Computers 9, Defensive Training 6, Durability 5, Endurance 5, Lore 8, Medicine 8, Melee 2, Mental Training 6, Perception 6, Pilot 6, Ranged 2, Science 9, Stealth 2
Talents: Awesome Abilities (intelligence III), Calm Engineer, Defensive Fighting, Fast Engineer, Makeshift Repairs, Sabotage III
Strength: 7 **Instinct**: 6 **Agility**: 6 **Fortitude:** 4
Intelligence: 10 **Willpower**: 7
Gear: Slap

Mending: An engineer can heal a vehicle or piece of machinery by merely touching it. An engineer can mend an object within reach as a standard action. It makes a science skill check (+19 bonus). It recovers hit points equal to the result of the check. In addition to healing hit points, the engineer can repair mechanical objects and broken tools very quickly. Simple objects are often repaired in seconds while the most advanced objects, such as a starship reactor, might take 10 minutes.

Overshield: The engineer can spend a standard action to project an overshield, a large energy shield that bolsters all allies within 30 squares. Each ally within range benefits from this shield against all attacks. The overshield applies before individual energy shields do. While each ally benefits from the shield, they share a single shield pool. The overshield has a pool of 250 with a shield armor of 10. This power is only active as long as the engineer sustains it. Every turn that the engineer sustains their overshield, the shield recovers 25 shield points. If the shield is reduced to 0, the engineer cannot manifest it again for 10 rounds.

Digital Touch: An engineer can hack a computer by merely touching it. In a cyber conflict, they have a core integrity of 50, a security wall of 18, +19 computer offense, and 29 computer defense. An engineer that is brought to 0 core integrity in a hacking encounter instantly dies. However, engineers recover 5 core integrity every round. Engineers can make two hacking actions every turn.

Living Intelligence: The engineer is a bio-mechanical artificial intelligence that possess great skill and intelligence. It automatically gains the Awesome Abilities (intelligence III) talents and has +3 maximum ranks in each of its intelligence-based skills.

Flight: An engineer is naturally buoyant and can fly at a speed of 8 squares per round.

Explosive Engineer: Some engineers, particularly those in forced servitude to the Covenant, are rigged to explode when all other Covenant in the die. If this occurs, these engineers perform the following explosive attack at the start of their next turn, centered on themselves. This attack kills the engineer.

-**Suicide Explosion** 1d20+5 accuracy, 40 damage, 1 strike maximum, special; *Special Traits*: Penetration 5, Burst 4, Hailfire 3

Covenant Piloted Vehicles

Banshee Description

Banshees are the common atmospheric fighter used by the Covenant. The Sangheili banshee is piloted by an Elite Pilot while the Jiralhanae banshee is piloted by a brute major.

Banshee, Sangheili

Level 10 Elite in Huge-sized Vehicle, Extreme Threat

Hit Points: 200	**Healing Threshold**: NA	**Damage Threshold:** 40
Defense: 25	**Toughness:** 40	**Resolve:** 19
Acceleration Rating: 50	**Max Speed:** 100	**Morale Bonus:** +4
Space: 4 by 4 squares	**Reach:** NA	**Initiative:** +8
Damage Resistance: 18	**Ramming Damage:** 30	

-**Plasma Cannon** 1d20+6 accuracy, 39 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 10, Plasma, Full Auto
-**Fuel Rod Cannon** 1d20+5 accuracy, 104 damage, 1 strikes maximum, 20 shots at remote range; *Special Traits*: Penetration 40, Burst 1

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4

Banshee, Jiralhanae

Level 10 Brute in Huge-sized Vehicle, Extreme Threat

Hit Points: 200	**Healing Threshold**: NA	**Damage Threshold:** 40
Defense: 18	**Toughness:** 40	**Resolve:** 19
Acceleration Rating: 50	**Max Speed:** 100	**Morale Bonus:** +4
Space: 4 by 4 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 18	**Ramming Damage:** 30	

-**Plasma Cannon** 1d20+5 accuracy, 31 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 8, Plasma, Full Auto
-**Fuel Rod Cannon** 1d20+4 accuracy, 90 damage, 1 strikes maximum, 20 shots at remote range; *Special Traits*: Penetration 40, Burst 1

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)
Strength: 13* **Instinct**: 4 **Agility**: 4 **Fortitude:** 8
Intelligence: 3 **Willpower**: 5

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

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

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

Chopper Description

The brute chopper is a scout and assault vehicle used and designed by the Jiralhanae. The chopper is piloted by a brute minor.

Chopper, Jiralhanae

Level 6 Brute in Huge-sized Vehicle, High Threat

Hit Points: 200	**Healing Threshold**: NA	**Damage Threshold:** 35
Defense: 13	**Toughness:** 35	**Resolve:** 15
Acceleration Rating: 20	**Max Speed:** 70	**Morale Bonus:** +2
Space: 3 by 3 squares	**Reach:** NA	**Initiative:** +2
Damage Resistance: 24	**Ramming Damage:** 60	

-Twin Jiralhanae Autocannon 1d20+4 accuracy, 30 damage, +2 strikes maximum, 100 shots at long range; *Special Traits*: Penetration 10, Burst 1, Twin-linked

Skills: Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Medicine 1, Melee 3, Mental Training 2, Perception 2, Pilot 2, Ranged 3, Survival 2, Tactics 2
Talents: Power Attack, Resistant

Strength: 7	**Instinct**: 2	**Agility**: 4	**Fortitude:** 6
Intelligence: 2	**Willpower**: 3		

Spinning Blades: The front of the vehicle has a large wheel with bladed coverings that makes the vehicle very deadly when performing ramming attacks. The ramming attack gains Penetration (15) when this vehicle initiated the ram.

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

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

Ghost Description

The ghost is a fast, infantry support hover vessel that has widespread use in the Covenant. The sangheili ghost is piloted by an elite minor, while the jiralhanae ghost is piloted by a brute minor.

Ghost, Sangheili

Level 5 Elite in Large-sized Vehicle, High Threat

Hit Points: 150	**Healing Threshold**: NA	**Damage Threshold:** 30
Defense: 16	**Toughness:** 30	**Resolve:** 14
Acceleration Rating: 30	**Max Speed:** 120	**Morale Bonus:** +2
Space: 2 by 2 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 18	**Ramming Damage:** 30	

-Plasma Cannon 1d20+3 accuracy, 29 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 8, Plasma, Twin-linked, Full Auto

Skills: Acrobatics 2, Athletics 2, Computers 1, Defensive Training 3, Durability 3, Endurance 2, Influence 1, Lore 1, Medicine 1, Melee 3, Mental Training 2, Perception 2, Pilot 2, Ranged 3, Stealth 1, Survival 1, Tactics 2
Talents: Close Combat Shot

Strength: 7*	**Instinct**: 4	**Agility**: 5*	**Fortitude:** 4
Intelligence: 3	**Willpower**: 2		

Ghost, Jiralhanae

Level 5 Brute in Large-sized Vehicle, High Threat

Hit Points: 150	**Healing Threshold**: NA	**Damage Threshold:** 30
Defense: 15	**Toughness:** 30	**Resolve:** 15
Acceleration Rating: 30	**Max Speed:** 120	**Morale Bonus:** +2
Space: 2 by 2 squares	**Reach:** NA	**Initiative:** +2
Damage Resistance: 18	**Ramming Damage:** 30	

-Plasma Cannon 1d20+3 accuracy, 27 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 8, Plasma, Twin-linked, Full Auto

Skills: Athletics 3, Defensive Training 3, Durability 3, Endurance 3, Medicine 1, Melee 3, Mental Training 2, Perception 2, Pilot 2, Ranged 3, Survival 2, Tactics 2
Talents: Power Attack, Resistant

Strength: 7	**Instinct**: 2	**Agility**: 4	**Fortitude:** 6
Intelligence: 2	**Willpower**: 3		

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

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

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

Hover: The ghost has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

Phantom Description

The phantom dropship is the most common dropship used by the Covenant and its remanants near the end of the Human-Covenant War. The sangheili phantom is piloted by an elite pilot while the jiralhanae phantom is piloted by an elite major. Both variants have Grunt Heavies manning the side plasma cannons.

Phantom, Sangheili

Level 17 Elite in Colossal-sized Vehicle, Formidable Threat

Hit Points: 720	**Healing Threshold**: NA	**Damage Threshold:** 80
Defense: 20	**Toughness:** 75	**Resolve:** 19
Acceleration Rating: 60	**Max Speed:** 750	**Morale Bonus:** +4
Space: 20 by 20 squares	**Reach:** NA	**Initiative:** +8
Damage Resistance: 32	**Ramming Damage:** 75	

-Heavy Plasma Cannon 1d20+6 accuracy, 54 damage, +3 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 14, Burst 1, Plasma
-Side Plasma Cannons 1d20+6 accuracy, 31 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 10, Plasma, Full Auto, Max Attack Overage of 6

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4

Phantom, Jiralhanae

Level 17 Brute in Colossal-sized Vehicle, Formidable Threat

Hit Points: 720	**Healing Threshold**: NA	**Damage Threshold:** 80
Defense: 13	**Toughness:** 75	**Resolve:** 19
Acceleration Rating: 60	**Max Speed:** 750	**Morale Bonus:** +4
Space: 20 by 20 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 32	**Ramming Damage:** 75	

-Heavy Plasma Cannon 1d20+5 accuracy, 45 damage, +2 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 12, Burst 1, Plasma
-Side Plasma Cannons 1d20+6 accuracy, 31 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 10, Plasma, Full Auto, Max Attack Overage of 6

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)
Strength: 13* **Instinct**: 4 **Agility**: 4 **Fortitude:** 8
Intelligence: 3 **Willpower**: 5

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

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

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

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

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

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

Prowler Description

The brute prowler is a troop transport and fire platform used by the jiralhanae. The prowler is piloted by a brute major while a brute minor mans the plasma cannon.

Prowler, Jiralhanae

Level 7 Brute in Huge-sized Vehicle, High Threat

Hit Points: 300	**Healing Threshold**: NA	**Damage Threshold:** 40
Defense: 14	**Toughness:** 50	**Resolve:** 19
Acceleration Rating: 10	**Max Speed:** 70	**Morale Bonus:** +4
Space: 4 by 4 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 24	**Ramming Damage:** 75	

-Overcharged Plasma Cannons 1d20+3 accuracy, 30 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 12, Plasma, Full Auto, Max Attack Overage of 2

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4

Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)

Strength: 13*	**Instinct**: 4	**Agility**: 4	**Fortitude:** 8
Intelligence: 3	**Willpower**: 5		

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

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

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

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

Shade Turret Description

The shade turret is a commonly deployed Covenant turret that comes in a wide number of variations. The shade turret is crewed by a Grunt Heavy.

Shade Turret

Level 8 Unggoy in Large-sized Turret, High Threat

Hit Points: 120	**Healing Threshold**: NA	**Damage Threshold:** 30
Defense: 8	**Toughness:** 30	**Resolve:** 14
Acceleration Rating: NA	**Max Speed:** NA	**Morale Bonus:** +2
Space: 2 by 2 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 12	**Ramming Damage:** NA	

-Twin Plasma Cannon 1d20+6 accuracy, 31 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 10, Plasma, Twin-linked, Full Auto
-Heavy Plasma Cannon 1d20+6 accuracy, 45 damage, +2 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 14, Burst 1, Plasma
-Fuel Rod Cannon 1d20+5 accuracy, 90 damage, 1 strikes maximum, 20 shots at remote range; *Special Traits*: Penetration 42, Burst 1

Skills: Acrobatics 3, Athletics 3, Computers 1, Defensive Training 6, Durability 5, Influence 3, Leadership 2, Medicine 2, Melee 2, Mental Training 2, Perception 4, Pilot 5, Ranged 6, Science 4, Tactics 2
Talents: Balanced Shot, Close Combat Shot, Defensive Fighting, Penetration II, Resistant II, Weapon Mastery (ranged)
Strength: 6 **Instinct**: 6 **Agility**: 4 **Fortitude:** 6
Intelligence: 2 **Willpower**: 4

Turret: The shade is a turret, not a vehicle. Therefore, it does not move, have an acceleration rating, or a max speed. It cannot perform ram actions, does not have a training requirement, and is crewed only by a gunner that directs the cannon. Either the turret or its gunner can be attacked. The turret has a defense of 8 against ranged attacks and melee attacks automatically hit it. The gunner uses their normal defense, minus their agility but gaining a +5 cover bonus.

Turret Weapon: The turret is equipped with one of the following weapons: twin plasma cannon, heavy plasma cannon, or fuel rod cannon. The weapon has a 360 degree firing arc.

Variant: Shielded Turret: The shielded turret variant has a damage resistance of 22 instead of 12, and provides the user improved cover in the arc it is facing.

Spectre Description

The spectre is an assault platform and transport used by the Covenant. The spectre is piloted by an elite pilot while an elite minor mans the plasma cannon.

Spectre, Sangheili

Level 7 Elite in Huge-sized Vehicle, Extreme Threat

Hit Points: 250	**Healing Threshold**: NA	**Damage Threshold:** 40
Defense: 25	**Toughness:** 40	**Resolve:** 19
Acceleration Rating: 30	**Max Speed:** 120	**Morale Bonus:** +4
Space: 4 by 4 squares	**Reach:** NA	**Initiative:** +8
Damage Resistance: 24	**Ramming Damage:** 50	

-Overcharged Plasma Cannon 1d20+3 accuracy, 34 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 12, Plasma, Full Auto, Max Attack Overage of 4

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4

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

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

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

Hover: The spectre has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

Spirit Description

The spirit is Covenant dropship that has been used by the Covenant for ages. The Sangheili spirit is piloted by an elite pilot, while the Jiralhanae spirit is piloted by a brute major.

Spirit, Sangheili

Level 17 Elite in Colossal-sized Vehicle, Formidable Threat

Hit Points: 750	**Healing Threshold**: NA	**Damage Threshold:** 75
Defense: 17	**Toughness:** 70	**Resolve:** 19
Acceleration Rating: 40	**Max Speed:** 600	**Morale Bonus:** +4
Space: 20 by 20 squares	**Reach:** NA	**Initiative:** +8
Damage Resistance: 40	**Ramming Damage:** 75	

-Heavy Plasma Cannon 1d20+6 accuracy, 54 damage, +3 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 14, Burst 1, Plasma

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4

Spirit, Jiralhanae

Level 17 Brute in Colossal-sized Vehicle, Formidable Threat

Hit Points: 750	**Healing Threshold**: NA	**Damage Threshold:** 75
Defense: 10	**Toughness:** 70	**Resolve:** 19
Acceleration Rating: 40	**Max Speed:** 600	**Morale Bonus:** +4
Space: 20 by 20 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 40	**Ramming Damage:** 75	

-Heavy Plasma Cannon 1d20+5 accuracy, 45 damage, +2 strikes maximum, unlimited shots at long range; *Special Traits*: Penetration 12, Burst 1, Plasma

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)
Strength: 13* **Instinct**: 4 **Agility**: 4 **Fortitude:** 8
Intelligence: 3 **Willpower**: 5

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

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

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

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

Wraith Description

The wraith is the main battle tank for the Covenant. The Sangheili wraith is piloted by an elite pilot with an elite minor gunner, while the Jiralhanae wraith is piloted by a brute major with a brute minor gunner.

Wraith, Sangheili

Level 12 Elite in Gargantuan-sized Vehicle, Formidable Threat

Hit Points: 500	**Healing Threshold**: NA	**Damage Threshold:** 50
Defense: 21	**Toughness:** 50	**Resolve:** 19
Acceleration Rating: 10	**Max Speed:** 70	**Morale Bonus:** +4
Space: 5 by 5 squares	**Reach:** NA	**Initiative:** +8
Damage Resistance: 32	**Ramming Damage:** 50	

-Plasma Mortar 1d20+4 accuracy, 84 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits*: Penetration 32, Burst 6, Plasma, Hailfire 1, Barrage
-Overcharged Plasma Cannon 1d20+3 accuracy, 34 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 12, Plasma, Full Auto, Max Attack Overage of 4

Skills: Acrobatics 2, Athletics 2, Computers 5, Defensive Training 6, Durability 5, Endurance 4, Influence 4, Lore 5, Medicine 4, Melee 3, Mental Training 5, Perception 5, Pilot 6, Ranged 6, Science 5, Survival 2, Tactics 4
Talents: Close Combat Shot, Combat Reflexes, Plasma Burn, Weapon Comprehension, Weapon Mastery (ranged)
Strength: 8* **Instinct**: 8* **Agility**: 8* **Fortitude:** 4
Intelligence: 5 **Willpower**: 4

Anti-Air Wraith: The Anti-Air Wraith replaces the plasma mortar with a Fuel Cannon Array. The Fuel Cannon Array can only target enemies that are at least 6 squares off the ground or above the wraith.

-Fuel Cannon Array 1d20+5 accuracy, 100 damage, 1 strike maximum, 300 shots at remote range; *Special Traits*: Penetration 40, Burst 1, Hailfire 2, Twin-linked

Wraith, Jiralhanae

Level 12 Brute in Gargantuan-sized Vehicle, Formidable Threat

Hit Points: 500	**Healing Threshold**: NA	**Damage Threshold:** 50
Defense: 14	**Toughness:** 50	**Resolve:** 19
Acceleration Rating: 10	**Max Speed:** 70	**Morale Bonus:** +4
Space: 5 by 5 squares	**Reach:** NA	**Initiative:** +4
Damage Resistance: 32	**Ramming Damage:** 30	

-Plasma Mortar 1d20+3 accuracy, 70 damage, 1 strike maximum, unlimited shots at remote range; *Special Traits*: Penetration 30, Burst 6, Plasma, Hailfire 1, Barrage
-Overcharged Plasma Cannons 1d20+3 accuracy, 30 damage, full auto, unlimited shots at long range; *Special Traits*: Penetration 12, Plasma, Full Auto, Max Attack Overage of 2

Skills: Athletics 6, Defensive Training 6, Durability 6, Endurance 6, Medicine 2, Melee 6, Leadership 2, Mental Training 4, Perception 4, Pilot 6, Ranged 5, Survival 5, Tactics 4
Talents: Cleave, Defensive Fighting, Hardened Survivalist, Hijack, Mighty Blow II, Natural Health, Resistant III, Weapon Mastery (ranged, melee)
Strength: 13* **Instinct**: 4 **Agility**: 4 **Fortitude:** 8
Intelligence: 3 **Willpower**: 5

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

Barrage: The wraith can target enemies that it cannot see due to line of sight restrictions when using the plasma mortar. For example, it can attack targets that are on the other side of a wall. It suffers total concealment penalties (-10) to attack targets that it cannot see. It can also attack over sources of cover, landing its projectiles behind cover. It may suffer concealment penalties if it cannot see said targets. The mortar has a limited ability to hit aerial or high targets, and can only target foes that are, at most, 10 squares above them.

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

Rugged and Dependable: The wraith reduces all suffered crippling wounds points by 1, to a minimum of 1.

Hover: The wraith has gravity projectors that allows the vehicle to float a short distance above the ground. This allows the vehicle to hover, allowing it to ignore difficult terrain and hazards along the ground, such as land mines.

Anti-Air Wraith: The Anti-Air Wraith replaces the plasma mortar with a Fuel Cannon Array. The Fuel Cannon Array can only target enemies that are at least 6 squares off the ground or above the wraith.

-Fuel Cannon Array 1d20+4 accuracy, 90 damage, 1 strike maximum, 300 shots at remote range; *Special Traits*: Penetration 40, Burst 1, Hailfire 2, Twin-linked

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