

Savage Halo

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This document is compatible with the Deluxe edition.



Starting Rank

Choose a starting rank appropriate to the type of characters desired. A campaign about normal people, even one starting with highly trained but untested characters, should start at Novice rank. A campaign centering around characters with a campaign or two on their records should start around Seasoned or even Veteran rank. A campaign about heavy combat veterans on rotation back from a tour on the front lines should start at Veteran or even Heroic rank. Most special forces-type characters, such as ODST, should be in the Veteran to Legendary ranks, depending upon amount of operating experience. Spartans can start at whatever rank you deem appropriate.

Random Character Creation

Some groups prefer to do without point-buy creation. These groups prefer to use dice or cards to assign attributes. For such groups, we recommend using [this method](#) of character generation. Unless your General is running a *really* strange Halo game, ignore the Arcane Happenings effects of a Joker.

Skills

Agility	Smarts	Spirit	Strength	Vigor	Buying Skills (Cost per step, in skill points)					
Boating	Gambling	Intimidation	Climbing		Base Attribute	d4	d6	d8	d10	d12
Driving	Healing	Persuasion			d4	1	3	5	7	9
Fighting	Investigation				d6	1	2	4	6	8
Lockpicking	Knowledge				d8	1	2	3	5	7
Piloting	Notice				d10	1	2	3	4	6
Riding	Repair				d12	1	2	3	4	5
Shooting	Streetwise									
Stealth	Survival									
Swimming	Taunt									
Throwing	Tracking									

Boating

This skill is expanded to include large starships, especially frigates and other line vessels. It encompasses standard operations, damage control, internal navigation (moving around inside the ship), but excludes intricate piloting. If the General allows *boating* to substitute for piloting then it should be at a significant penalty (-2 or -3) in addition to any maneuver penalties.

Climbing & Swimming

While not required, the campaign wouldn't be harmed by collapsing these skills into a general Athletics (Strength) skill.

Driving

All ground vehicles, including Covenant hover-vehicles, are controlled with this skill. Unless the character has an appropriate background, a -1 to control the vehicles of the enemy side is appropriate.

Investigation

The skill used to dig through records, this skill is vital for electronic intelligence analysis. No computer or intelligence expert should be without.

Knowledge

All Knowledge is useful, but some especially relevant knowledge skills include Artificial Intelligence, Battle, Codes (or Cryptography), Computers, Electronics, History, Medicine, Religion, Science, Stellar Navigation, and Tactics.

Streetwise

Unless the campaign is especially urban in focus, this skill will be of limited utility. Discourage players from putting more than a d6 into this skill, unless the campaign is focused on activity in a populated urban area.

Tracking

Of moderate use on the battlefield, Tracking is also the skill used for operating electronic sensor systems. Similar pattern-recognition and extrapolation abilities are required for both actions, and it eliminates the need for a new skill.

Hindrances

In addition to the normally available Hindrances.

Plasma Vacuum (Minor)

Some people are unlucky. Some people attract random shots. It's debatable who lives longer. When this hero needs to worry about the innocent bystander rules, she is hit on a 1-2 for single-shot weapons, and a 1-3 for shotgun shot and full-automatic fire.

Heavy Sleeper (Minor)

Thunderstorms, stampeding elephants, artillery barrages, tornadoes, he's slept through them all. Heroes with this Hindrance can sleep through anything, and have. Once he drops off, he must make a Notice roll (-4) to wake up. He also suffers a -4 penalty to Vigor rolls made to stay awake.

Nightmares (Major)

Your hero has seen some truly horrible things, and they all come back (often three times worse) when she's asleep. The character is plagued by horrible dreams, terrible memories, and the worst fears of her subconscious.

Each time your hero tries to rack out, she must make a Spirit roll. Success lets her sleep for the night, though she'll toss and twitch like an epileptic, likely ruining the sleep of everyone within a dozen yards. Failure results in a sleepless night (check for Fatigue as normal). A character incapacitated by sleep deprivation falls into a lengthy and dreamless sleep, from which it is extremely difficult to rouse them.

Edges

The following Edges are not allowed in *Savage Halo*: Arcane Background, all Edges that require Arcane Background, and the Power Surge Edge.

Background Edges

Heightened Senses

Requirements: Notice d8+

You've learned to rely upon other senses than sight. As long as the task is not purely visual (such as reading a sign), you may ignore up to two points of darkness penalty.

Noble

The mechanics are as listed in *Savage Worlds Deluxe Edition*, but the trappings generally need to change. Most "nobles" are either military officers from a (well-known) military family tradition, executives in a major corporation, or high-ranking public officials (not city councilmen, more likely a Senator for the local planetary council). These offices come with rank, privilege, status, and wealth, but they also come with much responsibility. Talk with your General about specifics.

Combat Edges

Accurate Attack

Requirements: Heroic, Fighting / Shooting / Throwing d10+

Attacks with the relevant skill ignore up to two points of Cover or Called Shot penalties. You may take this edge multiple times, each time for a different skill (Fighting, Shooting, or Throwing).

Bullet Hose

Requirements: Novice, Shooting d8+

With this Edge a machine-gunner can suppress an area more effectively than others.

When using a braced machine-gun, this hero can suppress an area equal to two Medium Burst templates. The second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

Improved Bullet Hose

Requirements: Seasoned, Bullet Hose

This edge allows a machine-gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first.

No Cover

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This machine-gunner can provide true grazing fire—just a few inches off the ground. The gunner cannot move in the round he uses this edge. When using suppressive fire, those caught in the area of effect take damage on a Spirit roll of a 1 or 2 instead of just a 1.

Shotgun King

Requirements: Seasoned, Strength d8+, Shooting d8+

Hundreds of hours practicing close quarters shooting has made your character a master of the rapid-fire shotgun.

Your hero treats pump-action shotguns as semi-automatic. Semi-automatic or automatic shotguns have their rate of fire increased by 1 in your hands. Your hero is famous for his "instant autopsies".

Leadership Edges

Command Presence

Requirements: Novice, Command

A booming voice, effective hand signals, or simple extra training as a unit results in a much more effective combat element. At the center of that element is the hero in command.

A Leader with this Edge has a "command radius" of 10" instead of the usual 5".

Professional Edges

Advanced Survival Training

Requirements: Novice; Appropriate background

This hero is either a graduate of the UNSC Ranger School on Reach, or a very similar facility. This school emphasizes survival in a hostile environment, any hostile environment.

This character gains +2 to all Fatigue rolls made against environmental hazards (including cold, heat, and sleep), and +2 to all Survival rolls. Also, these heroes make Vigor rolls every 18 hours for sleep deprivation, instead of the standard 12 hours.

Corpsman!

Requirements: Novice, Healing d6+

A character with this edge can get the injured up and fighting in seconds. If the medic can get to a wounded Extra by the end of the round in which he was wounded (Incapacitated), he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of Incapacitated.

Field Engineer

Requirements: Novice, Smarts d8+, Repair d8+, at least three scientific Knowledge skills at d6+

This provides the benefits of the Mr. Fix-It Edge.

Water Training

Requirements: Novice; Vigor d8+, Swimming d6+, appropriate background.

Your hero has been to one of the various military schools that teach combat swimming; alternatively, he may be a highly-skilled competition swimmer, or even a trained synchronized swimmer. Regardless of origin, this rigorous training has improved the hero's swimming ability far beyond those of the typical person. He can hold his breath for twice as long (20 x Vigor), and all Swimming rolls are at +2.

Social Edges

Battle Brothers

Requirements: Wild Card, Veteran, Common Bond

This group has been to Hell and back together. That kind of bond hardens people, making them able to withstand wounds that might otherwise put them out of action.

Increase Toughness by +1 for each other "brother" within 6" (12 yards), to a maximum of +4. For example, if three Marines with the Battle Brothers Edge fight together, they all gain +2 Toughness.

Rank

Requirements: Seasoned, Command

Your character has a fair bit of rank. This is slightly different for Naval characters (blue side) versus Marines / Army characters (green side).

Green side: If enlisted, she's a platoon sergeant, company first sergeant, or battalion sergeant major. On the officer side, she's a lieutenant or captain commanding a platoon or company; at the General's discretion she may be a major and a battalion executive officer.

Blue side: If enlisted, she's a section head, Bosun, or similarly in charge of all enlisted crew she encounters. On the officer side, she's one of the highest-ranking officers on her ship (usually a small ship) or is a high-ranked pilot (such as flight or squadron leader) in one of the flight wings. Actual ranks can range from lieutenant (junior grade) to lieutenant commander, depending upon the scope of the campaign.

Rank, High

Requirements: Veteran, Command

Your character is highly ranked. As with Rank, the specifics differ by branch of service. Division-level officers are generally either retired heroes or pretty legendary (and take the Legendary Edge, High Command).

Green side: Enlisted characters with this Edge are at least the senior enlisted man of a battalion, more probably a regiment or division. Officers are battalion or regimental commanders (usually lieutenant colonels, colonels, or brigadier generals).

Blue side: Enlisted characters are the senior enlisted crewman of a large ship, or of a flight wing. Officers with this edge are in command of a major vessel or the commander of a flight squadron. Officer ranks include lieutenant commander, commander, captain, or even rear admiral (lower half).

Weird Edges

Lead From the Front

Requirements: Novice, Command

It is said that fortune favors the bold. No matter the conflict, commanders who put the welfare of their men before their own personal safety always inspire troops.

Each time your character is standing in the open to command his men and would be struck by a damaging attack (including explosions), the General rolls a die. Odd, a miracle intervenes and the attack doesn't damage your character. Even, the attack hits as normal.

Legendary Edges

High Command

Requirements: Legendary, High Rank, Knowledge (battle) d8+, the General's permission.

You're a Division- or Fleet-level commander. People salute you, call you General or Admiral, treat you like you're the guy in charge, and most of them do what you say.

It's not all perks and privileges, though. You're responsible for the success and safety of your command. You are a highly-placed guardian of the species, and you're supposed to fulfill that responsibility. You are not supposed to run out onto the field with a personal weapon and start shooting the enemy. And if things go wrong, the blame stops at you because you're the responsible guy in charge.

Light Speed Reflexes

Requirements: Legendary, Quick, Agility d10+

High speed cameras can barely track your hero's actions when he's in a hurry.

Any time your hero is dealt lower than a 10 for Initiative, treat his card as a 10 of the same suit. This can lead to simultaneous actions, if someone else actually has a ten of the same suit.

This takes effect after Level Headed and Quick are resolved.

Spartan Combat Skill

Requirements: Legendary, Agility *or* Smarts d10+.

Your combat reflexes have been honed to a molecular edge. You are one of the deadliest combatants in the galaxy, either due to nearly preternatural reflexes or by reflexive math of amazing quality. You can do the impossible.

You may take an additional action at no multi-action penalty. You still may not take the same action twice. In the case of Edges like Two-Fisted, this would let you Run and fire two pistols at no multi-action penalty; this edge negates the penalty for Running, and Two-Fisted negates the penalty for shooting two weapons, though off-hand penalties may still apply.

Equipment

Weapons

3RB (Three Round Burst) – This weapon has a burst setting, allowing the Three Round Burst.

AP (Armor Piercing) – The weapon ignores this many points of Armor when determining wounds.

Auto – This weapon can be fired on either full automatic or semi-automatic.

Brute – Modified by Jiralhanae for close combat. See the “Brute” weapon entry.

Fire – This weapon projects fire, which ignores all armor and can ignite the target(s).

HA (High Angle) – By firing up into the air this weapon can fire over most obstacles, ignoring cover. Against vehicles, hits automatically strike the top armor (use lowest armor value).

HW (Heavy Weapon) – This is a Heavy Weapon and can affect targets with Heavy Armor.

Mount – This weapon is designed to be mounted on vehicles. It is not for personal use, and cannot be moved while firing. Such weapons are generally fed from external sources and can fire almost endlessly.

Semi-Auto – This weapon can be used to Double-Tap or Rapid Attack.

Shotgun – This weapon fires a load of shot, granting +2 to attacks. However damage decreases with range, due to increasing shot spread. Shotguns do 3 dice of damage at Close range, 2 at Medium range, and 1 at Long range.

Snapfire – Designed to be sighted in, the shooter takes a -2 to fire this weapon if he moves during the round. To clarify, riding on vehicles does not incur this penalty.

Individual Human Weapons

M6 Magnum: The M6 series has almost a dozen models of this powerful handgun. Options include scopes, suppressors (which don't help much), concealable models, and dozens of others. All are variants of this base model.

M7 SMG: A personal defense weapon firing caseless ammunition, the M7 uses a high rate of fire and high capacity to counter mediocre stopping power. A common variant includes a suppressor (Notice -2 to detect shots fired, Notice -4 to locate shooter) for special operations. SAPHE rounds have not been developed for it (yet).

M90 Shotgun: Most models are pump-action. However, a few semi-automatic variants exist. All fire the 8-gauge magnum shell, which is insanely powerful at close ranges.

SRS99-S2AM Sniper Rifle: Firing a powerful fin-stabilized discarding-sabot penetrator, this weapon can punch through most light armor. It tends to over-penetrate infantry targets; apply the innocent bystander rules if the target is incapacitated. The scope has low-light enhancement, removing light penalties for all but total darkness.

W/AV M6 G/GNR: The “Spartan Laser” fires a rapid series of laser beams that penetrates most targets. It also has a 5 second recharge, only able to be fired every other round. When firing, designate a line from yourself. Slide a Small Burst Template along that line and make a Shooting roll; all targets under the template will be hit, unless they can make an Agility roll against your Shooting total.

M19 & M41 SSM: Two-shot rocket launchers, these weapons fire a HEAT (high-explosive, anti-tank) 102mm rocket. Targets struck suffer the AP, while the Medium Burst Template is just blast and shrapnel effects.

M151: The Missile Pod fires powerful missiles at a high-angle. It has a minimum range of 10 inches – it cannot fire on targets closer than 10” (20 yards). It is especially effective as an anti-vehicle weapon, striking vulnerable top or bottom armors. The AP only affects direct hits; the Small Burst Template is just blast and shrapnel effects.

M301 Grenade Launcher: A 40mm grenade launcher mounted as an accessory to a primary weapon (such as the MA5), the M301 can also be attached to a separate stock system (designated the M319 grenade launcher).

M7075: Use the Flamethrower rules from Savage Worlds Deluxe Edition.

M9 Grenade: A high-explosive dual-purpose grenade, the M9 is designed for anti-personnel and anti-vehicle uses. The AP applies to any target struck by the grenade.

Individual Covenant Weapons

Type-25 Plasma Pistol: This weapon can be overcharged by up to three steps. Each step automatically destroys 1 level of energy shield on targets struck. Each step increases the shots consumed by +3.

Type-33 Guided Munitions Launcher: The Needler is especially nasty in automatic fire. If the target is hit with a Raise by automatic fire, increase the damage by +1d6 (in addition to the benefits of a Raise). Further, the target explodes in a Small Burst Template that deals 3d6 damage (ignores armor) to all affected characters.

Type-31 Needle Rifle: If the target is hit with a Raise then the needles explode in a Small Burst Template that deals 3d6 damage (ignores armor) to all affected characters.

UNSC Weapons

Melee							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Bayonet	-	Str+1d4	-	1	-	-	If mounted, Str+d6, Parry +1, 2-hands
Pistols							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
M6 Magnum (12.7mm)	15/30/60	2d8	1	6	12	d6	AP 2, Semi-auto
Submachine Guns							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
M7 SMG (5mm)	12/24/48	2d6	4	8	60	-	AP 1, Auto
Shotguns							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
M90 Shotgun (8g)	12/24/48	1-3d8	1	12	12	d8	Shotgun, see Notes
Rifles							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
BR55 Rifle (9.5mm)	25/50/100	2d8+1	1	9	36	-	AP 2, Semi-auto, 3RB
SRS99-S2AM Sniper Rifle(14.5mm)	75/150/300	2d10+1	1	30	4	d6	AP 8, HW, Semi-auto, Snapfire
Assault Rifles							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
MA5 Rifle (7.62mm)	24/48/96	2d8	3	9	32	-	AP 2, Auto
Machine Guns							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
M41 LAAG (12.7mm)	50/100/200	2d10	4	400	2000	-	AP 4, HW, Mount
M247 GPMG (7.62mm)	30/60/120	2d8+1	3	26	300	d8	AP 2, Snapfire
Heavy Weapons							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
W/AV M6 G/GNR	50" path	4d10	1	60	5	d10	AP 40, HW, Snapfire, Special
M19 SSM SpKr (102mm)	50/100/200	4d8+2	1	18	2	d6	AP 30, HW, Med Burst, Snapfire
M68 ALIM (25mm)	75/150/300	3d8	1	900	750	-	AP 35, HW, Mount
M151 Missile Pod	40/80/160	4d8	2	50	8	d10	AP 25, HA, HW, Small Burst
M301 GL (40mm)	24/48/96	4d8	1	4	1	-	Med Burst, Snapfire
M7075 Flamer	Special	2d10	1	30	10	-	Fire
M9 HEDP Grenade	6/12/24	3d6	-	1	-	-	AP 9, Med Burst

Covenant Weapons

Hand Weapons							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-1 Energy Sword	Hand	Str+d10+6	-	2	-	d10	AP8
Type-2 Gravity Hammer	Hand	Str+d12+6	-	12	-	d12	AP 4, 2 hands, Parry -1
"Brute" weapons	-	Str+d6	-	-	-	-	When used as melee
Hunter Shield	Hand	Str+d10	-	100	-	d12+2	Lose shield benefits
Pistols							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-25 DEP (Plasma)	12/24/48	2d6	1	4	10*	-	AP 2, Semi-Auto, Special
Type-52 (Mauler)	6/12/24	1-3d6	1	7	5	d8	Semi-Auto, Shotgun, Brute
Submachine Guns							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-25 DER (Plasma)	12/24/48	3d6	3	6	30*	d6	AP 2, Auto, 3RB
Type-25 DER/J (Brute)	10/20/40	3d6	4	6	30*	d6	AP 2, Auto
Type-25 Carbine (Spiker)	10/20/40	2d6	3	18	40	d8	AP 4, Auto, Brute
Type-33 GML (Needler)	12/24/48	2d6	3	8	20	-	AP 1, Auto, Special
Rifles							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-31 Rifle (Needler)	24/48/96	2d8+1	2	12	21	-	AP 1, Auto, 3RB, Special
Type-50 Sniper Beam	75/150/300	2d10+1	1	25	10*	-	AP 4, Snapfire
Type-51 Carbine	25/50/100	2d8+2	1	10	18	-	AP 2, Semi-Auto
Type-52 SAR	50/100/200	2d12	1	28	5*	-	AP 2
Assault Rifles							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-51 DER/I	24/48/96	3d6	2	12	100*	-	AP 2, Auto, 3RB
Machine Guns							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-42/52 DESW	30/60/120	3d8	3	30	200*	d8	AP 2, Auto, Mount
Class-2 Energy Guns	30/60/120	3d8	5	-	-	-	AP 2, Auto, Mount, HW
Heavy Weapons							
Name	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Type-25 GL (Brute shot)	20/40/80	3d8	2	45	6	d8	Auto, Small Burst, HW, Brute
Type-33 LAAW (38mm)	24/48/96	3d10	1	50	5	d6	AP 10, Large Burst, HW, Snapfire
Type-1 Grenade (plasma)	6/12/24	3d8	-	2	-	-	Med Burst, HW, Special
Type-2 Grenade (Spike)	6/12/24	3d6	-	4	-	-	Med Burst, Brute
Type-3 Grenade (Fire)	3/6/12	2d10	-	8	-	-	Small Burst, Fire, Special

**This weapon uses an infinite energy pack. After firing the indicated number of shots, the weapon must cool down for several seconds before it can operate. It cannot be fired for one combat round while it vents waste heat.*

Type-52 Special Applications Rifle: An unusual personal weapon that fires a continuous beam of energy. A skilled and lucky marksman can keep the beam focused for the 1.2 seconds needed to kill a fully shielded target.

Type-42/52 Direct Energy Support Weapon: An emplaced support turret, it gives cover to the shooter.

Class-2 Energy Guns: Twin-mounted light plasma cannons. Their alternating fire design allows for sustained automatic fire, and gives them the ability to wear down the heaviest of armors. They feed off a vehicle's power supply.

Type-25 Grenade Launcher: This weapon reduces cover penalties to hit by -1.

Type-33 Light Anti-Armor Weapon: The Fuel Rod Gun is a powerful weapon. The AP applies to all targets in the burst.

Type-1 Plasma Grenade: If thrown onto a creature or vehicle, this weapon will stick and the damage is AP 8.

Type-3 Incendiary Grenade: The area is ignited (and victims in the area ignite on 4-6) and will burn for two rounds.

Targets entering the fire (or starting a turn there) take 2d10 damage and may catch fire. Ignited characters are on fire (see SWD) for 2d10 base damage.

Armor

Armors provide a few benefits.

First is the basic protective quality, increasing Toughness. Armor covers the listed area but isn't perfect; all armors have weak points and gaps that can be exploited (via Called Shots).

Second are attached equipment, including flashlights, helmet cameras, data displays, environmental systems (for space operations), locator beacons, integrated tactical radios, and similar benefits. These vary a great deal and are unlisted.

Third are energy shields. **Shields** protect the wearer by absorbing wounds. All shields have rating (1 to 3) showing the number of wounds the shield absorbs. When the character is dealt damage, the shield takes wounds first. Only if the shield is overloaded does the wearer take the remaining wounds.

Recharge: The best energy shields automatically recharge. If the wearer is not hit by any attack (regardless of damage) for 5 seconds (1 round) then the system will automatically recharge the shield (one wound / round) until full. Recharging Shields are indicated by a "+" sign after the shield rating.

Name	Armor	Shield	Weight*	Notes
Human Armors				
UNSC Flight Suit	+2	-	6	Full Body, Sealed(6 hrs)
UNSC Battle Suit (early in the war)	+4/+8 +2/+4	-	10	Kevlar Vest w/ insert (torso), Kevlar Vest (limbs & helmet)
UNSC Tactical Armor	+5	-	12	Head, Limbs, and Torso
UNSC ODSST Armor	+5	-	13	Torso & Head, +4 Limbs, Sealed (6 hrs)
Mjolnir Mark IV Armor	+8	-	- / 900	+1 step Strength, Full Body, Sealed (12hrs)
Mjolnir Mark V Armor	+8	2+	- / 1400	+1 step Strength, Full Body, Sealed (48hrs)
Mjolnir Mark VI Armor	+8	3+	- / 1500	+1 step Strength, Full Body, Sealed (72hrs), AD
SPI Mark I Armor	+6	-	- / 300	+2 Stealth, Full Body, Sealed (24hrs)
SPI Mark II Armor	+6	-	- / 270	+4 Stealth, Full Body, Sealed (24hrs)
Covenant Armors				
Combat Harness	+2	-	5	Torso, Limbs
SpecOps Combat Harness	+4	-	10	Active Camouflage, Torso, Limbs
Hunter Combat Harness	+10	-	67	Full Body
Minor Elite/Brute Combat Harness	+5	1	18	Full Body
Major Elite/Brute Combat Harness	+5	2	20	Full Body
SpecOps / Stalker Combat Harness	+4	1	19	Active Camouflage, Full Body
Ultra / Chieftain Combat Harness	+7	3	25	Full Body
Jackal Shield	-	-	2	+2 Parry, +10 armor to ranged shots that hit
Hunter Shield	-	-	100	+2 Parry, +20 Heavy Armor to ranged shots that hit

**The weights given are the effective weight when wearing the armor. This is doubled when carrying the armor.*

Weights for power armor are listed after the slash; these armors seem weightless to the wearer.

Active Camouflage: Equipped with an active light-bending camouflage system, this armor can render the wearer invisible. The wearer is transparent, but a vague outline is visible; characters may detect the invisible presence if they have a reason to look and make a Notice roll at -4. Once detected, the character may be attacked at -4. Many (but by no means all) Active Camouflage systems are "passive", shutting down when the wearer attacks (the energy of the attack temporarily distorts the camouflage field). The duration Active Camouflage can be maintained also varies.

Automatic Doctor: Automatic injectors and computer support automatically treat the wearer for wounds (Healing d8). This takes 10 minutes (as normal). It also releases pain-killers and stimulants, giving +2 to recover from Shaken.

Sealed: This armor can be fully sealed, becoming a separate environment. It can maintain the wearer in any hostile environment for the indicated time. It's assumed that these are self-sealing, automatically patching holes from battle.

Shield: Recharging Energy Shields absorb wounds. Brute Shields do not recharge, while Elite shields do.

Sensors: Much combat armor has sensor systems built in. These may include vision enhancement (low-light / infravision), Identify Friend or Foe systems, short-range motion trackers, and basic signals intelligence equipment. These features vary widely in availability and issue; they are available for almost every armor system but are as common as the General chooses to make them.

Vehicles

Armor: Some vehicle armor is listed with slashes. The order is Front / Side / Top, Rear & Bottom.

Boost: When not firing mounted weapons, it can be overcharged for higher top speed and a -1 on shooting the vehicle.

Crash Harness: The vehicle is treated as having airbags for its interior passengers and crew.

Hover: Gravity manipulation floats it over most low obstacles and treats difficult terrain and water as normal terrain.

Ramming: The vehicle is designed for ramming; +1d6 collision damage and acts as if it had Heavy Armor when ramming.

Walker: This vehicle uses mechanical "legs" to cover terrain. It can cross most obstacles and ignore difficult terrain.

Vehicle	Acc / TS	Climb	Toughness	Crew	Notes
Human Vehicles					
M274 Mongoose	20/24	-	8 (2)	1+1	4-Wheel Drive
M12 Warthog	16/32	-	16 (4)	2+1 1+4	4-Wheel Drive; Crash Harness; M41 LAAG or M68 ALIM, with a Stabilizer; Transport Variant seats 3 in gun bed.
M808 Scorpion	5/12	-	66/51/26 (50/35/10)	2+4	Crash Harness; Heavy Armor; Night Vision; Tracked; (1) M512 90mm HV Cannon (range 80/160/320; 4d10; RoF 1; AP50, Med Burst, HW, Improved Stabilizer); (1) M247 (either co-axial or ring mount, Stabilizer)
M312 Elephant	1/1	-	45/40/25 (25/20/5)	3+16	Tracked; Heavy Armor; Recovery Vehicle (crane); (1) M41 LAAG; (2) M247 GPMG; Cargo (1 M12 Warthog or 6 M274 Mongoose)
AV-14 Hornet	20/52	1	14 (4)	1+4	Fixed Guns; Improved Stabilizer (all); Night Vision; (2) rotary 7.62 guns (use M247); (2) missile pods (range 50/100/200; 4d8+2; RoF 2; Med Burst, AP 10, HW)
D77 Pelican	200/1200	0	16 (5)	3+10+15	Spacecraft/Atmospheric; Heavy Armor; (2) M247 GPMG
C709 Longsword	200/1200	2	20 (5)	2+2	Spacecraft/Atmospheric; Heavy Armor; (2) Rotary Cannons (75/150/300; 4d8; AP 8, HW, Fixed Guns); various others.
Covenant Vehicles					
Ghost	10/20(28)	-	11 (4)	1	Hover; Boost; Fixed Guns; Class-2 weapon (Stabilizer); Revenant Variant: (1) plasma cannon (as Type-33 LAAG)
Chopper	8/20(28)	-	14 (4)	1	Boost; Off-Road (4-Wheel Drive); Fixed Guns; 35mm Cannon (range 30/60/120; 2d8; RoF 2; Small Burst, AP 6); Ramming
Spectre	5/18(16)	-	20 (8)	2+2	Hover; (1) Class-2 weapon turret (Stabilizer)
Prowler	5/18	-	20 (8)	2+2	Hover; (1) Class-2 weapon turret (Stabilizer); Ramming
Shadow	5/18	-	18 (6)	2+8	Hover; (1) Class-2 Weapon turret (Stabilizer)
Wraith	4/10(16)	-	71/61/28 (55/45/12)	1 (2)	Boost; Crash Harness; Hover; Heavy Armor; (2) auto Class-2 weapons; (1) Plasma Mortar (range 75/150/300; 5d10; RoF 1; Large Burst, AP 10, Fixed Gun, HW, Reload 1)
Scarab	5/10	-	100/80/50 (82/62/32)	4+40	Walker; Heavy Armor; (1) Heavy Beam Cannon (range 40/80/160; 5d10; RoF 1; AP 100, Fixed Gun [front], HW, Reload 2); (2) Class-2 weapon turrets
Banshee	30/180	3	14 (4)	1	Spacecraft/Atmospheric; Fixed Guns; Stabilizer (all); (1) Class-2 Weapon; (1) Plasma Cannon (as Type-33 LAAG)
Spirit	200/1200	-1	14 (2)	2+30	Spacecraft/Atmospheric; Heavy Armor; (1) Class-2 turret
Phantom	200/1200	0	20 (10)	5+24	Spacecraft/Atmospheric; Heavy Armor; Improved Stabilizer (all); (1) automatic Class-2 turret; (2) Class-2 mounts
Seraph	200/1200	2	14 (4)	2	Spacecraft/Atmospheric; Heavy Armor; Shield 2+; Plasma Charge (air-to-ground bomb); (1) Pulse Laser (100/200/300; 2d12; RoF 2; AP 45, HW, Stabilizer); (1) Heavy Plasma Cannon (100/200/300; 5d10; AP 70, HW, Improved Stabilizer)

General's Guide

Campaigns

A great danger with any war-centric campaign is that it will devolve into a series of table-top skirmishes instead of a role playing game. There is nothing wrong with a game of that style, but in such a campaign a lot of skills, edges, and abilities are unnecessary. Further, characters will have very few chances to role-play their hindrances, making Benny acquisition that much more difficult.

This conversion assumes that PCs are UNSC human military personnel, generally infantry. While playing as Spartans or Covenant forces is supported, it is not generally recommended nor expected.

It is recommended that a game focus on the events of one planet for an extended period. Give the PCs a chance to interact with the locals, deal with organizational politics, and develop both friends and enemies outside of combat. Of course, any militaristic game will have combat (and lots of it), but try to make the missions as varied as possible: reconnaissance, holding positions, taking positions, relief assaults, pursuit, rear guard, convoy operations, rear security, and combat patrols are all normal and easily run missions that can fill one to three sessions (depending upon scope, complications, and player choices).

The key elements of any successful campaign are to keep the players involved by having to deal with interesting and challenging situations, and to make player choices matter. This second can seem insurmountable, the PCs are just one unit out of many after all, but is actually normal for the setting.

Super-weapons, ancient artifacts, unique commanders, criminal conspiracies, crime lords, political cabals, incompetent officer, corrupt leaders, dissidents, rebels, terrorists, rogue A.I., and secret research & development are all part of the setting, and all can play (and have played) a major role in the overall story of the Halo universe. Further, your campaign does not have to be restricted to the timelines and information provided by the official sources. While the video games and novels provide inspiration and details, they can be modified, followed, or ignored as best fits the enjoyment of you and your players.

For an example of an official release that is not considered canonical, listen to the [I Love Bees](#) mission logs. They portray an exciting tale of intrigue, discovery, loss, violence, heroism, and love preceding the events of Halo 2. While not an official part of the Halo story, it is a fine example of the kind of storytelling that is possible and encouraged in the Halo universe.

Species

Humans

Humans

The standard human, essentially unchanged for tens of thousands of years.

Adaptable: One Novice Edge of your choice.

UNSC Marine

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Drive d6, Fighting d4, Notice d6, Shooting d8, Survival d4, Stealth d4, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 4

Toughness: 10 (5)

Gear: UNSC Tactical Armor, BR55 Rifle (2d8+2) *or* MA5 Rifle (2d8+1, RoF 3), M9 Grenades (2), Bayonet, Field Kit (3 days).

Edges: Dodge, Marksman *or* Rock and Roll!

Spartans

Genetically perfect, cybernetically augmented, highly-trained super-soldiers, Spartans are the very best humanity can produce. Though there are questions about just how much humanity they have left.

Human Paragons: One free Novice Edge. Spartans start with d6 in all abilities, instead of d4.

Fleet: Pace 8, d8 running die.

Carbide Reinforced Bones: +2 Toughness.

Catalytic Thyroid Implant: +1 Size, x8 carrying (Brawny ups to x10). All Spartans are at least 6'6" and 400lbs of badass.

Muscular Enhancement: Increase Strength 2 Steps to a maximum of d12+2. This means the minimum Spartan Strength is d10 (d12 in Mjolnir).

Occipital Capillary Reversal: Low-Light Vision (no penalties for Dim or Dark lighting).

Superconducting Nervous System: -1 to all ranged attacks targeting the Spartan and +1 to Agility to avoid area attacks. Spartans can take 1 additional action at no multi-action penalty; still can't repeat an action. Increase Agility 1 step.

Training for Years: Free d6 in Fighting and Shooting. Spartans start with any 3 Combat Edges; they can ignore Rank requirements but must meet all other requirements (including other Edges).

Covenant

Sangheili (Elites)

Elites are counterparts to the Spartans, from a warrior culture that values honor and martial skill. Names are a privilege that must be earned, and military service is expected.

Increase Agility by 1 step, Spirit by 1 step, Strength by 2 steps, Size by +1, and provide Low-Light Vision.

Minor

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Driving d4, Fighting d6, Notice d6, Piloting d4, Shooting d6, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5

Toughness: 11 (5); **Shield:** 1+

Gear: Minor Elite Combat Harness, Type-25 DER (3d6), Type-1 Plasma Grenade (3)

Hindrances: Code of Honor, Overconfident, Vow (minor; defend the Covenant)

Major

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Driving d6, Fighting d8, Knowledge (Battle) d4, Notice d8, Piloting d6, Shooting d8, Stealth d6, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 6

Toughness: 12 (5); **Shield:** 2+

Gear: Major Elite Combat Harness, Type-25 DER (3d6), Type-1 Plasma Grenade (3)

Hindrances: Code of Honor, Overconfident, Vow (minor; defend the Covenant)

Edges: Combat Reflexes (+2 remove Shaken)

Spec Ops

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Driving d6, Fighting d8, Notice d8, Piloting d6, Shooting d8, Stealth d6, Tracking d4, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6

Toughness: 11 (4); **Shield:** 1+

Gear: SpecOps Elite Combat Harness, Type-25 DER (3d6), Type-1 Plasma Grenade (3)

Hindrances: Overconfident, Vow (minor; defend the Covenant)

Edges: Combat Reflexes (+2 remove Shaken), Woodsman

Ultra

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Driving d8, Fighting d10, Knowledge (Battle) d6, Notice d8, Piloting d8, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 7

Toughness: 15 (7); **Shield:** 3+

Gear: Ultra Elite Combat Harness, Type-25 DER (3d6), Type-1 Sword, Type-1 Plasma Grenade (3)

Hindrances: Code of Honor, Overconfident, Vow (minor; defend the Covenant)

Edges: Combat Reflexes (+2 remove Shaken), Frenzy (two Fighting at -2)

Zealot

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+1, Vigor d10

Skills: Driving d10, Fighting d12, Knowledge (Battle) d8, Notice d8, Piloting d10, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 8

Toughness: 15 (7); **Shield:** 3+

Gear: Ultra Elite Combat Harness, Type-1 Sword, Type-1 Plasma Grenade (3)

Hindrances: Code of Honor, Overconfident, Vow (minor; defend the Covenant)

Edges: Combat Reflexes (+2 remove Shaken), Improved Frenzy (two Fighting attacks)

Jiralhanae (Brutes)

Even stronger than Elites, Brutes are very pack oriented.

Strength +3 steps, Size +2, Climbing d6, and +2 to Notice by smell.

Minor

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d6

Skills: Climbing d6, Driving d4, Fighting d8, Intimidation d4, Notice d6, Shooting d6, Stealth d4, Tracking d4

Charisma: +0; **Pace:** 6; **Parry:** 6

Toughness: 12 (5); **Shield:** 1

Gear: Minor Brute Combat Harness, Type-25 Spiker (2d6), Type-2 Spike Grenade (3)

Hindrances: Overconfident, Vow (minor; defend the Covenant), Vow (minor; destroy the Elites), Size +3

Edges: Berserk (when wounded, Spirit to resist: +2 Fighting, Strength, Toughness; -2 Parry; seek melee kills)

Major

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d10, Intimidation d6, Notice d6, Piloting d4, Shooting d8, Stealth d4, Tracking d4, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 7

Toughness: 13 (5); **Shield:** 2

Gear: Major Brute Combat Harness, Type-25 GL (3d8), Type-2 Spike Grenade (3)

Hindrances: Overconfident, Vow (minor; defend the Covenant), Vow (minor; destroy the Elites), Size +3

Stalker

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Climbing d6, Driving d4, Fighting d8, Intimidation d6, Notice d8, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6

Toughness: 11 (4); **Shield:** 1

Gear: SpecOps Brute Combat Harness, Type-25 Spiker (2d6), Type-2 Spike Grenade (3)

Hindrances: Overconfident, Vow (minor; defend the Covenant), Vow (minor; destroy the Elites), Size +3

Edges: Thief

Chieftain

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Driving d6, Fighting d12, Intimidation d10, Knowledge (Battle) d6, Notice d8, Piloting d6, Shooting d8, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 8

Toughness: 16 (7); **Shield:** 3

Gear: Chieftain Combat Harness, Type-2 Hammer, Type-2 Spike Grenade (3)

Hindrances: Overconfident, Vow (minor; defend the Covenant), Vow (minor; destroy the Elites), Size +3

Edges: Combat Reflexes (+2 remove Shaken), Improved Sweep (Fighting versus all adjacent)

Mgalekolo (Hunters)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Fighting d8, Notice d4, Shooting d6, Stealth d4

Charisma: -2; **Pace:** 6; **Parry:** 8 (2)

Toughness: 22 (10)

Gear: Hunter Combat Harness, Hunter Shield (+2 parry, +20 heavy armor), Type-33 LAAW (Hunter variant)

Hindrances: Vow (minor; defend the Covenant), Mute (major), Outsider

Edges: Combat Reflexes (+2 remove Shaken), Improved Sweep (Shield, d10 weapon), Size +3 (10', 1.5 ton)

Kig-Yar (Jackals)

Jackals

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Notice d6, Shooting d6, Stealth d4

Charisma: -4; **Pace:** 6; **Parry:** 6 (2);

Toughness: 7 (2)

Gear: Combat Harness, Type-25 DEP (2d6), Jackal Shield (+2 parry, +10 armor)

Hindrances: Bloodthirsty, Vow (minor; uphold the Covenant)

Skirmisher

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Driving d4, Fighting d6, Notice d6, Shooting d6, Stealth d4

Charisma: -4; **Pace:** 6; **Parry:** 5;

Toughness: 7 (2)

Gear: Combat Harness, Type-25 DEP (2d6)

Hindrances: Bloodthirsty, Vow (minor; uphold the Covenant)

Yanme'e (Drones)

Minor

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d4, Vigor d6

Skills: Notice d6, Shooting d6, Stealth d4

Charisma: +0; **Pace:** 4 (**Fly:** 8); **Parry:** 3;

Toughness: 7 (2)

Gear: Combat Harness, Type-25 DEP (2d6)

Hindrances: Vow (minor; uphold the Covenant)

Edges: Acrobat

Unggoy (Grunts)

Minor

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Driving d4, Notice d6, Shooting d6, Stealth d4, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 2;

Toughness: 7 (2)

Gear: Combat Harness, Type-25 DEP (2d6), Type-1 Plasma Grenades (1)

Hindrances: Vow (minor; uphold the Covenant), Yellow (-2 vs Fear)

Major

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d4, Notice d6, Shooting d8, Stealth d6, Throwing d4

Charisma: +0; **Pace:** 6; **Parry:** 4;

Toughness: 8 (2)

Gear: Combat Harness, Type-33 Needler (2d6), Type-1 Plasma Grenades (3)

Hindrances: Vow (minor; uphold the Covenant), Yellow (-2 vs Fear)

Spec Ops

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d6, Notice d6, Pilot d6, Shooting d8, Stealth d6, Tracking d4, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5;

Toughness: 10 (4)

Gear: SpecOps Combat Harness, Type-33 Needler (2d6), Type-1 Plasma Grenades (3)

Hindrances: Vow (minor; uphold the Covenant)

Edge: Combat Reflexes

Flood

Generally, treat Flood infection as a template. Simply add the traits Undead, Fearless, Fear, the ability to Leap 2d6" horizontally (and 1d6" vertically), a limited Regeneration (recovers from Incapacitation, requires an infection form to restart the corpse; one time only), and a natural spike that does Strength +d8 damage.

If desired, the Flood can be a major campaign element. Advanced versions of the creatures will need stats.

Infection Form

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 3

Special:

- **Barbs:** Strength +1d6.
- **Fearless:** Immune to fear (virtually mindless).
- **Jumpy:** can leap 1d6" horizontally (half that vertically).
- **Tiny:** Size -2; this imposes a -2 to all attacks against them.
- **Opportunist:** If the Infection Form hits with a Raise then it automatically targets the least-armored location.
- **Infection:** Any living foe incapacitated by the barbs will transform into a Flood form (1 minute if dead, 24 hrs if alive).