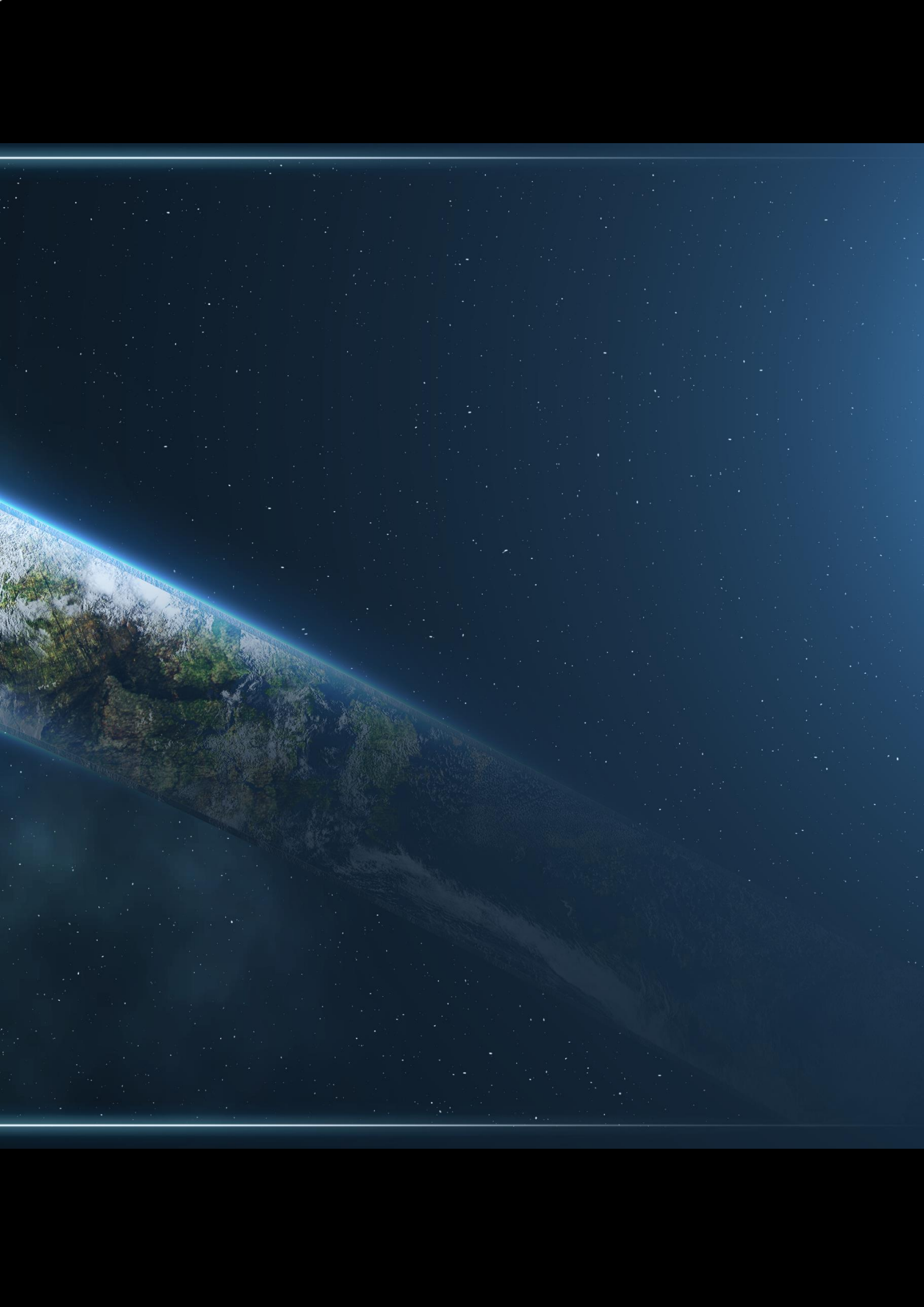




ROLEPLAYING GAME

CORE RULEBOOK







CREDITS

VERSION 1.1

WRITING AND DEVELOPMENT

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BASED ON MARVEL SUPERHEROES ADVANCED GAME, DESIGNED BY

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INTRODUCTION

The Halo Roleplaying is a creation of the fans, by the fans, for the fans. It is 100% unofficial, and is not associated with Bungie, 343 Industries or any other of these wonderful groups in any way. However, it is sufficient to allow you to run games set in the Halo universe. Covered herein are rules for character creation, NPCs, vehicles and warships and the myriad weapons of the Covenant and the UNSC.

This document is an adaptation of TSR's old 'FASERIP' rule system, original used with the Marvel Superheroes Roleplaying Game. The MSHRPG went through several iterations during its publication history, and this document makes use of the most recently published ruleset – the Advanced Game core rules.

The Advanced Game core rules can be found at Classic Marvel Forever, an excellent webpage run by dedicated fans of the game.

www.classicmarvelforever.com/cms/advanced-game-and-modules.html

Covered first is character creation. Currently you can only create characters who are soldiers of the UNSC; however, if this document is favourably received then future rules may be released allowing for the creation of Covenant characters too.

Next up is the bulk of the document, covering UNSC and Covenant weapons, vehicles and space vessels. The list is

exhaustive, although due to when it was written it doesn't necessarily cover items from Halo 5: Guardians.

This section also doesn't cover Forerunner/Promethean technology; again, this may be in a future release if that's what people want to see.

The last section of the document covers UNSC and Covenant NPCs. Forerunners and Prometheans may be covered in the above release, and the Flood, of course, deserve a book of their own too. All in due course.



CHARACTER CREATION

This section covers character creation for Halo characters. It currently only covers human characters, but future work may also cover Covenant species as well.

CREATING UNSC CHARACTERS

*"When I die, please bury me deep!
Place an MA5 down by my feet!
Don't cry for me, don't shed no tear!
Just pack my box with PT gear!
'Cuz one early morning 'bout zero five!
The ground will rumble, there'll be
lightning in the sky!
Don't you worry, don't come undone!
It's just my ghost on a PT run!"*
- UNSC Cadence

The UNSC encompasses elements from every part of the world. Whilst the UNSC's official language is English, men and women from every nation, colour and creed can be found fighting side-by-side in every service branch across the whole of human space.

Below is a table outlining a human's maximum potential. Use this to generate a UNSC character's primary ability scores.

POINT-BASED CHARACTERS

It may be that you want to create a more balanced group of characters; if so, simply start all primary ability scores at Shift-0, and allocate 80 rank points among them as you wish (at this stage obeying normal human maximums).

Rank	Fighting	Agility	Strength	Endurance	Reason	Intuition	Psyche
Feeble	01-05	01-10	01-05	01-05	01-10	01-05	01-05
Poor	06-10	11-20	06-25	06-25	11-20	06-10	06-25
Typical	11-20	21-40	26-75	26-75	21-40	11-20	26-75
Good	21-40	41-60	76-95	76-95	41-60	21-40	76-95
Excellent	41-60	61-80	96-00	96-00	61-80	41-60	96-00
Remarkable	61-80	81-95			81-95	61-80	61-80
Incredible	81-95	96-00			96-00	81-95	81-95
Amazing	96-00					96-00	96-00

Once primary ability scores have been determined, choose a service branch from the selection below. Each one provides a selection of ability score modifiers, talents and an associated resource rank. Additionally, each service branch also has a set of primary ability requirements; a character who does not meet these requirements may not choose that service branch.

It may be that due to simple bad luck, a character does not meet the requirements for any of the service branches. If this is the case, the character either fails initial medical or psychological testing, or

washes out of basic. Simply start again and roll up a new set of ability scores.

If a player creates two characters in a row that fail to qualify for any UNSC service branches, you may wish to consider using the point-based character-creation system outlined in the sidebar above.

UNSC SERVICE BRANCHES

Once primary ability scores have been generated, select one of the service branches below that your character qualifies for; record all listed benefits.

UNSC MARINE

Requirements: Fighting, Endurance and Psyche must be Typical or better

Primary Ability Modifiers: +1CS
Fighting and Endurance

Talents: Martial Arts A, Military; additionally, you may roll for three random talents on the talents table on page 10 of the Advanced Players Book.

Resources: Typical

Equipment: Two frag grenades, Marine BDU (Good protection against physical and energy attacks), M6 pistol, and your choice of MA5 assault rifle, M90 shotgun, M392 rifle or SRS99 sniper rifle.

UNSC NAVAL OFFICER

Requirements: Reason must be Good or better

Primary Ability Modifiers: +1CS Reason

Talents: Military, Pilot; additionally, you may roll for three random talents on the talents table on page 10 of the Advanced Players Book.

Resources: Good

Equipment: Naval uniform, M6 pistol

ONI OPERATIVE

Requirements: Reason, Intuition and Psyche must be Good or better

Primary Ability Modifiers: +1CS
Intuition and Psyche

Talents: Detective/Espionage, Military; additionally, you may roll for two random talents on the talents table on page 10 of the Advanced Players Book.

Resources: Excellent

Equipment: Concealed body armour (Typical protection) or Marine BDU (Good protection against physical and energy attacks), and your choice of any equipment that does not exceed Excellent

cost. At the GM's discretion, you may also be assigned a vehicle.

Special: ONI operatives are not part of the regular chain of command, operating at their own discretion. They may requisition equipment and troops from any UNSC branch, and may be granted command authority far beyond their (apparent) rank.

UNSC ODS

Requirements: Fighting, Agility, Endurance and Psyche must be Typical or better

Primary Ability Modifiers: +1CS
Fighting, Agility and Endurance

Talents: Detective/Espionage, Marksman, Martial Arts A, Military; additionally, you may roll for one random talent on the talents table on page 10 of the Advanced Players Book.

Resources: Good

Equipment: ODS battle armour (Good protection against physical and energy attacks, Excellent protection against falling damage, Incredible protection against cold, 6 hour internal air supply), VISR (see in the dark with Excellent ability, automatically identify fellow squad members within the same area, regardless of obstructions), M6 pistol and M7 submachine gun both with silencers.

PROJECT ORION/SPARTAN I

Requirements: All primary ability scores must be Typical or better

Primary Ability Modifiers: +2CS
Fighting and Endurance, +1CS Strength and Intuition

Talents: Detective/Espionage, Marksman, Martial Arts A and B, Military.

Resources: Excellent

Equipment: Choose any UNSC or ONI service branch (listed above); you gain that branch's equipment.

Special: You gain all of the powers and weaknesses listed for your generation of SPARTAN in the appropriate entry in the NPC section.

SPARTAN II

Requirements: All primary ability scores must be Typical or better

Primary Ability Modifiers: +2CS

Fighting and Endurance, Remarkable
Strength, +1CS Intuition

Talents: Leadership, Martial Arts A, B
and C, Military, Pilot, Weapons Master

Resources: Shift-0

Equipment: Mark V MJOLNIR powered
armour, two frag grenades, and two UNSC
weapons of your choice.

Special: You gain all of the powers and
weaknesses listed for your generation of
SPARTAN in the appropriate entry in the
NPC section.

SPARTAN III

Requirements: All primary ability scores
must be Typical or better

Primary Ability Modifiers: +1CS

Fighting and Endurance, Remarkable
Strength, +1CS Intuition

Talents: Martial Arts A, B and C,
Military, Pilot, Weapons Master

Resources: Shift-0

Equipment: Mark VI MJOLNIR powered
armour, two frag grenades, and two UNSC
weapons of your choice.

Special: You gain all of the powers and
weaknesses listed for your generation of
SPARTAN in the appropriate entry in the
NPC section.

SPARTAN IV

Requirements: All primary ability scores
must be Typical or better

Primary Ability Modifiers: +2CS

Fighting and Endurance, Excellent
Strength, +1CS Intuition

Talents: Espionage, Marksman, Martial
Arts A and B, Military

Resources: Excellent

Equipment: Mark VII (GEN2) MJOLNIR
powered armour, two frag grenades, and
two UNSC weapons of your choice.

Special: You gain all of the powers and
weaknesses listed for your generation of
SPARTAN in the appropriate entry in the
NPC section.



UNSC WEAPONRY SCALE CHART



SRS99C-S2 AM SNIPER RIFLE (H1)
Length: 187.5cm



M90 TACTICAL SHOTGUN
Length: 118.1cm



MA5B ASSAULT RIFLE
Length: 87.6cm



S2 AM SNIPER RIFLE (H2)
Length: 168.5cm



BR55 BATTLE RIFLE
Length: 89.9cm



M7 SUB MACHINE GUN
Length: 47.5cm, 62.8cm (extended)



**M7057 DEFOLIANT PROJECTOR
(FLAMETHROWER)**
Length: 144.3cm



M25 ULMG
Length: 95.8cm



ODST COMBAT KNIFE
Length: 43.3cm (sheathed)



**M19 SSM "JACKHAMMER"
ROCKET LAUNCHER**
Length: 134.9cm



SNIPER SPOTTER SCOPE
Length: 29.26cm



M6C PISTOL (MAGNUM)
Length: 26.8cm



M6D PISTOL
Length: 26.7cm



FRAGMENTATION GRENADE
Length: 15.2cm



ANTI-TANK MINE
Length: 26.5cm



M247 PORTABLE TURRET
Length: 156cm



M247 MOUNTED TURRET
Length: 154.5cm

EQUIPMENT

This section covers equipment unique to the Halo universe.

UNSC WEAPONS

The UNSC make use almost exclusively of conventional firearms, and the Covenant exhibit a distinct technological advantage over the forces of humanity. Whilst exotic

weapons (such as prototype lasers and vehicle-mounted coilguns) do exist, they are by far the exception rather than the rule.

UNSC RANGED WEAPONS

The following are ranged weapons common to forces of the UNSC.

Name	Price	Range	Damage	Type	Rate	Shots	Material
M6 Pistol	Gd	3	10	S	1	12	Gd
M7 SMG	Ex	7	10	S	1	60	Gd
MA5 Assault Rifle	Ex	7	20	S	1	60	Gd
M392 Rifle	Ex	10	20	S	1	14	Gd
M90 Shotgun	Ex	3	20	S	1	6	Gd
SRS99 Sniper Rifle	Ex	10	30	S	1	4	Gd
M41 Missile Launcher	Am	*	*	*	1	2	Ex
M6 Spartan Laser	Am	*	50	E	1	4	Gd
M7057 Flamethrower	In	2	30	E	1	50	Ty
M319 Grenade Launcher	Ex	4	30	S	1	1	Gd
Autocannon	Am	20	30	S	1	n/a	Ex
Coilgun	Mn	*	50	S	1/2	n/a	Ex

The *M6 Pistol* is a common UNSC sidearm. It is fitted with a sniper sight, and if the user doesn't move in the round in which they fire then range is doubled.



The *M7 SMG* is a light UNSC infantry weapon that is commonly issued to special forces units such as ODST squads.



The *MA5 Assault Rifle* is the standard issue infantry weapon for UNSC forces. This weapon fires bursts.



The *M392 Rifle* is the UNSC's designated sniper weapon. It comes as standard with a telescopic sight.



The *M90 Shotgun* is a close quarters weapon typically used by UNSC troops for building clearance. Its poor range is made up for by its lethal punch up close. This weapon fires bursts.



The *SRS99 Sniper Rifle* is the UNSC's elite scout-sniper weapon. It comes as standard with a bipod and a sniper sight.



The *M41 Missile Launcher* is man-portable UNSC anti-vehicle weapon. It is typically loaded with high-tech, computer-guided missiles with standard payloads, but it can accept a variety of different missile types.



The *M6 Spartan Laser* is a portable energy weapon issued to elite UNSC forces. It fires lasing arcs that function as bursts, and reduces the target's armour by -2CS for the purposes of damage. Additionally, since it is based on coherent light, range is limited only by line-of-sight. However, it takes several seconds to charge and when fired the user always acts last.



The *M7057 Flamethrower* is used by the UNSC primarily as a defoliant tool, but it can also be useful in close-quarter battle. This weapon fires bursts.



The *M319 Grenade Launcher* is a single-shot, break action launcher used as a mainstay support weapon by the UNSC.



The *Autocannon* represents a broad class of different automatic weapons that are mounted on UNSC vehicles. Autocannons are tremendously destructive weapons that are typically too large to be considered man-portable, even by a Spartan. Vehicle autocannons normally inflict Remarkable damage, but they can be fired in pairs for +1CS damage, or in fours for +2CS damage.



The *Coilgun* is a devastating UNSC siege weapon that is used to destroy fortifications and vehicles. It is actually a light, stripped down version of the naval MAC gun, and thanks to its staggering muzzle velocity it may strike targets as far away as low orbit. Additionally, since this weapon runs off non-portable ammo hoppers, it may fire an unlimited number of shots. This weapon completely ignores armour (but not force fields), and it is unwieldy and slow to fire; as a result the user always acts last.



OTHER UNSC WEAPONS

The following are miscellaneous weapons common to forces of the UNSC.

Name	Cost	Special Damage
Frag Grenade	Ex	Rm edged damage, scatter

The *Frag grenade* is a hand-launched explosive issued to all UNSC troops.



Name	Price	Range	Damage	Type	Rate	Shots	Material
Gauss Cannon	Am	*	ShX	S	*	5	Gd
MAC Cannon	Un	*	*	S	*	12	Ex
Point Defense Gun	In	500m	In	S		*	Ex
Shiva-Class Nuclear Warhead	Am	*	ShZ	E	1	1	Gd

UNSC NAVAL WEAPONS

The following are weapons common to capital vessels of the UNSC.

The *Gauss Cannon* is a light version of the MAC guns seen on UNSC warships. The projectile is aimed and fired by a targeting computer (which does so with Incredible ability), and is effective at ranges of up to 50km; beyond that the variables passes the computer's ability to keep up. When firing, the cannon's capacitors must charge for 3 rounds. The capacitors may hold the charge for up to a minute (10 rounds).



The *MAC Cannon* or magnetic accelerator cannon is the UNSC's primary anti-ship weapon, and the only weapon in the UNSC arsenal capable of bringing down a Covenant vessel's shields. It fires a nine-metre long, 600 ton tungsten slug at a velocity of 30,000 m/s, and the projectile has to be aimed and fired by a dedicated targeting computer (with Incredible ability). At this velocity, a MAC cannon can strike a target at a distances of up to 180km (with the projectile travelling 18km/round), but anything beyond that and the range of variables passes the targeting computer's ability to keep up.

When firing, the MAC's capacitors must first be charged. If they are charged for 1 round, then the MAC fires as the last action in the round causing Shift-X damage. If the capacitors are charged for 2 rounds then the MAC causes Shift-Y damage, and charging for 3 rounds causes Shift-Z damage. Once fully charged, the capacitors may hold the charge for up to 10 rounds. After firing, the MAC must spend a round cooling down and reloading before it can begin charging to fire again.



The *Shiva-Class Nuclear Warhead* is deployed by the UNSC only in the direst of circumstances. Each is carried by a high-speed missile, and whilst it is by default computer-controlled, it can be reconfigured to carry a radio-linked or heat-seeking guidance system in minutes. Indicated damage is inflicted in the target area, and is reduced by -1CS per 100m.

After a nuclear warhead has detonated, the target area is subject to Monstrous intensity radiation, falling in intensity by -1CS per 100m from ground zero. This radiation persists, decreasing in intensity by -1CS per year until it reaches Shift-0.



The *Point Defense Gun* is the standard defense system of UNSC warships. UNSC vessels typically do not use shields, so they must rely on computer-guided autocannons to shoot down incoming munitions.

Each round, each point defense gun will fire at the nearest non-capital vessel with Excellent ability. Alternatively, it will automatically destroy one enemy missile within range. Defense guns always prioritise enemy missiles over enemy fighters.

Since point defense guns run off internal ammo hoppers carrying thousands of rounds, they may be considered to possess unlimited shots.



UNSC VEHICLES

The UNSC makes use of a variety of vehicles that can operate in many different theatres of war.

Name	Type	Cost	Control	Speed	Body	Protection
Mongoose ATV	Off-Road	Rm	Gd	Ex	Gd	0
Warthog LRV	Off-Road	In	Gd	Ex	Ex	0
Mantis	Off-Road	In	Gd	Pr	Rm	Rm
Scorpion MBT	Off-Road	Am	Ex	Ty	In	Rm
Mammoth	Off-Road	Mn	Ex	Ty	In	Rm

Mongoose ATVs are light, unarmed UNSC scout vehicles. They require one crew to operate, and can carry a single passenger on the pillion seat behind the driver.



Warthog LRVs are light reconnaissance vehicles that are as ubiquitous in the UNSC as Pelicans, MA5 assault rifles and bad coffee. They require one crew to operate, and can carry a single passenger in the seat next to the driver. Additionally, this vehicle possesses a mounted machine gun that is operated by an additional crewman in the back. Variants of the Warthog include the *Warthog* LAAV (which instead of the machine gun carries twin-linked missile launchers, each loaded with 5 high-tech computer-guided missiles with standard payloads) and the *Warthog Transport* (which exchanges the mounted machine gun for space for 4 passengers in the back).

UNSC GROUND VEHICLES

The following are ground vehicles common to the forces of the UNSC.



Mantises are powered exoskeletons designed for combat. They require one crew, and are fitted with a heavy machine gun (Incredible damage, counts enemy armour as -2CS lower, fires bursts) and a 5 shot rocket launcher (fires clusters of rockets that count as high-tech computer-guided missiles with high explosive payloads; always goes last in the round). Both weapons have effectively unlimited shots. The Mantis also has an Incredible force field, and it possesses Amazing strength when making unarmed attacks.



Scorpion MBTs are the UNSC's mainstay in heavy armour formations. They require two crew (a driver and gunner) to operate, and are fitted as standard with a turret-mounted heavy artillery piece (operated by the driver via neural link) and a crew-operated front-mounted machine gun.



Mammoths are huge UNSC mobile command centres. A mammoth is three stories tall; its lower level contains an Excellent garage package with room for 5 technical staff and two Warthogs, and its middle level houses the main crew (a driver, gunnery officer and communications specialist) and up to 30 passengers. The top deck carries the turret-mounted gunner-operated 'mini MAC' coil-gun and two crew-operated missile launchers, each loaded with 10 high-tech computer-guided missiles with standard payloads. Additionally, the on-board armoury carries



Name	Type	Cost	Control	Speed	Body	Protection
Falcon Tilt-Rotor	Air	Am	Ex	Rm	Gd	Gd
Hornet VTOL	Air	Am	Ex	Rm	Gd	Gd
Swortsword Bomber	Air	Mn	Gd	Un	Ex	Ex
Booster Frame	Space	Am	Ex	ShX	Gd	0
Pelican Dropship	Space	Mn	Gd	Mn	Rm	Ex
Pelican Gunship	Space	Mn	Gd	Mn	Rm	Ex
Longsword Interceptor	Space	Mn	Gd	ShX	Ex	Ex
Sabre Starfighter	Space	Un	Ex	ShY	Ex	Ex

UNSC AEROSPACE VEHICLES

The following are aerospace vehicles common to forces of the UNSC.

Booster Frames are heavily armed prototype space fighters. They require one crew, and are armed with two autocannons, 12 one-shot missile pods (computer-guided high-speed missiles; high-explosive payloads) and a huge gauss cannon that runs the length of the vessel.

The rear of the craft houses a retractable, vacuum-operable machine gun turret (with AP ammunition), which may be operated by a passenger who stands atop the rear superstructure.

Since the craft has no cockpit, the crew (who must wear vacuum suits) are protected by shields which function as an Unearthly intensity force field. The craft also carries a five-shot chaff launcher; this device may be fired as a normal action, and it grants immunity to attacks by missiles until the pilot's next action (although this doesn't stop it from being caught in explosions that affect other nearby craft).



Falcon Tilt-Rotors are light troop transports used for operations that don't require the capabilities of a Pelican. They are VTOL craft that require a crew of one, and are fitted with a pilot-operated front-facing autocannon. It can carry 3 passengers, along with 2 door gunners who operate a side-mounted machine guns.



Hornet VTOLs are light UNSC attack and reconnaissance craft. They are VTOL craft that require a crew of one, and are fitted as standard with pilot-operated front-facing twin-linked autocannons. They also carry pilot-operated twin-linked missile launchers, each loaded with 15 computer-guided high-tech missiles fitted with standard payloads.



Swortsword Bombers are suborbital heavy bombers. They require a crew of three (a pilot, navigator and systems technician), and are fitted as standard with a pilot-operated front-facing autocannon. They may carry up to 16 computer-guided high-tech missiles fitted with a choice of concentrated explosive, high explosive or incendiary payloads. These missiles may only be launched at ground-based targets, and each must target a specific area. The systems technician may choose to fire up to 16 missiles with a single attack, but each missile must target an area adjacent to another missile in the same volley



Pelican Dropships are one of the most commonly used UNSC dropships. They are VTOL craft that require a crew of three (a pilot, co-pilot and crew chief), and are fitted as standard with a pilot-operated front-facing autocannon, along with crew-chief operated twin-linked missile pods, each loaded with ten computer-guided high-tech missiles and fitted with standard payloads. The passenger compartment can carry up to 15 personnel, and an external mount can be used to airlift loads of up to 70 tons.



Pelican Gunships are a gunboat variant of the standard Pelican dropship. They are VTOL craft that require a crew of three (a pilot, co-pilot and crew chief), and are fitted as standard with a pilot-operated front-facing autocannon, a crew-chief operated front-facing railgun, crew-operated side-mounted twin-linked machine guns (one on each side) and a crew-operated dorsal turret fitted with twin-linked machine guns. The passenger compartment can carry up to 15 personnel, and an external mount can be used to airlift loads of up to 70 tons.



Longsword Interceptors are the main space-superiority fighter of the UNSC. They require a crew of four (a pilot, co-pilot, navigator and engineer, who are assisted by an AI), and are fitted with pilot-operated front-facing twin-linked autocannons. They also carry crew-operated quad-linked missile launchers, each loaded with 15 computer-guided high-tech missiles fitted with standard payloads. These launchers can be fired in volleys of between one and four launchers, with all missiles seeking out the same target.



Sabre Starfighters are prototype space-superiority fighters. They may be deployed from standard launch bays, or from ground facilities by means of a multi-stage rocket. The Sabre requires two crew (a pilot and radar intercept operator), and is fitted as with pilot-operated twin-linked autocannons and a shield system that projects a Remarkable intensity force field. It also carries a co-pilot-operated hydra missile launcher loaded with thirty computer-guided high-speed missiles fitted with concentrated explosive payloads.



UNSC SPACECRAFT

The following are spacecraft common to forces of the UNSC. Note that all of these spacecraft are fitted with slipspace drives (see below).

Name	Type	Cost	Control	Speed	Body	Protection
UNSC Frigate	Space	Mn	Gd	ShZ	Rm	Rm
UNSC Destroyer	Space	Un	Gd	ShZ	In	Rm
UNSC Light Cruiser	Space	Un	Ty	ShZ	In	Rm
UNSC Heavy Cruiser	Space	ShX	Ty	ShZ	Am	In

UNSC Frigates are the smallest human warships, and what they lack in armament they make up for in agility. They are the only class of human warship that can be deployed inside a planet's atmosphere, and they can even land if necessary; however, whilst frigates can achieve Shift-Z speed in a vacuum, inside an atmosphere they are limited to Amazing airspeed.

SLIPSPACE JUMPS

Making a slipspace jump allows a vessel to make a single journey at Class 3000 speed (Class 5000 if the vessel is equipped with a Forerunner slipspace drive), but doing so requires a Remarkable intensity Reason FEAT on the part of the crew. Making a slipspace jump inside the gravity well of a planet requires an Amazing intensity Reason FEAT, and if the vessel is within the atmosphere, the resultant shockwave of the departing vessel radiates outward in all directions inflicting Shift-Z damage on everything at ground zero, with -1CS damage per km further away from the jump point.

Additionally, a vessel in slipspace leaves a 'wake' behind it up to half a lightyear in length. A slipspace vessel that encounters another vessel's wake may choose to 'ride' the wake in the same direction as the other vessel, at the same speed. This can result in vessels moving faster than their normal slipspace speed, particularly when it is a human vessel riding the wake of a covenant vessel.

The average frigate carries approximately 90 naval crew and technicians, 130 vehicle crew and technicians, a UNSC Marine Company (170 marines) and 2 ODSF squads (24 ODSFs). The on board garage carries around 4 Mongoose ATVs, 20 Warthogs, 4 Scorpion MBTs and 25 Hornets. Launch bays carry 7 Pelican drop ships and 12 Longswords, and the

underside of the vessel houses 12 drop pod launchers.

UNSC frigates carry a MAC cannon, 3 nuclear warheads in dedicated launchers, 40 missile pods (with 30 high-tech, computer-guided missiles per pod, each loaded with concentrated explosive munitions) and 12 point defense guns.



UNSC Destroyers are designed for endurance. They are usually assigned to escort the larger, more sluggish cruisers.

The average destroyer carries around 250 naval crew and technicians, 130 vehicle crew and technicians and a UNSC Marine Company (170 marines). The on board garage carries around 30 Warthogs, 4 Scorpion MBTs and 25 Hornets. Launch bays carry 10 Pelican drop ships and 12 Longswords.

UNSC destroyers carry two MAC cannons, 3 nuclear warheads in dedicated launchers, 26 missile pods (with 45 high-tech, computer-guided missiles per pod, each loaded with concentrated explosive munitions) and 8 point defense guns.



UNSC Light Cruisers are slow, relatively poorly armed warships that are rapidly being phased out of service in favour of the newer heavy cruisers.

The average light cruiser carries 300 naval crew and technicians, 140 vehicle crew and technicians, a UNSC Marine Battalion (900 marines) and an ODST Battalion (600 ODSTs). The on board garage carries around 40 Warthogs and 8 Scorpion MBTs. Additionally, aerospace launch bays carry 15 Pelican drop ships and a squadron of 12 Longswords, and the underside of the vessel houses 36 drop pod launchers.

UNSC light cruisers carry a MAC cannon, 4 nuclear warheads in dedicated launchers, 6 missile pods (with 26 high-tech, computer-guided missiles per pod, each loaded with concentrated explosive munitions) and 6 point defense guns.

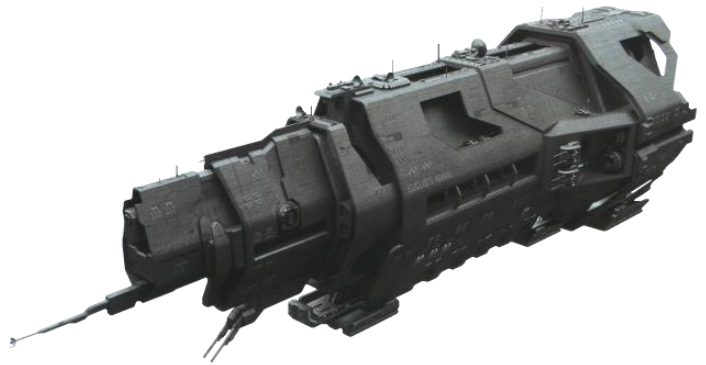
After substantial refits, many light cruisers were brought up to a standard where they could actually fight Covenant warships on an even footing; upgraded light cruisers increase their armament to 300 missile pods and 40 point defense guns.



UNSC Heavy Cruisers are the UNSC's ships of the line. They are tough, heavily armed and easily upgraded for specific mission profiles.

The average heavy cruiser carries 500 naval crew and technicians, 250 vehicle crew and technicians, a UNSC Marine Battalion (1200 marines) and an ODST Battalion (600 ODSTs). The on board garage carries around 12 Mongoose ATVs, 50 Warthogs, 12 Scorpion MBTs and 25 Hornets. Launch bays carry 20 Pelican drop ships and two squadrons of Longswords (12 fighters per squadron), and the underside of the vessel houses 40 drop pod launchers.

UNSC heavy cruisers carry a MAC cannon, 5 nuclear warheads in dedicated launchers, 100 missile pods (with 60 high-tech, computer-guided missiles per pod, each loaded with concentrated explosive munitions) and 50 point defense guns.



COVENANT WEAPONS

The Covenant use advanced weapons from a variety of sources. While they favour plasma technology, they also make use of weapons such as needlers, and the savage close-quarter weapons of the Jiralhanae.

COVENANT RANGED WEAPONS

The following are ranged weapons common to forces of the Covenant.

Name	Price	Range	Damage	Type	Rate	Shots	Material
Plasma Pistol	Ty	3	10	E	1	100	Ty
Plasma Rifle	Gd	5	20	E	1	100	Gd
Plasma Repeater	Ex	8	25	E	1	100	Gd
Beam Rifle	Ex	10	20	E	1	20	Ty
Covenant Carbine	Gd	10	15	E	1	18	Gd
Needler	Gd	4	10	EA	1	24	Ty
Needle Rifle	Ex	8	10	EA	1	21	Ty
Spiker	Gd	4	15	EA	2	40	Ex
Mauler	Gd	2	20	E	1	5	Ex
Brute Shot	In	4	30	EA	1	4	Ex
Fuel Rod Gun	Am	5	40	E	1	5	Gd
Fuel Rod Cannon	Am	10	40	E	1	n/a	Gd
Concussion Rifle	Rm	5	40	S	1	6	Gd
Plasma Cannon	Am	5	30	E	1	n/a	Gd
Plasma Launcher	Am	5	40	E	1	4	Gd
Plasma Mortar	Am	10	30	E	1/2	n/a	Gd
Heavy Plasma Mortar	Mn	15	50	E	1/2	n/a	Ex
Plasma Turret	In	10	40	E	1	n/a	Ex
Shade Turret	Am	10	40	E	1	n/a	Ex
Scarab Cannon	Mn	80	75	E	1/2	n/a	Rm

The *Plasma Pistol* is a Covenant infantry weapon. It can be fired normally, or it can be 'charged up' for one turn, inflicting triple damage (30 points) with its next shot. However, after firing a charged shot, the weapon overheats and must spend the next turn cooling down before it can fire again.



The *Plasma Rifle* is a Covenant infantry rifle that fires bursts. If the user rolls a red result when attacking with a plasma rifle, the weapon overheats and must spend the next turn cooling down before it can fire again. The *Plasma Repeater* is an improved variant of the plasma rifle issued to elite troops.



The *Beam Rifle* is a Covenant sniper weapon that fires a continuous stream or beam of energy. This weapon fires bursts, and comes as standard with a telescopic sight.



The *Covenant Carbine* is a light Covenant sniper weapon. This weapon comes as standard with a telescopic sight.



The *Needler* is a Covenant anti-infantry weapon that fires explosive shards of crystal. When fired the needles seek the target, negating up to -1CS worth of penalties on the attack FEAT roll. The target suffers a variable number of hits; 1 on a white success, 2 on a yellow and 3 on a red. A target that suffers 3 needler hits in the same round additionally suffers 20 points of energy damage (reduced as normal for armour, etc.) as the many needles reach critical mass and explode. The *Needle Rifle* is a longarm variant of the needler that fires bursts.



The *Spiker* or spike rifle is a brutal close-quarters weapon that fires bursts. Thanks to its attached spikes and blades, it may also be used as a melee weapon, allowing the wielder to inflict Edged damage in close combat.



The *Mauler* is a light Covenant shotgun that fires bursts. This weapon does full damage to targets in the same area only; at a range of 1 area it does 10 damage, and at a range of 2 areas it does 5 damage. Thanks to its attached spikes and blades, it may also be used as a melee weapon, allowing the wielder to inflict Edged damage in close combat.



The *Brute Shot* is a grenade launcher that is fired from the hip. This weapon scatters, and, thanks to its attached spikes and blades it may also be used as a melee weapon, allowing the wielder to inflict Edged damage in close combat.



The *Fuel Rod Gun* is a shoulder-carried support weapon that fires explosive energy bolts. This weapon counts the targets's armour as -2CS lower, and it scatters. A variant of the fuel rod gun is the *Fuel Rod Cannon*, a much larger version that is typically mounted on vehicles. Since this larger version runs off internal generators, it may fire an unlimited number of shots.



The *Concussion Rifle* is a short-range infantry support weapon that fires plasma bolts that explode on impact. This weapon scatters.



The *Plasma Cannon* is a support weapon that is typically mounted on a tripod or a vehicle. They fire bursts, and must be stationary or mounted on a vehicle to fire. They may be carried and fired by a character with at least Remarkable strength, but doing so reduces their clip size to 200 rounds. Plasma cannons usually deal Remarkable damage, but on vehicles they can be dual-linked to deal +1CS damage.



The *Plasma Launcher* is the Covenant's equivalent of the rocket launcher, firing plasma bolts that explode on impact. This weapon scatters.



The *Plasma Turret* is a stationary support weapon used by the Covenant for static defense. They fire bursts, and must be stationary or mounted on a vehicle to fire. Since this weapon runs off non-portable generators, it may fire an unlimited number of shots.

A variant of the plasma turret is the *Shade Turret*, which possess a shield generator that functions as an Excellent intensity force field.



The *Plasma Mortar* is a powerful vehicle-mounted anti-infantry weapon. Since this weapon runs off non-portable generators, it may fire an unlimited number of shots. A variant of the plasma mortar is the *Heavy Plasma Mortar*, a much larger version of the mortar that scatters.



The *Scarab Cannon* is a massive plasma siege weapon that is used to destroy fortifications and vehicle formations. Since this weapon runs off non-portable generators, it may fire an unlimited number of shots. This weapon scatters, and it must be aimed at a specific area rather than a character or a vehicle.

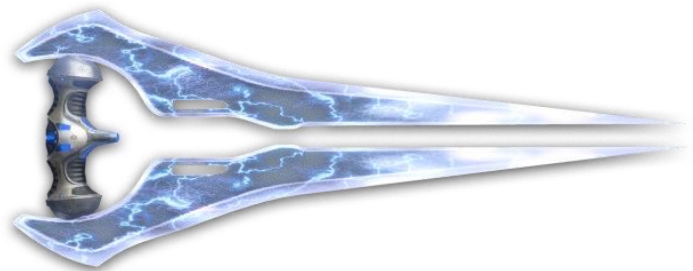


COVENANT MELEE WEAPONS

The following are melee weapons common to forces of the Covenant.

Name	Damage	Type	Strength
Energy Sword	30	E	Ex (hilt)
Gravity Hammer	40	F	Am

The *Energy Sword* is an elegant and lethal melee weapon carried only by the elite Sangheili. The blade is made of pure energy, and as such is unbreakable. An energy sword counts all of a target's damage reduction (including force fields) as being -2CS lower.



The *Gravity Hammer* is a powerful melee weapon typically carried by Jiralhanae chieftains. A target struck by a gravity hammer must always roll on the Slam column, and ranged attacks against the wielder suffer a -1CS penalty because of the gravity field generated by the weapon.



OTHER COVENANT WEAPONS

The following are miscellaneous weapons common to forces of the Covenant.

Name	Special Damage
Plasma Grenade	Rm energy damage, scatters

The *Plasma Grenade* is an energy-based explosive that has a nasty habit of sticking

to targets before detonating. A red result on an attack roll means that the target may not defend with a Dodge action.



Name	Price	Range	Damage	Type	Rate	Shots	Material
Energy Projector	ShX	100,000km	ShY	E	1	*	Ex
Plasma Torpedo Launcher	Am	*	50	E	1	*	Gd
Pulse Laser Turret	Am	500m	40	E	1	*	Ex

COVENANT NAVAL WEAPONS

The following are weapons common to capital vessels of the Covenant

The *Energy Projector* is a devastating weapon used to destroy both ships and planets. These massive beam weapons require 2 rounds to charge before firing, and during that time the hull-mounted muzzle begins to visibly glow. When the beam fires, it may slice through several targets at once; it ignores armour (but not force fields), and fires in bursts.

When the beam from an energy projector strikes a ground-based target, the concentrated particle beam inflicts Class 1000 damage to everything within the target area, and then (if it is flammable) ignites the planet's atmosphere as well; a wall of Unearthly-intensity fire races outwards in all directions at Shift-X speed, continuing outwards to a distance of 50km from the initial point of impact.

Since energy projectors run off a vessels reactor core, they may be considered to possess unlimited shots.



The *Plasma Torpedo Launcher* is a Covenant anti-ship weapon. It fires plasma bolts that travel at Unearthly speed; these bolts are unguided and may be destroyed in the same manner as missiles if they suffer 40 points of damage; as a result they are mainly used at close range. Since plasma torpedo launchers draw plasma from a vessels reactor core, they are considered to possess unlimited shots.



The *Pulse Laser Turret* is a common defense system on Covenant warships. Each round, each turret fires at the nearest non-capital vessel with Excellent ability. Alternatively, it will automatically destroy one enemy missile within range. Pulse laser turrets always prioritise enemy missiles over fighters. Since pulse laser turrets run off a vessels reactor, they possess unlimited shots.



COVENANT VEHICLES

The Covenant makes use of a wide variety of vehicles in their crusade across the galaxy.

COVENANT GROUND VEHICLES

The following are ground vehicles common to forces of the Covenant.

Choppers are heavily-armed Covenant assault vehicles. They require one crew, which is almost always a Jiralhanae. They are fitted as standard with quad-linked autocannons, and they may always use the higher of their Speed or Body rank when being used to make a charging attack.



Ghosts are the Covenant's standard rapid response and fast-attack vehicle. They require one crew, and are armed with twin-linked plasma cannons. Their gravity propulsion drives may be used for a temporary boost of speed; in any turn in which the ghost does not fire its plasma cannons, its speed increases by +1CS (to Excellent)



Revenants are light Covenant ground assault/transport vehicles. They require two crew (a driver and a gunner), and they may carry two passengers. They are fitted as standard with a gunner-operated ventral plasma mortar. Their gravity propulsion drives may be used for a temporary boost of speed; in any turn in which the revenant does not fire its plasma mortar, its speed increases by +1CS (to Excellent)



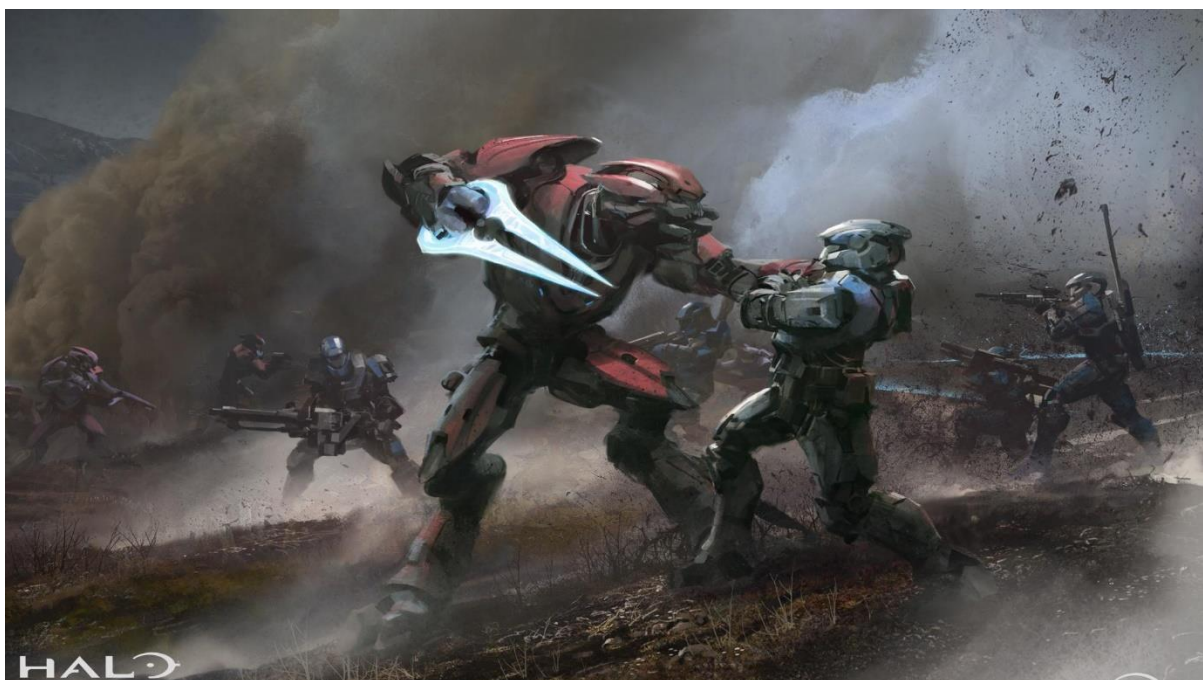
Scarabs are enormous mobile fortresses. A scarab typically carries 12 crew (a commander, 4 security officers, 5 gunners and 2 engineers), but it doesn't require a pilot; the scarab is home to a Lek'golo colony, which turns this awful juggernaut into a living, thinking weapon with Poor reason, intuition and psyche. The scarab may carry 30 passengers, and it is fitted as standard with a commander-operated front-facing scarab cannon, two crew-operated anti-aircraft plasma turrets and three crew-operated plasma cannons.



Wraiths are the Covenant's equivalent of a main battle tank. They require two crew (a driver and a gunner), and are fitted as standard with a pair of driver-operated front-facing plasma cannons and a gunner-operated ventral heavy plasma mortar. The *Wraith (AA)* is a wraith variant that is instead armed with a driver-operated turret mount fitted with twin-linked fuel rod cannons, and a support-gunner operated plasma turret.



Name	Type	Cost	Control	Speed	Body	Protection
Chopper	Off-Road	Rm	Ty	Gd	Ex	0
Ghost	Off-Road	Rm	Gd	Gd	Gd	0
Revenant	Off-Road	In	Gd	Gd	Ex	0
Wraith	Off-Road	Am	Ex	Ty	In	Rm
Wraith (AA)	Off-Road	Am	Ex	Ty	In	Rm
Scarab	Off-Road	Un	Ex	Ty	Am	Rm



COVENANT AEROSPACE VEHICLES

The following are aerospace vehicles common to the forces of the Covenant.

Banshees are common Covenant ground-attack craft. They require one crew, and are fitted as standard with a fuel rod cannon and twin-linked plasma cannons. The *Banshee interceptor* is a variant capable of space flight, and while it is still armed with a fuel rod cannon, it is also armed with two sets of twin-linked plasma cannons (which may be fired together as a single attack, striking or missing the target with both pairs).



Phantoms are heavy Covenant troop transports. They require 5 crew (a pilot, a weapons officer, two gunners and an engineer), and may carry up to 30 passengers. They are fitted as standard with a weapons-officer operated ventral

plasma turret, and two gunner-operated side-mounted plasma cannons.



Seraphs are the most commonly encountered type of Covenant space-superiority fighter. They require one crew, and are fitted as standard with a crew operated twin-linked plasma cannon. They also carry a set of quad-linked fuel rod cannons, which, unlike a single cannon, inflict 75 points of damage per volley.



Spirits are light Covenant troop carriers. They require two crew (a pilot and an operations officer), and may carry up to 30 passengers. A spirit is fitted as standard with a crew-operated plasma mortar and ventral plasma turret.



COVENANT SPACECRAFT

The following are spacecraft common to forces of the Covenant. Note that all of these spacecraft are fitted with slipspace drives (see the sidebar in the section on UNSC spacecraft).

Name	Type	Cost	Control	Speed	Body	Protection
Covenant Corvette	Space	Mn	Gd	ShZ	Rm	Rm
Covenant Destroyer	Space	Un	Gd	ShZ	Rm	Rm
Covenant Cruiser	Space	ShX	Ty	ShZ	In	In
Covenant Carrier	Space	ShY	Ty	ShZ	Am	Am

Covenant Corvettes are light warships that act primarily in a ground support role, and they are the only Covenant capital vessel capable of safely entering a planet's atmosphere.

The average corvette carries 100 crew and technicians, 75 vehicle crew and technicians and approximately 400 troops. The on board garage carries around 20 choppers and/or ghosts, 10 revenants and 4 wraiths. Additionally, aerospace launch bays carry a seraph squadrons (10 seraphs), 6 phantoms, 6 spirits, 12 banshees and 16 banshee interceptors.

Covenant corvettes carry 6 plasma turrets, 10 heavy plasma cannons and 12 pulse laser turrets. The vessel is also armed with numerous planetary bombardment weapons, which are capable of inflicting Amazing damage on everything below the vessel within 1km, but they are indiscriminate and are typically only used when 'glassing' a planet. The vessel also possesses a shield generator that functions as a Shift-Z force field.



Covenant Destroyers are light warships that, despite their tonnage, seem to be excessively well-armed.

The average Covenant destroyer carries over 250 naval crew and technicians, 400 vehicle crew and technicians and around 1000 troops. The on board garage carries 40 choppers and/or ghosts, 25 revenants, 10 wraiths, 5 wraith (AA)s and 2 scarabs. Additionally, aerospace launch bays carry 2 seraph squadrons (10 per squadron for a total of 20 seraphs), 10 phantoms, 10 spirits, 24 banshees and 30 banshee interceptors.

In terms of armament, Covenant destroyers carry a ventral energy projector, 2 plasma torpedo launchers, 5 plasma turrets and 18 pulse laser turrets. The vessel also possesses a shield generator that functions as a Shift-Z force field.



Covenant Cruisers are one the Covenant's heaviest classes of warship. It is designed to be tough yet versatile, able to fight on many different fronts.

The average Covenant cruiser carries about 1000 naval crew and technicians, a like number of vehicle crew and technicians and nearly 2000 troops. The on board garage carries around 40 choppers and/or ghosts, 25 revenants, 10 wraiths, 5 wraith (AA)s and 4 scarabs. Additionally, aerospace launch bays carry 12 phantoms, 12 spirits and 24 banshees. The underside of the vessel houses a gravity lift and 20 drop pod launchers.

In terms of armament, Covenant cruisers carry a ventral energy projector, 5 plasma turrets and 50 pulse laser turrets. The vessel also possesses a shield generator that functions as a Shift-Z force field.



Covenant Carriers are heavy warships designed primarily to deploy fighter squadrons and dropship formations.

The average Covenant cruiser carries around 1000 naval crew and technicians, over 2000 vehicle crew and technicians, and nearly 10,000 troops, enough to commence a planetary invasion all on its own. The on board garage carries around 250 choppers and/or ghosts, 100 revenants, 50 wraiths, 20 wraith (AA)s and 10 scarabs. Additionally, aerospace launch bays carry 100 seraph squadrons (10 per squadron for a total of 1000 seraphs), 75 phantoms, 50 spirits, 500 banshees, 800 banshee interceptors, and a huge docking bay carries 2 covenant corvettes. The underside of the vessel houses 3 gravity lifts and 50 drop pod launchers.

In terms of armament, Covenant cruisers carry dorsal and ventral energy projectors, 20 plasma turrets, 10 plasma torpedo launchers and 100 pulse laser turrets. The vessel also possesses a shield generator that functions as a Class 1000 force field.



UNSC / COVENANT SHIP SCALE CHART

COVENANT ASSAULT CARRIER
(Flagship of the Prophet of Regret)
Length: 5346m



COVENANT BATTLECRUISER
Truth and Reconciliation
Length: 1782m



UNSC MARATHON-CLASS CRUISER?
Leviathan?
Length: 1192m



UNSC HALCYON-CLASS CRUISER
Pillar of Autumn
Length: 1170m



UNSC FRIGATE
In Amber Clad FFG-142
Length: 478m



C709 LONGSWORD-CLASS INTERCEPTOR
"Knife 26"
Length: 64m



UNSC EARTH DEFENSE STATION
"Cairo" UNSC0F-DDA142
Height: 1336m

1/25,000 Scale



MyConfinedSpace.com

NPCS

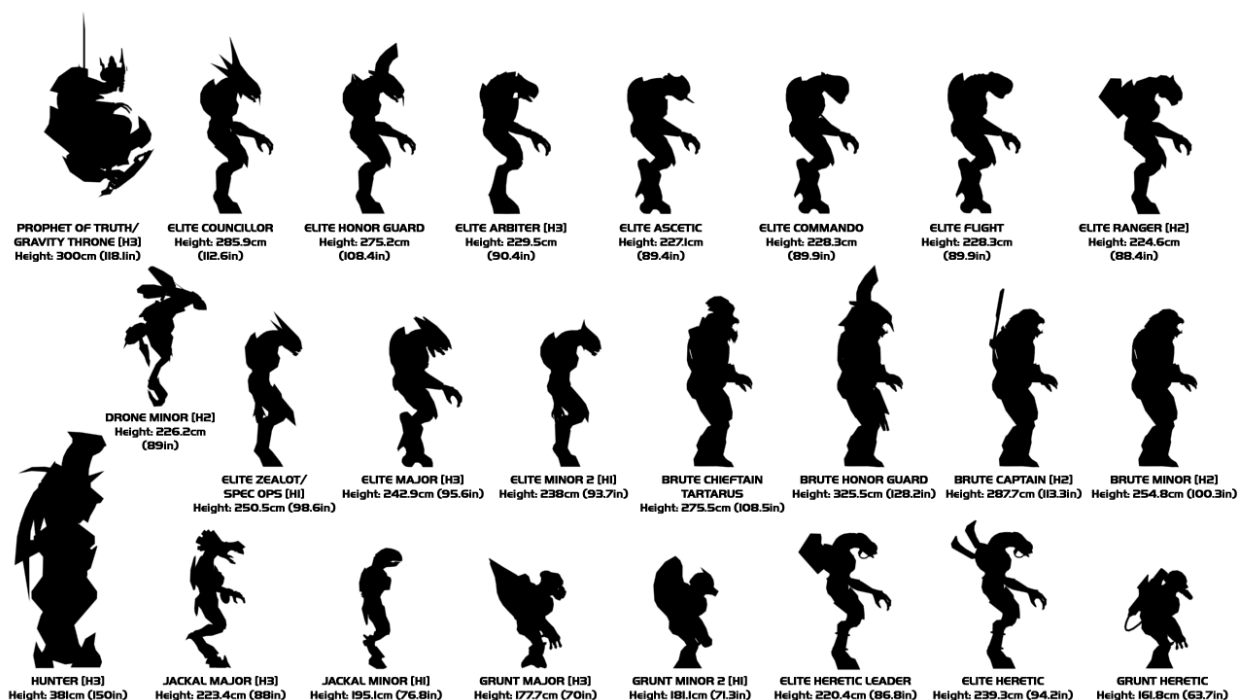
This section includes Halo-specific NPCs. It details a large (but not exhaustive) selection of NPCs that players may encounter in their adventures. Included are elements of the UNSC military, from the grunts of the Marine Corps, through the elite Orbital Drop Shock Troops, all the way up to the legendary Spartans themselves.

Also included is a selection of Covenant species, including cowardly Grunts, haughty Elites and savage Brutes. Last of

all, there are also statistics provided for the Prophets themselves.

This should allow even a rookie Judge to populate their campaign world with a variety of authentic Halo NPCs, from allies to villains.

Notably absent is the Flood, along with the Prometheans; if this document is well-received, then the Forerunners and the Precursors (along with their various descendants) will be detailed in their own book, to be produced at a later date.





UNSC MARINE



STATISTICS:

F	Ex (20)
A	Gd (10)
S	Gd (10)
E	Ex (20)
R	Ty (6)
I	Ty (6)
P	Ty (6)

Health: 60

Karma: 18

Popularity: 5 with UNSC forces, -20 with Covenant species

Resources: Ty

KNOWN POWERS:

None

EQUIPMENT:

Marines typically carry two frag grenades, and are armed with an MA5 assault rifle. They also usually wear a Marine BDU (battle dress uniform), which provides good protection against physical and energy attacks. Additionally, there are several types of specialist within the ranks of the UNSC Marine Corp

:

- **Designated Marksman:** Each squad of marines will typically have one member who carries an M395 rifle; this marine is usually the squad's best shot, and possesses the Marksman talent.
- **Scout-Sniper Team:** Operating in pairs, a scout-sniper team is made up of two marines; a spotter with a pair of binoculars, and a sniper with an SRS99 sniper rifle. Both marines increase their agility by +1CS, and both possess the Marksman talent.
- **Weapon Specialist:** Each platoon of marines will usually have at least one 'weapons squad', marines who carry a number of heavy weapons including at least two M41 missile launchers.

TALENTS:

Martial Arts A, Military

UNSC ODST



STATISTICS:

F	Ex (20)
A	Ex (20)
S	Gd (10)
E	Rm (30)
R	Ty (6)
I	Gd (10)
P	Gd (10)

Health: 80

Karma: 26

Popularity: 10 with UNSC forces, -25 with Covenant species

Resources: Gd

KNOWN POWERS:

None

EQUIPMENT:

ODSTs typically carry two frag grenades, and are armed with an M7 submachine gun and an M6 pistol, both fitted with silencers.

At their commander's discretion, they may instead be equipped with MA5 assault rifles and/or M395 rifles.

ODSTs usually wear ODST battle armour, which provides Good protection against physical and energy attacks, and Excellent protection against falling damage. This armour is also environmentally sealed; it provides Incredible protection against cold, and has a 6 hour internal air supply. ODST battle armour is also equipped with a VISR (visual intelligence system, reconnaissance); this allows the wearer to see in the dark with Excellent ability. Additionally, advanced IFF software allows the user to automatically identify fellow squad members within the same area, regardless of obstructions.

There are also several types of specialist within the ranks of the ODST:

- **CQB/EOD Specialist:** This armour variant provides Excellent protection against physical damage. CQB specialists are usually armed with M90 shotguns, and EOD specialists instead carry demolition charges and bomb-disposal tools.

- **Designated Marksman:** Each ODST squad will typically have one member who carries an SRS99 sniper rifle.

- **ONI Operative:** Intelligence officers wear a stealth variant of the standard ODST armour, which masks the wearer's body heat with Remarkable ability and provides Excellent camouflage in any environment.

TALENTS:

Espionage, Marksman, Martial Arts A, Military

ORION/SPARTAN I



STATISTICS:

F	Rm (30)
A	Rm (30)
S	Ex (20)
E	Rm (30)
R	Gd (10)
I	Ex (20)
P	Gd (10)

Health: 110

Karma: 40

Popularity: 15 with UNSC forces, -20 with Covenant species

Resources: Ex

KNOWN POWERS:

The adult volunteers of Project: ORION received modifications that, in addition to their enhanced profile, provide the following special abilities.

- **Enhanced Senses:** SPARTANs possess Remarkable hearing and vision, and they may see in the dark with Excellent ability.

- **Increased Tidal Volume:** SPARTANs may survive in low oxygen environments with no ill effects for a number of rounds equal to their endurance rank number (although they may not breathe underwater). Additionally, they may hold their breath for ten times as long as a normal human with the same endurance score.

EQUIPMENT:

All surviving soldiers that were part of Project: ORION still serve in the UNSC armed forces with marine or ODST units. As a result they will be typically be equipped in a way similar to their comrades, although allowances are often made for personal preference.

WEAKNESSES:

Survivors of Project: ORION require weekly injections to stabilise their altered body chemistry. Without these injections, they begin losing endurance ranks at a rate of one per week until they die.

TALENTS:

Espionage, Marksman, Martial Arts A and B, Military

AVERY JOHNSON

A senior NCO in the UNSC, Avery J Johnson fought during both the Insurrection and the Covenant War. Highly trained and with a wealth of experience, Johnson served with various combat units of the Navy Special Warfare Command, including the highly classified Project Orion. A close ally of John-117, Johnson met his end in battle with Forerunner forces and the Flood during the Battle of Delta Halo.

SPARTAN II



STATISTICS:

F	In (40)
A	Rm (30)
S	In (40)
E	In (40)
R	Ex (20)
I	Ex (20)
P	Ex (20)

Health: 150

Karma: 60

Popularity: 50 with UNSC forces, -50 with Covenant species

Resources: Sh0

KNOWN POWERS:

The abducted children of the SPARTAN II program received modifications that provide the following special abilities.

- **Carbide Ceramic Ossification:** The long bones in a SPARTAN II's limbs have Incredible material strength, and may be used to block melee weapons without fear of breaks.

- **Iron Will:** SPARTAN IIs possess Excellent iron will, and may 'bank' up to 20 points of health damage, only suffering that damage as actual health loss once combat is over.

- **Neural Interface:** SPARTAN IIs may wear and use MJOLNIR powered armour.

- **Occipital Capillary Reversal:** SPARTAN IIs possess Remarkable vision, and they may see in the dark with Excellent ability.

- **Superconducting Neural Dendrites:** SPARTAN IIs count their fighting as being +1CS higher when making multiple attacks, and they double the initiative modifier granted by their intuition.

EQUIPMENT:

The first SPARTAN IIs wore **Mark IV MJOLNIR powered armour**, which provided the following benefits:

- **Environmental seal and atmospheric filters;** these grant Unearthly resistance to airborne toxins, and allow the wearer to survive in low oxygen environments for up to 90 minutes.

- **Force-multiplying circuits;** these increase the wearer's strength by +1CS (already factored into statistics), with a corresponding increase in health points.

- **Magnetic strips** are mounted on the back and outer thighs, and are used for carrying additional ammunition and weaponry.

- Radar allows the wearer to detect all enemy movement within the same area with Excellent ability.

As part of a later refit and rearmament, all surviving SPARTAN IIs were equipped with **Mark V MJOLNIR armour**, which provides the following benefits in addition to those granted by the Mark IV:

- The wearer may survive in low oxygen environments for up to 12 hours.
- Locking joints grant Unearthly resistance to damage caused by falling.

- Radar allows the wearer to detect all enemy movement within the same area with Remarkable ability.

- Shields built into the armour grant protection equivalent to a Remarkable force field.

Finally, the last refit issued to all surviving SPARTAN IIs was the **Mark VI MJOLNIR armour**, which provides the following benefits in addition to those granted by the Mark V:

- The armour recycles its air supply, so the wearer may survive in low oxygen environments for an unlimited period.
- Biofoam seals and disinfects wounds, granting the wearer Good regeneration. In any turn where the SPARTAN does not take any damage, they regain 1 point of health.
- Radar allows the wearer to detect all enemy movement within the same or adjacent areas with Remarkable ability.

Additionally, SPARTANs may carry whichever equipment that they feel is appropriate for their mission, and may request any vehicle from those available.

WEAKNESSES:

The SPARTAN IIs were so successful because they were, at their core, broken. They suffer a -2CS on social FEATs when interacting with non-military personnel.

TALENTS:

Leadership, Martial Arts A, B and C, Military, Pilot, Weapons Master

JOHN-117

After nearly 30 years of active duty, Master Chief Petty Officer John-117 was one of the most decorated veterans of the human race. A natural leader, he fought in over two hundred engagements, and received every medal that the UNSC had to offer (all except the POW medal).

John had few friends, only really having a close relationship with Sgt. Avery Johnson, the A.I. Cortana and the Arbiter (Thel 'Vadam). He is the quintessential Spartan, and an inspiration to his species.

JORGE-052

Chief Warrant Officer Jorge-052, also known as NOBLE Five, was transferred from the SPARTAN-II programme to UNICOM's specwar group.

He was eventually assigned to Reach where he was charged with providing muscle for a team of SPARTAN-IIIs. His incredible strength meant that he was a natural choice as the team's heavy weapon specialist.

SPARTAN III



STATISTICS:

F	Rm (30)
A	Rm (30)
S	Rm (30)
E	Rm (30)
R	Gd (10)
I	Ex (20)
P	Gd (10)

Health: 120

Karma: 40

Popularity: 50 with UNSC forces, -50 with Covenant species

Resources: Sh0

KNOWN POWERS:

The war orphans of the SPARTAN II program received modifications that provide the following special abilities.

- **Carbide Ceramic Ossification:** The long bones in a SPARTAN III's limbs have Incredible material strength, and may be used to block melee weapons without fear of breaks.

- **Iron Will:** SPARTAN IIs possess Excellent iron will, and may 'bank' up to 20 points of health damage, only suffering that damage as actual health loss once combat is over.

- **Neural Interface:** SPARTAN IIIs may wear and use MJOLNIR powered armour.

- **Occipital Capillary Reversal:** SPARTAN IIIs possess Remarkable vision, and they may see in the dark with Excellent ability.

- **Superconducting Neural Dendrites:** SPARTAN IIIs count their fighting as being +1CS higher when making multiple attacks, and they double the initiative modifier granted by their intuition.

EQUIPMENT:

Most SPARTAN IIIs wear **Semi-Powered Infiltration (SPI) armour**. This armour grants Excellent protection against physical and energy attacks, masks the wearer's body heat with Remarkable ability, and provides Excellent camouflage in any environment.

Additionally, SPARTANs may carry whichever equipment that they feel is appropriate for their mission, and may request any vehicle from those available.

Some SPARTAN IIIs (such as NOBLE team) are equipped with **Mark V MJOLNIR armour**, which provides the following benefits:

- Environmental seal and atmospheric filters; these grant Unearthly resistance to airborne toxins, and allow the wearer to survive in low oxygen environments for up to 12 hours.

- Force-multiplying circuits; these increase the wearer's strength by +1CS with a corresponding increase in health points.

- Magnetic strips are mounted on the back and outer thighs, and are used for carrying additional ammunition and weaponry.

- Locking joints grant Unearthly resistance to damage caused by falling.

- Radar allows the wearer to detect all enemy movement within the same area with Remarkable ability.

- Shields built into the armour grant protection equivalent to a Remarkable force field.

TALENTS:

Martial Arts A, B and C, Military, Pilot, Weapons Master

NOBLE TEAM

Stationed on the world of Reach, NOBLE team was a fire team composed of SPARTAN-III super soldiers, with one SPARTAN-II commando. During the Fall of Reach the team was effectively wiped out, with only a single survivor.

As of the beginning of the Battle of Reach, the team was led by Commander Carter-A259, a no-nonsense soldier dedicated to his troops. Second-in-command was Lieutenant-Commander 'Kat' Catherine-B320, the team's intelligence specialist.

The rest of the team was composed of Warrant-Officer Emile-A239, the team assault specialist; Chief Warrant-Officer Jorge-052, team heavy weapon specialist and a SPARTAN-II; and Warrant-Officer Jun-A266, the fire team's designated marksman.

A rumoured sixth member ('Noble Six') is alleged to have joined the team prior to their destruction on Reach, but any files with relevant information are the property of ONI; thus the existence of such an individual can be neither confirmed nor denied.

SPARTAN IV



STATISTICS:

F	Rm (30)
A	Rm (30)
S	In (40)
E	In (40)
R	Gd (10)
I	Ex (20)
P	Gd (10)

Health: 140

Karma: 40

Popularity: 50 with UNSC forces, -50 with Covenant species

Resources: Ex

KNOWN POWERS:

The adult volunteers of the SPARTAN IV program received modifications that provide the following special abilities.

- **Carbide Ceramic Ossification:** The long bones in a SPARTAN IV's limbs have Incredible material strength, and may be used to block melee weapons without fear of breaks.

- **Cardiac Implant:** SPARTAN IVs may run at Good land speed (60 mph/4 areas per round)

- **Corneal Implants:** SPARTAN IVs possess Remarkable vision, and they may see in the dark with Excellent ability.

- **Neural Interface:** SPARTAN IVs may wear and use MJOLNIR powered armour.

- **Pulmonary Polymer Lining:** Unarmoured SPARTAN IVs may breathe in low or non-oxygen atmospheres for up to an hour before they suffer any ill effects.

EQUIPMENT:

All SPARTAN IVs wear Mark VII (GEN2) MJOLNIR powered armour, which provides the following benefits:

- **Descent Control System,** granting Shift-Z resistance to damage caused by falling; Mark VII MJOLNIR armour may be dropped onto a planet from the upper atmosphere without ill effect.

- **Environmental seal and atmospheric filters;** these grant Unearthly resistance to airborne toxins, and allow the wearer to survive in low oxygen environments for up to 12 hours.

- **Force-multiplying circuits;** these increase the wearer's strength by +2CS (already factored into statistics), with a corresponding increase in health points.

- Magnetic strips are mounted on the back and outer thighs, and are used for carrying additional ammunition and weaponry.

- Radar allows the wearer to detect all enemy movement (including invisible targets) within the same area with Remarkable ability; they can also tell whether a vehicle is occupied.

- Shields built into the armour grant protection equivalent to a Remarkable force field.

Finally, modular units allow Mark VII MJOLNIR armour to be customised for specific roles. At the beginning of each mission, the wearer may choose two of the following bonuses:

- +1CS to a specific attack type (blunt, charging, edged, energy or shooting); this bonus may be selected more than once, each time for a different attack type.

- +1CS protection (choose armour or shields); this bonus may be selected twice, but armour or shields may only benefit from this bonus once each.

- Active camouflage, granting Excellent invisibility; this bonus may only be selected once.

- Environmental protection at the Monstrous rank (choose cold, heat, fire, pressure or radiation); this bonus may be selected more than once, each time for a different resistance type.

- Propulsion system (choose Typical flight or Good swimming); this bonus may be selected more than once, each time for a different propulsion type.

TALENTS:

Espionage, Marksman, Martial Arts A and B, Military

SARAH PALMER

Spartan Commander Sarah Palmer was one of the first SPARTAN-IV super soldiers produced by the UNSC. Currently stationed aboard the UNSC *Infinity*, she is the commanding officer of that vessel's three hundred strong Spartan contingent.

Palmer has a strong sense of duty, displaying tenacity and boldness on the battlefield. Possessing an audacious, gung-ho attitude, she is regarded as an experienced and capable leader and is generally cool in tense situations.

JAMESON LOCKE

A former ONI operative, Spartan Jameson Locke is the leader of Fireteam Osiris, who specialise in carrying out classified covert operations for the UNSC. Locke's team represent the best of the SPARTAN-IVs, so it speaks volumes for his position of leadership.

Locke is a level-headed individual and a strong negotiator. He can often make others see his point-of-view, even when it is at odds with their own. However, thanks to his time spent with ONI he is also possessed of a ruthless streak, and in extremis he is willing to whatever it takes to get the job done.

PROPHETS

SAN 'SHYUUM



STATISTICS:

F	Fb (2)
A	Ty (6)
S	Ty (6)
E	Ty (6)
R	In (40)
I	Ex (20)
P	Ex (20)

Health: 20

Karma: 20

Popularity: 100 with Covenant species, -20 with UNSC forces

Resources: ShX

KNOWN POWERS:

- Enhanced Lifespan: Thanks to various anti-ageing treatments, most Prophets benefit from a lifespan in excess of two centuries.

EQUIPMENT:

- Anti-gravity belt: These belts allow the San 'Shyuum to move at Typical land speed (3 areas per round).

- Anti-gravity throne: Reserved for the Heirarchs, thrones function in the same manner as anti-gravity belts. However, they also contain a wealth of Forerunner technology, including holographic displays, a pair of gravity cannons (In force damage, 5 area range) and an Incredible force field.

- Honour Guard: All San 'Shyuum are escorted by at least one Sangheili honour guard at all times. After the Great Schism, this instead changes to a Jiralhanae minder.

WEAKNESSES:

The Prophets are stubborn and arrogant. They must pass a yellow Intuition FEAT to accept any criticism, regardless of how correct the critic is.

TALENTS:

Languages (English, Sangheili, San 'Shyuum), Leadership, Military, Occult Lore

THE HIERARCHS

The Covenant was led by the Hierarchs, three High Prophets who were the absolute authority on matters of the Great Journey.

Cunning and ruthless, **Truth** oversaw the genocidal campaign against humanity. The youngest of the Hierarchs was the rash and ambitious **Regret**. The oldest of the three was **Mercy**, knowledgeable and passionate about the Covenant's cause despite his advanced age.

ELITES

SANGHEILI



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STATISTICS:

F	Ex (20)
A	Rm (30)
S	Ex (20)
E	Rm (30)
R	Gd (10)
I	Gd (10)
P	Gd (10)

Health: 100

Karma: 30

Popularity: 20 with Covenant species, -20 with UNSC forces; after the Great Schism, popularity changes to -20 with Covenant species and 0 with UNSC forces

Resources: Ex (20)

KNOWN POWERS:

- Leaping: Elites may leap with Remarkable ability.

EQUIPMENT:

Sangheili typically carry two plasma grenades, and are armed with their choice out of plasma rifle, plasma repeater, needler, covenant carbine or needle rifle. They also usually wear a Sangheili Combat Harness, which provides Good protection against physical and energy attacks; it also has an inbuilt shield, which functions as a Remarkable force field. Additionally, there are several types of specialist within the ranks of the Sangheili:

- Sangheili Rangers: Trained to fight in hostile environments, these warriors wear flight packs granting Excellent flight, and their combat harness is vacuum sealed with an extensive internal air supply.
- Sangheili Zealots: Charged with the recovery of Forerunner artifacts, these holy warriors increase their fighting rank by +1CS and carry an energy sword, and their combat harness has inbuilt active camouflage that functions as Excellent invisibility.

TALENTS:

Languages (English, Sangheili), Leadership, Military, Tumbling

THEL 'VADAM

The last Arbiter to serve the Covenant, Thel 'Vadam was scapegoated and cast out by the Hierarchs for his failure to defeat the UNSC forces on Installation 04. Present at the start of the Great Schism, he led the Sangheili in their break from the Covenant, and later personally slew the Prophet of Truth.

BRUTES

JIRALHANAЕ



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STATISTICS:

F	Ex (20)
A	Gd (10)
S	Rm (30)
E	In (40)
R	Pr (4)
I	Ty (6)
P	Ty (6)

Health: 100

Karma: 16

Popularity: 10 with Covenant species, -30 with UNSC forces

Resources: Fb (2)

KNOWN POWERS:

- **Berserk Rage:** A Brute reduced to zero health begins losing endurance ranks, but may continue to act normally for one more round. In this state they are immune to stunning, possess Unearthly resistance to mental influence, and their attacks gain

+1CS to hit. However, in this state they may not make ranged attacks.

- **Large:** A fully-grown Brute stands at eight feet tall and weighs over half a ton; this is the equivalent of permanent Feeble growth, and grants enemies a +1CS bonus to hit.

- **Natural Weapons:** Brutes possess vicious claws and teeth, and may inflict edged damage in close combat.

- **Thick Skin:** Brutes possess Good protection against physical attacks and Typical protection against energy attacks.

EQUIPMENT:

Jiralhanae typically carry two plasma grenades, and are armed with their choice of brute shot or spiker; one member per squad may carry a fuel rod gun or plasma cannon. They also usually wear Jiralhanae Combat Armour, which (combined with their thick skin) provides Excellent protection against physical attacks and Good protection against energy attacks. Additionally, there are several types of specialist within the ranks of the Jiralhanae:

- **Jiralhanae Chieftain:** The leaders of Brute tribes, Chieftains are savage warriors that carry a gravity hammer and possess the Leadership talent.

- **Jiralhanae Jumper:** Some Brutes wear flight packs granting Excellent flight.

- **Jiralhanae Stalker:** These Brutes wear armour that grants Excellent invisibility.

TALENTS:

Languages (English, Jiralhanae, Sangheili), Military

DRONES

YANME'E



STATISTICS:

F	Pr (4)
A	Gd (10)
S	Gd (10)
E	Ty (6)
R	Pr (4)
I	Ty (6)
P	Fb (2)

Health: 30

Karma: 12

Popularity: 5 with Covenant species, -20 with UNSC forces

Resources: Sh0

KNOWN POWERS:

Yanme'e are pseudo-insects, and their unique physiology affords them several special abilities.

- **Chitinous Carapace:** The Yanme'e have a shiny, armoured carapace that provides Poor protection against physical and energy attacks.

- **Simple Nervous System:** Yanme'e drones represent the lowest caste in their society, and they are very simple creatures. Drones aren't brave, it's just that they're incapable of feeling fear; Yanme'e drones possesses Class 1000 resistance to fear and intimidation.

- **Wall Crawling:** Yanme'e possess a vestigial third pair of limbs used for climbing. Drones may adhere to vertical and upside-down surfaces with Good ability, provided that minimal hand-holds exist (even the gaps between bricks will do).

- **Wings:** Yanme'e possess delicate, veined wings that allows them to fly at Good speed.

EQUIPMENT:

Yanme'e are typically armed with a plasma rifle, and they wear a Yanme'e Combat Harness which (when combined with their carapace) provides Typical protection against physical and energy attacks. Yanme'e leaders instead carry Plasma Rifles, and their armour has an inbuilt shield which functions as an Excellent force field.

WEAKNESSES:

Yanme'e do not (and cannot) speak any language other than their own; they must make use of Covenant translation devices to communicate with their allies, and such devices are typically only carried by Yanme'e leaders.

TALENTS:

Military

HUNTERS

MGALEKGOLO



STATISTICS:

F	Gd (10)
A	Gd (10)
S	In (40)
E	Am (50)
R	Pr (4)
I	Pr (4)
P	Pr (4)

Health: 110

Karma: 12

Popularity: 5 with Covenant species, -30 with UNSC forces

Resources: Sh0

KNOWN POWERS:

A Mgalekgolo is essentially a colony of Lekgolo worms inhabiting a suit of armour; as such, this grants them several special abilities:

- **Berserk Rage:** When one member of a bonded pair of Hunters (see below) is killed, the survivor enters a berserk rage. In this state their attacks gain +1CS to hit, but they may not make any ranged attacks.

- **Bonded Pair:** One suit of Hunter armour is insufficient to contain an entire Lekgolo colony; as a result, Hunters are always deployed in pairs. When two Hunters from a bonded pair are in the same area, both of them gain a +1CS bonus on all actions.

- **Decentralised Organs:** A Hunter is immune to slams, stunning and kill results; it will continue to fight until it is reduced to zero health, at which point cohesion within the colony collapses and the Hunter falls to the ground, effectively 'dead'. Curiously, this quirk of Lekgolo biology makes them completely immune to assimilation by the Flood.

- **Hive Mind:** Lekgolo colonies are a gestalt intelligence; as a result, they possess Unearthly resistance to mind control and mental influence

- **Huge:** A Mgalekgolo is twelve feet tall, and weighs around five tons; this towering mass of flesh and metal is the equivalent of permanent Typical growth, and grants enemies a +1CS bonus to hit.

EQUIPMENT:

Mgalekgolo inhabit a suit of custom-built armour, with several inbuilt systems; these systems are an integral part of the armour, and cannot be removed.

- **Armour:** This massive suit of armour serves as a home for a portion of a Lekgolo colony; it grants the colony Remarkable protection against all attacks

- **Fuel rod gun:** The suit's entire right arm is taken up with this weapon. It inflicts Incredible energy damage, has a range of 5 areas, and counts the target's armour as -2CS lower; however, this weapon must 'charge up' before it fires, and as a result always goes last in the round.

- **Shield:** The suit's left arm is protected by a massive slab of metal made of Amazing strength material. This shield grants a +3CS bonus on block actions versus attacks made against the Hunter's front.

WEAKNESSES:

- **No Manipulators:** Mgalekgolo colonies possess no opposable digits, and neither does the armour that they wear; as a result, they cannot pick up or carry anything, although they can use their strength to push and shove.

- **Weak Spot:** Because of the armour's various points of articulation, Hunter armour possess a glaring weak spot at the base of the spine. Attacks made against a Hunter from behind completely ignore its armour.

TALENTS:

Languages (Sangheili)

LEKGOLLO

The Lekgolo are a species of small colonial worm-like creatures. Each Lekgolo is an individual organism, about 1.4 meters long, with its own central nervous system.

Lekgolo are characterized by their ability to form physical and neurological bonds with one another to form gestalt colonies; these communities are considered the closest thing to a sapient Lekgolo 'individual' that can be named. These gestalts are capable of manifesting in several different forms according to what goal they are striving to achieve and the amount of Lekgolo worms that are present.

A colony's level of intelligence is generally dependent on the amount of neural mass present. Because of the nature of this compound intelligence, Lekgolo cannot be easily assimilated by the Flood, for while each individual worm may have its own central nervous system, the subsistence gestalts do not, and co-opted worms are never able to be used by the Flood to form the gestalts they would otherwise have. The Flood can still certainly use Lekgolo for their biomass, however.

Lekgolo also have the ability to survive in extreme conditions, including the vacuum of space, for months or even years with barely any to no outside resources. However, they are still unable to withstand rapid depressurization. Lekgolo blood is a luminescent orange and smells like burnt plastic.

JACKALS

KIG-YAR



STATISTICS:

F Ty (6)
A Gd (10)
S Ty (6)
E Gd (10)
R Ty (6)
I Gd (10)
P Ty (6)

Health: 32

Karma: 22

Popularity: 4 with Covenant species, -20 with UNSC forces

Resources: Fb (2)

KNOWN POWERS:

- **Pack Hunter:** Kig-Yar are pack predators, and they gain a non-cumulative +1CS bonus to attack against any target that has already been attacked by a member of their pack during the current round.

- **Predator's Senses:** Kig-Yar have Excellent vision and hearing and a Remarkable sense of smell.

EQUIPMENT:

Kig-Yar usually carry a point defense gauntlet and a plasma pistol or needler.

Many Jackals also wear a point defense gauntlet. This item functions as a Remarkable force field, but it only protects against attacks from the direction in which the Jackal is facing. The gauntlet is especially effective against physical attacks (such as bullets); the shield's protection is not reduced by physical attacks unless the damage of the attack exceeds 30 points (in which case the force field is knocked down as usual).

Additionally, there are several different types of specialist within the ranks of the Kig-Yar:

- **Jackal Ranger:** These elite Kig-Yar wear vacuum suits and magnetic boots that allow them to cling to ferrous surfaces with Good ability.

- **Jackal Sniper:** These sharpshooters possess the Marksman talent, and they replace their gauntlet and pistol with one out of the beam rifle, covenant carbine, needle rifle or storm rifle.

TALENTS:

Languages (Kig-Yar, Sangheili), Military

GRUNTS

UNGGOY



STATISTICS:

F	Pr (4)
A	Ty (6)
S	Pr (4)
E	Ty (6)
R	Pr (4)
I	Ty (6)
P	Pr (4)

Health: 20

Karma: 14

Popularity: 1 with Covenant species, -20 with UNSC forces

Resources: Fb (2)

KNOWN POWERS:

• **Fanatical Belief:** When ordered to do so by a superior, a Grunt will fearlessly charge at the enemy wielding a plasma grenade in each hand. When the Grunt reaches close combat range, is stunned, or dies (whichever comes first), both

grenades detonate. In this state the Grunt is unaffected by Prey Response (see below), and gains Incredible resistance to fear.

EQUIPMENT:

Grunts carry at least one plasma grenade, and either a plasma pistol or needler. They also wear an Unggoy Combat Harness, which provides Typical protection against physical and energy attacks and a methane supply that is sufficient for several days. Additionally, there are specialists within the ranks of the Unggoy:

- **Unggoy Special Ops:** These 'elite' Grunts do not suffer from Prey Response (see below), and they wear a combat harness that provides Excellent invisibility. They carry needlers, and each squad is assigned a single fuel rod gun.

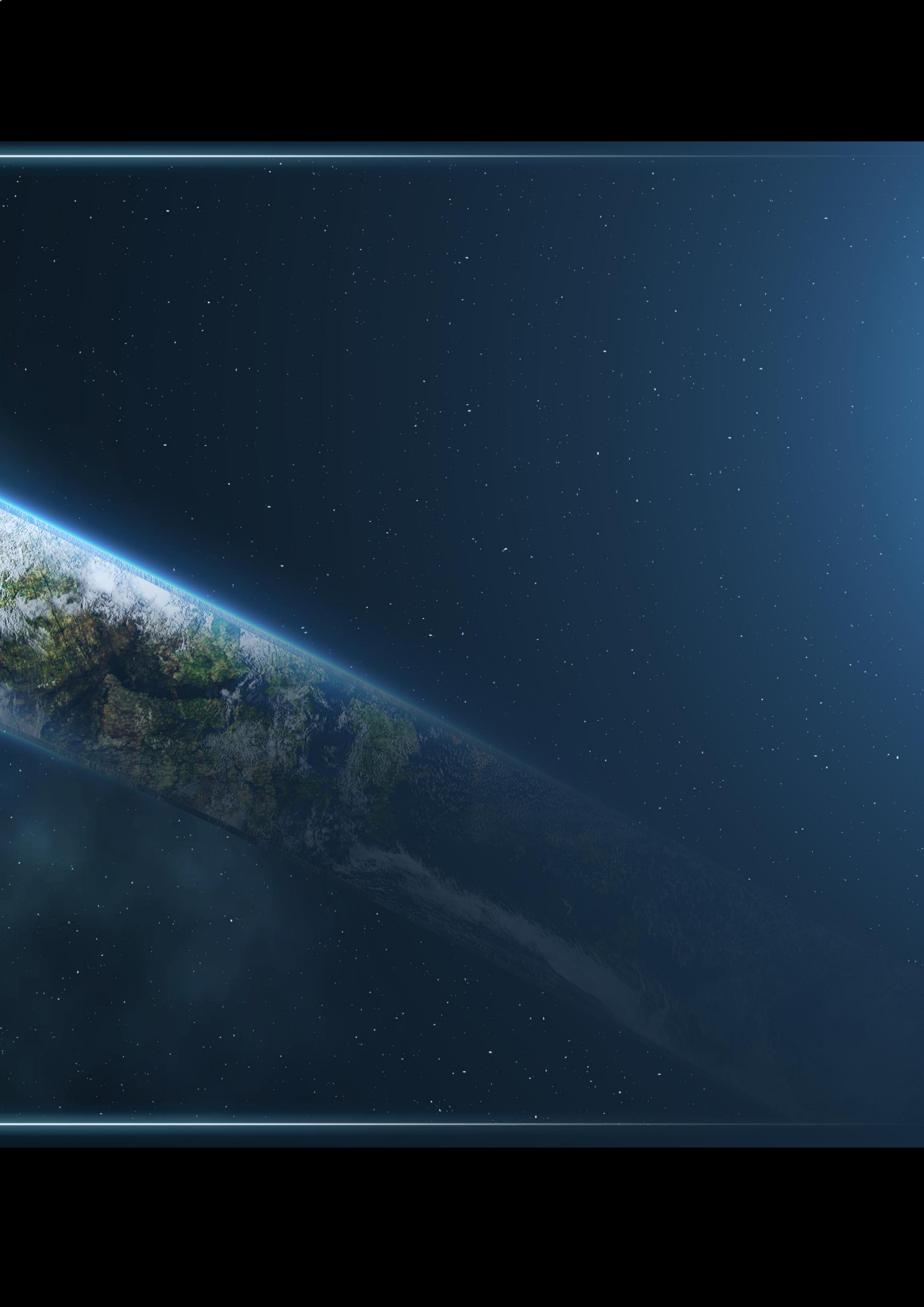
WEAKNESSES:

- **Methane Breather:** Grunts are natural methane breathers; without it they begin suffocating.
- **Prey Response:** When their nearest ally dies or they are the target of a charge action, a Grunt must pass a yellow Psyche FEAT or run away.
- **Slow Metabolism:** A lone Grunt without a specific task to complete must pass a yellow endurance FEAT or fall asleep for an hour.
- **Stumpy Legs:** Grunts have stumpy legs that are not suited for speed. Their waddling, almost comical gait means that they move at a speed of 1 area per round.

TALENTS:

Languages (English, Sangheili, Unggoy)





HEROES NEVER DIE

Halo: the Roleplaying Game is an adaptation of Bungie and 343 Industries wildly successful Halo: Combat Evolved series of video games.

Join the Master Chief as he battles against the alien Covenant, the mysterious Forerunners and the terrifying Flood. Faithful game mechanics adapted to run using TSR's FASERIP system deliver all the mystery and adventure of the Halo experience on the tabletop.

The Bungie logo, featuring the word "BUNGIE" in a white, sans-serif font with a stylized arc above the "i", set against a dark gray square background.The 343 Industries logo, with "343" in a large, bold, white font and "INDUSTRIES" in a smaller, white font below it.

ROLEPLAYING GAME