

HALO

Ver. 1.2

A military campaign setting for the D6 system
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Introduction

The year is 2542. It is ten years before the events occurring in the first HALO video game, and humanity is in a desperate struggle against the technological might and zealous fervor of the races of The Covenant. The conflict has been ongoing for the last seventeen years, and most of the Outer Colonies have already been destroyed. The characters are Marines or military advisors stationed on the UNSC frigate *Snow Falling on Cedars*. They are attached to the 42nd Infantry Battalion, Bravo Company, 3rd Platoon, 2nd Squad. Their current assignment has them patrolling the outer regions of the Inner Colonies.

New Coordination Skills

- Driving (applies to all ground vehicles)
- Piloting (only applies to aircraft)
- Watercraft (applies to all watercraft)

New Knowledge Skills

- Alien Studies** (general knowledge about the races of The Covenant; heirarchy, observed behaviors, typical squad organization, known tactics, etc.)
- Alien Technology** (general understanding of devices and equipment that are not of human design)

New Medicine Skill Specializations

- Gunshot Wounds** (including shrapnel and blast wounds)
- Lacerations** (blade and claw wounds)
- Blunt Trauma** (brawling wounds and sports injuries)
- Burns** (including chemical and radiation burns)
- Energy Weapon Burns** (including laser, particle and plasma burns)

Presence skills

Any *presence* skill use directed at a member of The Covenant will have its difficulty increased by a considerable amount (or may not even be allowed at all, based on GM discretion). This is because they are aliens (as are their motivations), religious zealots, and they have difficulty with human languages (and humanity does not yet understand any of the languages of the races of The Covenant).

Disadvantages, Advantages & Special Abilities

Because the characters are soldiers in a war for Humanity's survival, they are all considered to be Employed (R3) by the military, and The Covenant are their Enemy (R3). Because this applies to all human armed forces, the characters cannot take these disadvantages and they cannot gain any points from them. Also, because the military supplies everything the characters might need, it is not necessary to take any levels of the Equipment, Patron, or Wealth advantages.

Eligible Disadvantages: Bad Luck (R2), Infamy (R1) and Quirk (R1). All other disadvantages will have been excluded by military recruitment screening and service life. Because the characters are just starting their military careers, there hasn't been enough time for them to acquire any other types of disadvantage.

Eligible Advantages: Authority (R1), Contacts (R1), Fame (R1) and Trademark Specialization (R1). As with disadvantages, most other advantages will be excluded by military service and the campaign setting in general.

All character start with the rank of Private (PVT). Characters with the Authority (R1) advantage will have the rank of Private, First Class (PFC). If multiple characters have this advantage, the one with the highest Command skill code will be a Lance Corporal (LCpl).

Eligible Special Abilities: Combat Sense (3), Endurance (1), Fast Reactions (3), Hardiness (1-2), Iron Will (2), Luck, Good (2), Luck, Great (3), Quick Study (3), Sense of Direction (2), Silence (3), Skill Bonus (1) and Skill Minimum (4). Special ability enhancements and limitations are not allowed.

UNSC EQUIPMENT

Standard Issue Gear (total EV = 5)

Helmet (armor +3D, EV 1 if not worn): includes HUD, low light filter, mission recorder, video uplink and removable comms. Weapon sighting systems can be linked to the HUD.

Body Armor (armor +2D+1, +3D in the torso, EV 2 if not worn).

Tactical Harness: can store a maximum EV of 7, but no individual item may have an EV greater than 1.

Standard Backpack: can store a maximum EV of 9, but no individual item may have an EV greater than 2.

Survival Gear (EV 2): includes survival blanket, heat pack, water purification filter, and igniter.

Medpack (single use) (EV 1): +1D to one *medicine* skill roll for assisted healing.

Tactical Light (EV ½): brightly illuminates a 2m area out to 10m, dim illumination out to 20m, and shadowy illumination out to 30m; can be adjusted to double the illuminated area by halving the distance. Can be attached to any UNSC weapon with a base EV of 2.

Combat Knife (EV ½): strength damage +1D.

Rations (EV ½): enough food for one day. (x2)

Optional Gear (must be issued)

Combat Armor (ODST) (armor +3D+1, EV 4 if not worn).

Bandoleer: can store a maximum EV of 6 but no individual item may have an EV greater than ½ (hand grenades are an exception to this).

Tactical Bag: can store a maximum EV of 6, but no individual item may have an EV greater than 2.

Heavy Field Bag: can store a maximum EV of 12, but no individual item may have an EV greater than 3.

Heavy Duty Light (EV 1): brightly illuminates a 2m area out to 20m, dim illumination out to 40m, and shadowy illumination out to 60m; can be adjusted to double the illuminated area by halving the distance.

Chemical Light Stick (2-pack) (EV ½): brightly illuminates out to 1m, dim illumination out to 2m, and shadowy illumination out to 3m. Lasts for 2 hours.

Binoculars (EV 1): has 5x magnification (+2D to *search*), low light filter, distance and direction information, and video uplink.

Tac-Comp (EV 1): portable computer with mission recorder, audio/video recording capabilities (out to 10m), video uplink, motion tracker (out to 20m; +2D search), GPS and comms. A tac-comp can receive data from the HUD of up to 10 soldiers and feed that information into the HUD of the soldier controlling the tac-comp. The tac-comp cannot link audio/video data to multiple HUDs, but it can be linked to another tac-comp to share mission data.

Spoofers (EV 1): computerized security bypass device that works on a variety of security systems.

Medkit (EV 3): the equivalent of 5 medpacks, but with some additional gear for field surgery and general medical use.

Multi-Tool (EV ½): small multi-purpose tool containing pliers, wire cutters, screwdrivers, mini hacksaw, and a variety of other useful attachments.

Anti-Personnel Mine (EV 1): blast damage 6D/3D/1D+2 (4m/8m/16m); can be detonated in a variety of ways - with the internal pressure switch, with a tripwire, remotely via a tac-comp (out to 1km), with an optional motion sensor (EV 1/2, out to 1m), or with an optional FOF detector (EV 1/2).

Anti-Vehicle Mine (EV 2, scale +6): blast damage 8D/4D/2D [+6] (5m/10m/15m); can be detonated in a variety of ways - with the internal pressure switch, with a tripwire, remotely via a tac-comp (out to 1km), with an optional motion sensor (EV 1/2, out to 1m), or with an optional FOF detector (EV 1/2).

C-7 Foaming Explosive (EV 1): blast damage 3D to applied area only (1D blast out to 1m); enough uses for 1 large door, 2 normal doors, or 4 windows.

C-12 Plastic Explosives (EV 1/2): blast damage 3D/1D+2/1D (1m/2m/4m); each additional unit used for a single detonation adds +1D+2/+2/+1 to the blast damage.

Thermal Imaging Filter (EV 1): can be attached to a battle rifle optical sight, a sniper rifle sighting system, or binoculars.

<u>UNSC Weapons</u>	<u>Damage</u>	<u>Ammo</u> [†]	<u>Type of Fire</u>	<u>ROF</u> ^{††}	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme</u>	<u>EV</u>
M6 Series Magnum	5D	12	semi-auto	10	10m	20m	30m	60m	1
M7 Submachine Gun	6D / 7D+2 / 1D+2*	60 (12)	full auto	5 / 2	15m	30m	50m	90m	2
MA5B Assault Rifle	4D+1	60	progressive	10 / 5 / 2	15m	30m	50m	150m	2
BR55 Battle Rifle	5D+1	36 (12)	3-round burst	5	15m	30m	50m	200m	2
M90 Shotgun	5D+2 / 3D+2 / 1D+2 / 1D**	12	pump-action	5	10m	20m	30m	50m	2
SRS99C-S2 AM Sniper Rifle	7D+2***	4	semi-auto	4	20m	40m	100m	750m	3
M19 SSM Rocket Launcher	10D [+10] 10D / 5D / 2D+2**	2	semi-auto	2	20m (4m)	40m (8m)	60m (12m)	500m n/a	3
M7057/DP (flamethrower)	5D (2D)	18	single shot	1	5m	10m	15m	n/a	4
M247 Machine Gun	6D+2 / 8D+1 / 2D+1*	250 (50)	full auto	5 / 2	20m	40m	70m	450m	5
M41 Light Anti-Aircraft Gun	9D+2 / 11D+1 / 5D+1*	3000 (600)	full auto	5 / 2	20m	40m	100m	600m	-
M9 HE-DP Grenade	5D / 2D+2 / 1D+1**	1	thrown	1	(3m)	(6m)	(9m)	n/a	1
M302 Grenade Launcher	4D / 2D / 1D**	1	single shot	1	20m	40m	60m	240m	1
MGL-6 Grenade Launcher	4D / 2D / 1D**	6	double-action	4	20m	40m	80m	360m	2

[†] The ammo quantity listed in parenthesis is the number of 5-round autofire bursts the weapon can make from a single magazine.

^{††} A rate of fire listed as 5 / 2 is for *controlled burst* and *full burst* autofire.

* The damage listed is for autofire *controlled burst* (-1D attack), *full burst* (-2D attack), and *spray fire* (+1D attack).

** The damage listed is for short, medium, long and extreme range (or zone 1, zone 2 and zone 3 for explosives).

*** The damage is armor piercing (AP) and ignores 1D of the target's armor (AP -1D).

<u>Covenant Weapons</u>	<u>Damage</u>	<u>Ammo</u>	<u>Type of Fire</u>	<u>ROF</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme</u>	<u>EV</u>
Plasma Pistol	3D+1 / 8D	200	semi-auto	10 / 1	10m	20m	40m	80m	1
Plasma Rifle	3D+2	200	progressive	10 / 5 / 2	15m	30m	60m	120m	2
Plasma Cannon	4D	950	progressive	10 / 5 / 2	20m	40m	80m	400m	4
Particle Beam Rifle	8D***	18	semi-auto	5	20m	40m	80m	600m	3
Needler	2D+2 (1D)	20	progressive	10 / 4 / 1	15m	30m	60m	90m	2
Carbine	4D	18	semi-auto	10	15m	30m	50m	200m	2
Fuel Rod Gun	8D [+10] 8D / 4D / 2D**	5	semi-auto	5	20m (4m)	40m (8m)	60m (12m)	400m n/a	-
Assault Cannon	7D	30	single shot	1	20m	40m	60m	120m	-
Shade	5D	-	progressive	10 / 5 / 2	20m	40m	60m	400m	-
Plasma Grenade	5D / 2D+1 / 1D**	1	thrown	1	(3m)	(6m)	(9m)	n/a	1
Energy Sword	6D	20	-	-	-	-	-	-	1

UNSC WEAPONS

M6 Series Magnum: The M6 series of magnum pistols fire 12.7mm SAP (semi-armor piercing) rounds. Several variants are in wide use across the UNSC, but the two most notable versions are the C and D models (the former being the most common sidearm found throughout Humanity's militaries, and the latter being equipped with a 2x electronic sight that can link to the HUD of most military visors and eyepieces). When using the sighting system on the D model, the firer gains a +1D attack bonus.

M7 Submachine Gun: The M7 is a submachine gun (SMG) that utilizes 5mm caseless ammunition. Even though the weapon itself is relatively small, the intense recoil it generates from fully automatic fire (the only kind it is capable of), requires the use of both hands. Because it is only capable of fully automatic fire, it may only be used to make *controlled burst*, *full burst* and *spray fire* attacks (the weapon's base damage is 3D+2, but because it cannot be used in single-fire mode, this value is not presented on the weapon table).

MA5B Assault Rifle: The MA5 series assault rifle is the mainstay of the UNSC militaries. It fires 7.62mm ammunition, and is a "progressive fire" weapon - meaning it is capable of single-fire and autofire without needing to adjust a fire selector switch.

BR55 Battle Rifle: This rifle is a more recent addition to the UNSC arsenal, using experimental 9.5mm ammunition. It has less recoil than the 7.62mm ammunition of the MA5B, so it is more accurate out to longer distances. It is only capable of firing in three-round bursts, which helps to conserve on ammo and reduce the overall recoil (the weapon's base damage is 4D, but because it cannot be used in single-fire mode, this value is not presented on the weapon table). The weapon is also fitted with 2x optical sight; when an attack is made using the sight, the firer gains a +1D attack bonus.

M90 Shotgun: The M90 8ga shotgun is a pump-action weapon primarily used for close-assault. It requires the firer to use both hands to operate the weapon (to both pump and fire it). However, the user can make a roll of *coordination* vs 15 to pump the weapon single-handed, but if the roll is missed by 10 or more, the weapon is dropped. Also, the normal penalty for firing a weapon single-handed still applies. Four rounds of shotgun ammunition have an EV of ½. Because a shotgun's pellet pattern spreads out over distance, it does considerably less damage the farther away the target is, but at point blank range, it does an additional +1D damage.

Point Blank Range = 6D+2
Short Range = 5D+2
Medium Range = 3D+2
Long Range = 1D+2
Extreme Range = 1D

SRS99C-S2 AM Sniper Rifle: The 99C-S2 anti-materiel rifle fires an armor-piercing fin-stabilized discarding-sabot (APFSDS) dart, and is widely used as a sniper weapon. Because of its armor piercing capability, the weapon's damage ignores 1D of the target's armor (AP -1D), and when used against Covenant energy shields, it ignores 3 points of the shield's damage resistance. It is equipped with a sighting system that can achieve 10x magnification, and is also rated for low light situations. When an attack is made using the sight, the firer gains a +1D+1 attack bonus.

M19 SSM Rocket Launcher: The M19 rocket launcher fires 102mm rockets with an armor-piercing shaped charge. It is equipped with a 2x sighting system, so when an attack is made using the sighting system, the firer gains a +1D attack bonus. Unlike the ammunition for most other weapons, each 2-shot ammunition pack for the rocket launcher has an EV of 1, and it takes an entire round to reload the weapon. Because it is designed for use against large targets, it has a scale value of +10 for attack and damage purposes.

M7057/DP (flamethrower): The M7057 defoliant projector (also known as a flamethrower) fires a stream of flammable chemicals that can saturate an area. Only a single attack roll is required to successfully cover the desired area, and because of the flamethrower's particular firing characteristics, the difficulty for each range band is one level lower than normal (-5). A failed attack roll doesn't necessarily mean that the attack missed the area, just that not a sufficient amount of the chemicals have been dispersed to cause any sustainable fires.

The flamethrower can be used to attack in several different ways. At short range it can be used to spray an arc 5m long and 10m wide (3x1/3/5), at medium range it can spray a cone 10m long and 6m wide (5x1/1/1/3/3), and at long range it can shoot a stream 15m long and 2m wide (8x1). Because of its unique characteristics, it does not have an extreme range.

A target exposed to the flaming chemicals can attempt to make a *reflexes* roll of 15 (as a declared action or as a reaction) to lessen the amount of exposure, reducing the initial damage from 5D to 2D. Once ignited, the flames burn for an additional 2-4 rounds (1d3+1). This persistent damage does about half of the initial damage (2D and 1D respectively). Unlike most weapon ammunition, each cannister of flamethrower fuel has an EV of 1, and it takes an entire round to reload the weapon.

M247 Machine Gun: The M247 machine gun uses the same 7.62mm ammo as the MA5B assault rifle. It comes equipped with a portable firing stand. The values listed on the weapon table include the use of the firing stand. Removing the firing stand reduces the weapon's EV to 3, but it also reduces the weapon's ranges to 15m / 30m / 50m / 200m. The ammunition for the M247 comes in either a 250-round box (listed) or an 800-round drum (containing 160 5-round bursts). Each box has an encumbrance value of 2, while each drum has an EV of 6. Because the M247 is only capable of fully automatic fire, it may only be used to make *controlled burst*, *full burst* and *spray fire* attacks (the weapon's base damage is 4D+1, but because it cannot be used in single-fire mode, this value is not presented on the weapon table).

When the weapon is mounted on its firing stand, its traverse angle is limited and it cannot be used to attack targets at point blank range.

M41 Light Anti-Aircraft Gun: The M41 LAAG is a turret-mounted multi-barreled heavy weapon that is the standard armament of the M12 Warthog LRV. Because it is only capable of fully automatic fire, it may only be used to make *controlled burst*, *full burst* and *spray fire* attacks (the weapon's base damage is 7D+1, but because it cannot be used in single-fire mode, this value is not presented on the weapon table). Because it is turret mounted and its traverse angle is limited, it cannot be used to attack targets at point blank range.

M9 HE-DP Grenade: The M9 fragmentation grenade has become a standard issue item to all UNSC armed forces during this time of crisis. Because of its impact fuse, it cannot be "cooked off" (a safety feature meant to prevent soldiers from accidentally blowing themselves up).

M302 Grenade Launcher: The M302 is a "supplemental" 40mm grenade launcher that is designed to be mounted under the barrel of the BR55 battle rifle (although an optional pistol grip and stock come with the weapon for individual use, increasing its EV to 2). It fires slightly smaller grenades than a standard hand grenade (although they use the same blast zones), but it can launch them over much greater distances. Each 40mm grenade has an EV of ½.

MGL-6 Grenade Launcher: The multi-grenade launcher (MGL) fires 40mm grenades from an integrated six-chambered cylinder (with an appearance similar to that of a rifle-sized revolver). It uses the same ammunition as the M302 grenade launcher.

COVENANT WEAPONS

Plasma Pistol: The plasma pistol fires bolts of superheated plasma. The firer can spend a full round to "overcharge" the weapon (as his only action other than movement), and the overcharged bolt can then be fired on the following round. An overcharged bolt uses up 30 shots of the weapon's ammunition charge, but it has an increased damage code of 8D. On the round following the firing of the overcharged bolt, the weapon cannot be fired as it cools off. An overcharged bolt can also be "held" as the firer waits for a suitable target to present itself. Holding the charge for one round uses one action, and expends 1 shot of the weapon's ammunition charge. Also, if a plasma pistol is fired 10 times in the same round, it will overheat just as if it had fired an overcharged bolt.

Plasma Rifle: The plasma rifle fires bolts of plasma in rapid succession. Unlike the plasma pistol, it is capable of fully automatic fire. If 15 shots are fired in the same round (either from three *controlled bursts* or one *full burst*), the weapon will overheat, and it cannot be fired on the following round while it cools off. Because it is a relatively large weapon, it requires the use of both hands to operate (this does not apply to Elites and Brutes, as their large size compensates for this).

Plasma Cannon: The plasma cannon is a heavy support version of the plasma rifle. Because it is designed for sustained fire (having dedicated cooling components), it does not have the overheating problems of the hand-held version. Because the weapon is mounted on a firing stand, its traverse angle is limited and it cannot be used to attack targets at point blank range.

Particle Beam Rifle: The particle beam rifle is an energy sniper weapon. Its electronic sight is capable of 10x magnification, and the accelerated particles it fires allow the weapon's damage to ignore 1D of the target's armor (AP -1D). When an aimed attack is made using the sight, the firer gains a +1D+1 attack bonus. However, if 5 shots are fired in the same round, the weapon will overheat and it cannot be fired on the following round while it cools off.

Needler: The needler fires semi-homing crystalline projectiles that seek out any living target that they have been directed towards. Because of this, the attacker gains a +1D modifier to any ranged attack made against a living target with a needler. The needler is much more effective against live targets than against inanimate objects or vehicles, so it has two damage codes; the first (2D+2) is for living targets, the second (1D) is for all other targets.

When a crystal strikes a living target, it undergoes a catalytic process and causes a micro explosion. When multiple crystals strike a target, the damage from this explosion also increases. For each *controlled burst* fired in the same round, a +1 is added to the damage code - including the damage code of the first *controlled burst* (with a maximum bonus of +4, and this bonus is not converted into dice). If a *full burst* is fired against a living target, the damage code is increased by +1D (but this does not apply to a *spray fire* attack). Against all other targets, the damage codes for a *controlled burst* or a *full burst* are reduced by 1D. The following are the complete damage codes for the needler;

Against a living target: [+1D to attack]

single shot = 2D+2

controlled burst = 5D+1, 5D+2, 5D+3, 5D+4

full burst = 7D+2

spray fire = 1D

All other targets:

single shot = 1D

controlled burst = 2D+1

full burst = 4D

spray fire = 1D

Carbine: The carbine fires 8.7mm caseless radioactive projectiles. It is also fitted with 2x electronic sight; when an attack is made using the sight, the firer gains a +1D attack bonus.

Fuel Rod Gun: The fuel rod gun fires rounds of radioactive incendiary gel. It is equipped with a 2x sighting system, so when an attack is made using the sighting system, the firer gains a +1D attack bonus. Because of its large size, each 5-shot magazine for the fuel rod gun has an EV of 1, and it takes an entire round to reload the weapon. Because it is designed for use against large targets, it has a scale value of +10 for attack and damage purposes.

Assault Cannon: The assault cannon is a modified version of the fuel rod gun that is only used by Hunters. The cannon can be fired like a normal fuel rod gun, or the radioactive rods can be vaporized to fire an intense stream of energy that is approximately 4m wide. The entry for the assault cannon on the weapon table only lists the properties of the energy stream - otherwise, just use the entry for the fuel rod gun (but with the assault cannon's ammo quantity). When an energy stream is fired, 3 rounds of ammunition are expended, and any target that the stream comes in contact with is attacked.

Shade: The "shade" is a stationary gun emplacement, and it is primarily used in an anti-infantry and anti-aircraft role. Several versions are in use by The Covenant, but they all share the same basic characteristics. A Shade gunner gains 50% cover from the gun emplacement (increasing the difficulty to attack him by +2D or +6), and the emplacement itself has a toughness rating of 7D. Because the turret's traverse angle is limited, it cannot be used to attack targets at point blank range.

Plasma Grenade: The plasma grenade is an explosive energy charge that is designed to adhere to anything that it impacts after being ignited. When making an attack with a plasma grenade, the thrower can choose to place it like a conventional grenade, or he can attempt to hit a specific target and "stick" the grenade to it (all of the normal rules for an attack of these types apply). If a target is directly hit by a plasma grenade, it can attempt to make a *reflexes* or *contortion* roll of 15 (as a declared action or as a reaction) in an effort to brush off the grenade before it has a chance to adhere. All other rules for hand grenades still apply.

Energy Sword: The energy sword is a close combat weapon that uses magnetic fields to contain its twin plasma blades. Each time the weapon strikes a target, a portion of its charge is expended (which is why it has an ammo quantity on the weapon list). Because all of the weapon's damage comes from plasma energy, the user's strength damage is not added in. Many energy swords contain a fail-safe switch, disabling or even destroying the device if the owner's life signs cease or if it is not properly deactivated.

UNSC Vehicles

	<u>Scale</u>	<u>Occupants</u>	<u>Speed</u>	<u>Maneuverability</u>	<u>Toughness</u>
M12 Warthog LRV (Light Reconnaissance Vehicle)	+6	1 / 2	medium	+1D	6D
M831 TT (Troop Transport)	+6	1 / 5	medium	+1D	6D
M808B Scorpion MBT (Main Battle Tank)	+12	3 / 10	slow	-3D	10D
D77-TC (Dropship 77-Troop Carrier) "Pelican"	+18	3 / 15	fast	0	8D
typical UNSC AFV (Armored Fighting Vehicle)	+9	2 / 2	medium	-1D	8D

Covenant Vehicles

	<u>Scale</u>	<u>Occupants</u>	<u>Speed</u>	<u>Maneuverability</u>	<u>Toughness</u>
Ghost (FAV)	+3	1	fast	+2D	4D
Spectre (LRV)	+5	2 / 2	medium	+2D	4D+2
Shadow (TT)	+10	2 / 8	medium	0	6D
Wraith (MBT)	+12	2	slow	-1D	10D
Banshee (GSA)	+6	1	fast	+1D	5D
Spirit (Dropship)	+20	2 / 14	fast	-1D	9D
Phantom (Dropship)	+21	3 / 20	fast	0	10D

UNSC VEHICLES

M12 "Warthog" LRV (Light Reconnaissance Vehicle)

The Warthog is the workhorse of the UNSC ground forces. Its typical configuration sports a rear gun turret, but versions without the turret are deployed when it is necessary to carry more troops or cargo.

M831 TT (Troop Transport) "Troop Hog"

The M831 is a Warthog with an extended chassis that is designed to function as a troop transport.

M808B "Scorpion" MBT (Main Battle Tank)

The Scorpion is the primary armored vehicle of UNSC ground forces. Its main armament is a 90mm high velocity cannon (10D [+12]), supplemented by two M247 machineguns (one coaxial and one pintel-mounted), and smoke cannister launchers. It can be crewed by up to 3 personnel (driver, turret gunner and pintel gunner), and can carry up to 10 passengers on the spaces over its armored tracks.

D77-TC (Dropship 77-Troop Carrier) "Pelican"

The Pelican is a multi-purpose dropship. It can be crewed by up to 3 personnel (pilot, co-pilot and crew chief), and can carry 15 troops in its rear compartment, as well as one Warthog LRV or one Scorpion MBT carried externally. An extended troop pod can also be equipped (in lieu of the external carrying space), increasing its passenger capacity to 30 troops. The standard armament is a "chin-mounted" 40mm autocannon (9D+1 / 11D / 5D [+6])

Other ground vehicles are frequently in use by the UNSC (such as the Cobra, Cougar, and Wolverine). Apart from their armaments and deployment use, they are all very similar.

COVENANT VEHICLES

Ghost (Fast Attack Vehicle)

The Ghost is the standard ground reconnaissance vehicle of The Covenant. It is armed with twin plasma cannons and it is quite maneuverable. The pilot receives full cover from frontal attacks, but only about 50% cover from attacks coming from the rear - and no cover at all from the vehicle's sides.

Spectre (Light Reconnaissance Vehicle)

The Spectre is The Covenant equivalent of the UNSC Warthog. It functions as a light transport, patrol vehicle, and infantry support, and it is equipped with a turret-mounted plasma cannon. It can be crewed by up to 2 personnel (driver and turret gunner), and can carry 2 additional passengers.

Shadow (Troop Transport)

The Shadow is a ground-based transport that can be configured to carry troops or to carry a single Ghost. It is equipped with a Shade cannon, and it can be crewed by up to 2 personnel (driver and turret gunner). In its troop-carrying mode, it can carry 8 passengers.

Wraith (Main Battle Tank)

The Wraith is the primary heavy ground assault vehicle used by The Covenant. Its primary weapon is a plasma mortar (10D [+12]), and newer versions are also equipped with a plasma cannon. An anti-air version is also in use, utilizing two rapid-fire fuel rod cannons instead of the plasma mortar. It can be crewed by 2 personnel (driver and gunner).

Banshee (Ground Support Aircraft)

The Banshee is an agile support aircraft that is equipped with a plasma cannon and a fuel rod gun.

Spirit (Dropship)

The Spirit is the primary troop and cargo carrier of The Covenant. It can be crewed by up to 2 personnel (pilot and operations), and can carry up to 7 passengers in each of its troop bays (for a total of 14 troops). It also has a gravity lift that allows it to transport cargo and vehicles to their destination (typically a Wraith, a Spectre, 2 Ghosts, or a Shade turret). It is armed with a bottom-mounted Shade cannon.

Phantom (Dropship)

The Phantom is the newest dropship in use by The Covenant. Instead of side-mounted troop bays, it carries its passengers in its cargo bay, and uses a gravity lift to deploy and recover them (similar to how larger Covenant ships do). It also has conventional loading ramps on its sides, and these can be left open to act as gun stations for pintel-mounted plasma cannons. Its primary weapon is a chin-mounted Shade cannon.

RACES OF THE COVENANT

<u>Attribute (Skill)</u>	<u>Race</u> →	<u>Grunt</u>	<u>Jackal</u>	<u>Elite</u>	<u>Hunter</u>	<u>Drone</u>	<u>Brute</u>
Reflexes		2D	3D+1	4D+1	2D	5D	3D
(brawling)		-	-	(5D+1)	(5D)	-	(4D+1)
(dodge)		(2D+2)	(4D)	(5D+2)	(2D+2)	(6D)	(4D)
(climbing)		(3D)	-	-	-	-	(4D)
(jumping)		-	-	(5D)	-	(6D)	(4D+2)
(melee combat)		-	-	(6D)	(5D)	-	(4D+2)
(sneak)		(2D+2)	(4D)	(5D)	-	-	(3D+2)
Coordination		2D	3D	3D+1	2D	4D	2D+2
(marksmanship)		(3D+1)	(4D+2)	(5D+1)	(4D)	(5D)	(4D)
(throwing)		(4D)	-	(4D+1)	-	-	(4D+1)
Physique [with armor]		2D+2 [4D]	2D+1 [3D+1]	4D [7D]	6D [9D/8D]	2D [3D]	5D [6D+2]
(lifting)		(3D+2)	-	-	(8D)	-	(6D)
(running)		-	(3D)	-	-	-	-
Presence		1D+2	2D+1	4D+1	4D	2D	4D
(command)		-	(2D+2)	(5D)	-	-	(5D)
(intimidation)		-	(3D)	(5D)	-	-	(5D)
(willpower)		-	-	(5D)	-	-	(5D)
Knowledge		2D+1	2D+2	3D+1	1D	4D	2D
(human studies)		(3D+1)	(3D)	(4D)	-	-	(2D+2)
(human technology)		(2D+2)	(3D+1)	(4D)	-	(4D+2)	(3D)
Perception		2D	3D	4D	2D	3D	4D
(hide)		(2D+1)	(3D+1)	(5D)	-	(3D+2)	-
(search)		-	(4D)	(5D)	(3D)	-	-
Strength Damage [with claws]		1D	1D	2D [2D+2]	4D [5D]	1D	3D
Move		8	10	12	10	7/13	12

Races of The Covenant

Grunts (Unggoy): +1D+1 armor. Unggoy have light blue luminescent blood and they are dependent on methane from their back-mounted tanks. They do not get along well with the Kig-Yar.

Jackals (Kig-Yar): +1D armor, point defense gauntlet. Kig-Yar have dark purple blood and they are less religious than the other Covenant races.

Elites (Sangheili [san-ghay-lee]): +3D armor, personal energy shield, +2 claws. Sangheili have indigo blood and they were the first "converted" race of The Covenant.

Hunters (Lekgolo, Mgalekgolo): +3D/+2D armor, +30 shield, +1D claws. Lekgolo have orange luminescent blood that smells like burnt plastic. The rear quarter (45°-60°) has only +2D armor. The shield can be used to defend against any opponent attacking directly from the front (90°), and it adds +30 to the Hunter's *physique* roll. Bringing the shield to bear on an unshielded quarter requires a *reflexes* roll of 10. The difficulty increases by 5 for each attack coming from a different direction in the same round. Half of any explosive damage stopped by the shield (up to 15 points) is still applied to the Hunter, as the shield will not stop the concussive damage of an explosion. The shield can also be used as a weapon (+1D). Any projectile weapon that beats the Hunter's defense roll adds +3 to the damage total.

Drones (Yanme'e): +1D natural armor (chitin). Yanme'e have greenish-yellow blood. They use anti-grav technology to enhance their natural flight capabilities, although they are not very agile on the ground.

Brutes (Jiralhanae [jee-ral-hun-ay]): +2 natural armor (hide), +1D armor. The Jiralhanae are the most fanatical member race of The Covenant. They are hostile towards the Sangheili.

COVENANT EQUIPMENT

Point Defense Gauntlet (Jackal Energy Shield): The point defense gauntlet is a portable energy barrier that takes the form of a large shield (like an ancient knight might use). It gives the target good protection and cover from attacks coming from their front, but leaves them vulnerable to the sides and rear. A point defense gauntlet's energy screen increases the difficulty of hitting the shielded target by +4D (or adds +12 to the difficulty; counts as 75% cover). If the attack roll exceeds the initial difficulty, but does not beat the increased difficulty from the shield, the energy shield is hit instead of the target. Bringing the shield to bear on an unshielded quarter requires the user to make a *reflexes* roll against a difficulty of 10, and for each attack coming from a different direction in the same round, the difficulty of interposing the shield increases by 5.

The shield itself will stop all UNSC projectiles and needler rounds doing 30 points of damage or less from a single attack (damage reduction 30/energy). Any damage exceeding 30 will be subtracted from the shield's ablative damage resistance of 25.

All explosions and Covenant weapons (except needlers) bypass the shield's damage reduction and apply their damage directly to the shield's damage resistance. Also, half of any explosive damage is still done to the shielded target, as the shield will not stop the concussive damage of an explosion.

As the shield's damage resistance depletes, the energy screen will become red in hue. Once the shield's damage resistance is reduced to zero, it will shut down, leaving the target vulnerable. The point defense gauntlet will undergo a recalibration period of 1 round, and it can be re-activated (as an action) on the second round after it was collapsed. Once the shield is re-activated, it will be at its full strength.

If a point defense gauntlet's energy shield is still active and not taking damage, it will begin a recharge cycle. On the first round that it takes no damage, it will recalibrate, and on each consecutive round, it will recover 10 points of its damage resistance. This will continue every round that the shield doesn't take any damage. If any additional damage is done to the shield's damage resistance (above its damage reduction of 30), the recharge cycle will immediately stop, and the point defense gauntlet will have to recalibrate again on the following round (assuming it takes no further damage).

Most point defense gauntlets contain a "dead-man's switch", preventing them from being activated if their owner's life signs cease or if they are removed.

Personal Energy Shield (Elite): The personal energy shield is a portable energy barrier that is integrated into the user's armor. When activated, it completely envelopes the user, protecting them from all angles. When a target with an active energy shield is hit, the shield will shimmer as it reacts to the incoming damage. Several versions of the personal energy shield are in use among Covenant troops (particularly the Elites), and the shield's defensive rating varies depending on the rank and status of the shielded individual.

The lowest level of personal energy shield has an ablative damage resistance of 50, and all explosions and Covenant weapons do double damage to the shield's damage resistance. Also, half of any explosive damage is still done to the shielded target, as the shield will not stop an explosion's concussive damage. Once the shield's damage resistance is reduced to zero, it will shut down leaving the target vulnerable.

When the personal energy shield is not taking damage, it will begin a recharge cycle. On the first round after shutdown (or the first round that it takes no damage), the shield unit will recalibrate. On each consecutive round, it will recover 10 points of its damage resistance, and this will continue every round that the shield doesn't take any damage. If any additional damage is done, the recharge cycle immediately stops and the shield unit will have to recalibrate again on the following round (assuming it takes no further damage).

Stationary Shield Generator (EV 5): Similar in function to the point defense gauntlet, the stationary shield generator can be deployed by Covenant troops to help secure and defend strategic locations. The shield will stop all UNSC projectiles and needler rounds doing 30 points of damage or less from a single attack (damage reduction 30/energy). Any damage exceeding 30 will be subtracted from the shield's ablative damage resistance of 40.

All explosions and Covenant weapons (except needlers) bypass the shield's damage reduction and apply their damage directly to the shield's damage resistance. However, the stationary shield generator will stop the concussive damage of an explosion, so targets behind the shield are fairly protected.

As the shield's damage resistance depletes, the energy screen will become red in hue. Once the shield's damage resistance is reduced to zero, it will shut down. The shield generator will undergo a recalibration period of 1 round, after which it will automatically reactivate (on the second round after it was collapsed), and it will be at its full strength.

If a shield generator's energy shield is still active and not taking damage, it will begin a recharge cycle. On the first round that it takes no damage, it will recalibrate, and on each consecutive round, it will recover 10 points of its damage resistance. This will continue every round that the shield doesn't take any damage. If any additional damage is done to the shield's damage resistance (above its damage reduction of 30), the recharge cycle will immediately stop, and the shield generator will have to recalibrate again on the following round (assuming it takes no further damage).

D6 Adventure Game System - Modified Rules

Character Creation

Starting characters have 18 dice (18D) to put into attributes, and 7 dice (7D) to put into skills and specializations. Each die is broken into 3 "pips" (each +1 to a die roll is called a "pip", and the progression of pips goes like this; +1, +2, 1D, 1D+1, 1D+2, 2D, etc.). This gives characters a total of 54 pips for attributes, and 21 pips for skills and specializations. Any dice or pips that are not used for attributes may be used for skills and specializations, but the reverse is not true; the maximum number of dice that can be spent on starting attributes is 18D.

The six attributes are *reflexes*, *coordination*, *physique*, *presence*, *knowledge* and *perception*, and they can each have a minimum of 2D (6 pips), and a maximum of 4D (12 pips).

All skills cover a particular subject (for example, the *marksmanship* skill covers the use of all modern ranged weapons), but specializations cover a much narrower field (for example, the *marksmanship* specializations of *pistols* or *rifles* only covers the use of those particular weapon types).

Starting skills can have a maximum of 2D (6 pips) above their governing attribute. The number of dice that are put into a skill are added to the skill's base attribute, and this total then becomes the die code for that skill (the die code for a skill is not the number of dice or pips above the governing attribute, it is the sum of the base attribute and the additional dice or pips).

Specializations are handled a bit differently; each pip put into a specialization gives an additional full die to the die code, but each specialization die is also worth 3 specialization pips - which can be put into separate specializations. The maximum die code for a starting specialization is 2D above its governing skill (or governing attribute if starting with just a specialization).

Starting characters also have 5 character points and 1 fate point. These may not be spent during character creation.

Disadvantages, Advantages & Special Abilities

Each rank (R) in a disadvantage gains the character an additional die that may be used for character creation, while each rank in an advantage or each special ability will reduce the character's total available dice. Some special abilities can be purchased multiple times (and will be listed as such), but most can only be purchased once. The maximum number of dice that can be gained from disadvantages is 3D for starting characters.

Revised/Clarified Action & Initiative System

All actions are taken one at a time, with each character (and NPC) performing a single action in each "action segment". Initiative order is determined in the usual way (characters act in order of their *perception* rolls, from highest to lowest). Have each character declare the number of actions that they are taking this round (up to 10 actions max); it is not necessary to declare exactly what those actions are. During each action segment, a character may perform and resolve one (1) of their declared actions.

When a character is attacked, they may use a defensive skill like *dodge*, *brawling* or *melee combat* by expending one of their unused actions, or they may take an "extra" action (called a "reaction") and still have their number of declared actions for that round.

However, the absolute maximum number of actions that any character may perform in a single round is 10 actions - this includes both declared actions and reactions. Also, a reaction can only be taken for a defensive skill, and not for any other type of skill use.

Taking a reaction is similar to being on partial defense, but it allows the character to begin that defense on the opponent's action segment instead of waiting until the character's own action segment to begin the defense (essentially allowing the character to act defensively out-of-turn).

When a character uses a reaction, it does not subtract from the number of declared actions that the character plans to take that round, but the die code for that reaction is 1D less than the character's current multiple action penalty (i.e. it has an additional -1D applied to the reaction). Also, any subsequent actions (or reactions) that the character takes later in that same round are subject to that additional -1D modifier (essentially increasing the multi-action penalty as if another action had been taken - which it has).

Revised/Clarified Combined Action Rules

Characters that wish to combine their actions must be coordinated or "commanded" to do so (examples would be "you two, go help him weld that in place", or "you there, help me connect this" or "red team, concentrate fire on that area").

The "commander" of the action can only coordinate as many characters as his *command* skill die code (or *presence* attribute die code if he does not have the *command* skill). Also, only full dice from the commander's die code are counted - pips are not. Issuing the orders for the combined action is a single action in itself, but the commanding character does not need to actually participate in the combined action (and any further actions would incur the normal multi-action penalties).

The commander of the action must designate a "leader" for the action. The "leader" will be the character that is actually performing the action and making the initial die roll using his normal skill die code. The commander may designate himself as the leader, but he will be subject to the normal multi-action penalties (since he is performing the action and telling anyone assisting him what he wants them to do).

For each assisting Player Character that has pips or dice in the same skill that the leader is using to perform the action, an additional 2 pips are added to the total die roll for that action. If they do not have any pips or dice in the same skill, only 1 pip is added to the roll.

If an NPC is assisting the leader, it adds only 1 pip to the roll if it has pips or dice in the same skill being used, and if the NPC is unskilled, it cannot assist with that action. All of the pips generated from assisting characters can be used to increase either a skill roll or a damage roll (or divided up among the two), and they should be combined into dice as per the normal rules (3 pips per die).

The character acting as the "commander" for a combined action does not need to make a *command* skill roll if he is coordinating other Player Characters (they do not have to be "commanded" in the normal way), but NPCs must still be commanded normally and a *command* skill roll must be made (see The Star Wars Roleplaying Game, Second Edition - Revised and Expanded, pages 82-83 for more details on commanding combined actions).

Revised Rest Period for Healing

When a character is injured, their body will heal naturally with rest. This process is slow, but not that slow. After an injured character has rested for a specified amount of time (depending on the severity of their wounds), they get to make a healing roll by rolling their *physique* attribute die code. Please see the following chart;

<u>Level of Wound</u>	<u>Rest Period</u>
Stunned	one minute
Wounded	two days
Severely Wounded	three days
Incapacitated	one week
Mortally Wounded	two weeks

Encumbrance

Instead of dealing with the weight of every item that a character is carrying, this simpler method of judging the overall encumbrance of a character will be used. A character's encumbrance value (EV) is equal to the total number of pips in their *physique* or *lifting* die code (whichever is higher). This value is then used to determine just how many items the character can reasonably carry, and is based on the relative size of the items to be carried.

A *tiny* item is something small enough that a character could hold two of them in one hand (like a weapon magazine). A *small* item is something that can be held comfortably in one hand (like a canteen, a pistol or a grenade). A *medium* item is something that can be held in one or two hands, but is designed to be used with two hands (like a shovel or a rifle). A *large* item is something that, apart from being designed for two hands, is also rather bulky (like a rocket launcher). A *huge* item is something that typically would be handled by multiple characters, or by a lone character while making an appropriate *physique* or *lifting* roll. Please see the following chart;

<u>Item Size</u>	<u>Encumbrance Value (EV)</u>
tiny	½
small	1
medium	2
large	3-5
huge	6 or more

Anything smaller than palm-sized will not count against a character's encumbrance. Any gear designed to hold, tote or store various items (backpacks, holsters, pouches, etc.) will also not count against the encumbrance value.

Likewise, anything that the character is wearing will not count against his encumbrance value (although there may be modifiers to the character's die codes due to the bulkiness of those worn items).

For a general rule on how much weight a character can actually carry, each pip of a character's *physique* or *lifting* will allow them to carry 5kg without being encumbered, lift or carry (max load) 10kg, and push or drag 15kg. A character that is attempting to lift, carry, push or drag any weight greater than their unencumbered carry weight should make *physique* or *lifting* rolls whenever appropriate.

Dice Pooling (using skill to increase damage)

An attacker has the option of using some of the die code that will be used to make an attack (either their attribute dice or their skill dice) to increase the damage done by that attack. This is called *dice pooling*, and it sacrifices accuracy for power (and it can be used for both melee and ranged combat). The character may pool up to half of the appropriate attribute or skill die code for an attack (rounded down; whole dice only), and add those dice to the damage die code of the weapon being used.

For example; if a character with 6D in marksmanship is attempting to shoot at a target with a difficulty of only 10 (a fairly easy shot to make using 6D), the attacker can choose to make the attack with only 3D, and assign the remaining 3D to the damage roll. This represents the attacker aiming at a more difficult to hit (but far more vulnerable) part of the target. In this example, if the attacker were using a weapon that normally has a damage die code of 4D, it would do 7D damage.

Dice pooling cannot be used to increase the damage caused by explosions or weapons with explosive effects.

Additional Skill Damage Bonus (critical success)

If an attack roll exceeds the difficulty number by a large amount, additional damage will be done to the target. For every 5 points that the attack roll exceeds the difficulty number by, and additional +1 is added to the total damage inflicted by that attack. These additional points are not pips to be converted into dice, they are points to be added to the damage total after the damage dice are rolled. This rule does not apply to the damage caused by explosions or weapons with explosive effects.

Melee Combat Options

Number of Melee Attacks & Melee Attack Strength

In a single round of melee combat, the maximum number of attacks that a character can make at full strength is five (5) attacks, and these attacks still incur the normal multi-action penalties. If a character wishes to make more than five melee attacks in the same round, not only will those attacks have higher attack penalties, but the damage of those attacks will be reduced as well (as the attacker is favoring speed over power).

A character making between six (6) and ten (10) melee attacks in the same round will have their melee damage die code reduced by -1D for each of those attacks (or -3 to the damage total if only one die is being rolled for the damage of each attack - with a minimum damage total of 1 per attack).

Multiple Opponents in Melee (Using Unwieldy Weapons)

While a character may make multiple melee attacks in the same round (taking multi-action penalties to those attacks), they may also attack multiple opponents with those attacks.

However, if the attacker is using an unwieldy weapon (one that is longer than 60cm [24"]), the relative position of those opponents to the attacker will determine the number of actions needed to attack those opponents.

If attacking an opponent that is up to 90° away from the previous opponent (measured in a sweeping arc centered on the attacker), the attack incurs no additional action penalties (other than those that it normally would incur).

If the character attacks an opponent that is more than 90° away from the previous opponent, an additional action must be used to attack that opponent (taken from the number of actions that the character declared at the beginning of the round). These penalties do not apply if the weapon being used is only 60cm (24") long, or if the character is fighting unarmed.

Martial Arts

A character who takes the *brawling* skill specialization *martial arts* may learn various hand-to-hand techniques. See the Star Wars Roleplaying Game sourcebook; Rules of Engagement - The Rebel Specforce Handbook, pages 116-117 for details on martial arts maneuvers.

Ranged Combat Options

Thrown Weapons & Objects

The short, medium, and long range bands for a small thrown weapon (like a knife) are 5m / 10m / 15m, and the range bands for a large thrown weapon (like a spear) or a thrown object (like a grenade) are 10m / 20m / 30m.

Extreme Range

While the short, medium and long range bands represent a weapon's "effective" range, "extreme" range is the maximum distance that a ranged weapon can be used to make an attack with (explosions do not have an extreme range band.). The difficulty number for an attack made at extreme range is 25.

The extreme range for a small thrown weapon (like a knife) is equal to the throwing character's *physique* or *lifting* (dice only) x 9m (or 3m per pip). The extreme range for a large thrown weapon (like a spear) or a thrown object (like a grenade) is the throwing character's *physique* or *lifting* (dice only) x 15m (or 5m per pip).

Sighting Devices

When a ranged weapon is equipped with a sighting device like a telescopic scope, there are only two ways to gain any benefit from it. The first way is to spend a round aiming prior to the attack. That single attack then gains not only the aiming bonus, but also the bonus conferred by the scope.

The second way is to move and shoot with "resolve". This means that the character may not move more than half of their movement rate (which is considered a free action), and may not shoot (or declare actions for) more than half of the weapon's rate of fire (ROF) for that round. Because the character is firing with more focus and determination, they may gain the benefit of the weapon's sighting device for each attack. If the character takes any defensive actions before the end of the round, the "resolve" fire immediately ends. Multi-action penalties are applied normally.

Multiple Targets

Characters may make multiple ranged attacks in the same round (taking multi-action penalties to those attacks), but they may also attack multiple targets with those attacks, and the relative position of those targets to the attacker will determine the number of actions needed to attack those targets.

If attacking a target that is less than 90° away from the previous target (measured in a sweeping arc centered on the attacker), the attack incurs no additional action penalties (other than those that it normally would incur).

If the character attacks a target that is 90° or more away from the previous target, an additional action must be used to attack that target (taken from the number of actions that the character declared at the beginning of the round).

These penalties do not apply if the weapon being used is a pistol and the target being attacked is at point blank range (only pistols used at point blank range do not incur these additional action penalties).

Rate of Fire (ROF) & Reload Times

Even though the maximum number of actions that can be performed in a single 5-second round is 10 actions, not every weapon is capable of being fired 10 times per round. The following list details the rate of fire (ROF) of various weapon types. Each shot/attack made using the ROF listed below counts as a single action (in addition to any other required actions). Taking multiple shots counts as multiple actions as per the normal rules.

Thrown Weapon - Small (30cm or less) = ROF 5
Thrown Weapon - Medium (up to 60cm) = ROF 2
Thrown Weapon - Large (larger than 60cm) = ROF 1
Thrown Explosive = ROF 1
Draw-And-Release Weapon = ROF 2^R
Crossbow = ROF 1^{R 1}
Muzzle-Loader (pistol/rifle) = ROF 1^{R 3/4}
Single-Action Revolver (one-handed) = ROF 4²
Single-Action Revolver (two-handed "fanning") = ROF 6²
Double-Action Modern Revolver = ROF 6
Lever-Action/Pump-Action Weapon (one-handed *) = ROF 2
Lever-Action/Pump-Action Weapon (two-handed) = ROF 5
Break-Open - Breech Loader = ROF 2^{**}
Bolt-Action - Breech Loader (two-handed only) = ROF 2^R
Bolt-Action - Magazine Fed (two-handed only) = ROF 3
Semi-Automatic Weapon = ROF 10
Burst-Fire Weapon (3-round burst) = ROF 5 (3-round burst)
Fully Automatic Weapon (controlled burst) = ROF 5 (counts as 5 rounds of ammunition per shot)
Fully Automatic Weapon (full burst) = ROF 2 (counts as 15 rounds of ammunition per shot)

^R must be reloaded for each shot.

reloading takes # number of full-round actions.

* requires a roll of *coordination* vs 15 to cock after each shot if used one-handed; if the roll is missed by 10 or more, the weapon is dropped.

** firing two barrels counts as only one shot for ROF purposes.

Unless noted otherwise, reloading an empty weapon takes only a single action. Replacing a removable magazine takes one action; putting away the empty magazine also takes one action. Reloading a weapon with an internal magazine (including modern revolvers and shotguns) takes a full-round action (up to six rounds of ammunition). Reloading a modern revolver with a "speed loader" takes only two actions (one to empty the weapon and draw the speed loader, the second to actually load the weapon). Loading individual rounds of ammunition into an internal magazine takes a single action per round of ammunition (up to three rounds of ammunition per game round).

Spray Fire

A character armed with an automatic weapon that has sufficient ammunition to make a "full burst" may make a "spray fire" attack instead. A spray fire attack covers a 45° arc and allows the character to attack each target within that arc. There is a +1D modifier to the attack roll against each target, but the weapon's base damage is reduced by -2D (with a minimum damage of 1D).

Special Combat Modifiers for Ranged Weapons

- "fanning" a single-action revolver has a -1D modifier to the attack roll (or -3 from the total, or +3 to the difficulty).
- 3-Round Burst adds +1D+1 to the base damage.
- Controlled Burst subtracts -1D from the attack roll (or -3 from the total, or +3 to the difficulty), and adds +2D+1 to the base damage.
- Full Burst subtracts -2D from the attack roll (or -6 from the total, or +6 to the difficulty), and adds +4D to the base damage.
- Spray Fire covers a 45° arc and adds +1D to the attack roll against each target, but subtracts -2D from the base damage (minimum of 1D); counts as a full burst for ROF and ammo purposes.
- Firing both barrels on a shotgun has a -1D modifier to the attack roll (or -3 from the total, or +3 to the difficulty).
- Firing any weapon other than a pistol using only one hand increases the difficulty of the attack by one level (+5).
- Aiming for one full round (and doing nothing else - including taking defensive actions) adds a +1D modifier to the attack roll of the first attack made in the following round. If the attacker is interrupted before the aimed attack is made (i.e. if he is hit by an attack - even if that attack deals no damage), the aiming bonus is lost. Multiple rounds can be spent aiming, but the maximum bonus that can be gained from aiming is +3D (this includes the bonus granted by any sighting device).

Missing with Explosives

When an attack roll for an explosive weapon fails to meet the difficulty number, the amount that the roll missed the target number by is how far off target (in meters) the explosive will land. To determine the direction that the missed explosive will travel, roll 1d6; a roll of 1-2 indicates that the attack fell short of the target, a roll of 3-4 places the attack to the left or right of the target, and a roll of 5-6 indicates that the attack went past the target.

Avoiding Explosions

When a character is in the blast area of an explosive weapon, they get to make a *dodge* or *reflexes* roll to try and get farther away from the center of the blast. This can be done as one of the character's previously declared actions or as a reaction (incurring all of the normal multi-action penalties). The total of the character's roll is doubled, and this number is how many meters away from the character's current location that they are able to move away from the center of the blast (with a maximum allowable distance of double the character's *move* attribute).

A character may move to get behind cover or to just increase the distance from the blast, but they automatically become prone at the end of their movement. Damage for the explosion is then determined normally based on the character's new location.

Protection & Damaging Cover

When a target is hiding behind cover, and the attack roll beats the basic attack difficulty, but not the added modifiers for cover, the cover offers the target a certain amount of *protection*. Using the Object Toughness ratings from page 75, make a normal damage roll against the cover's toughness.

Damage Roll beats	Protection is:
Object Toughness by:	
0-3	Not Seriously Damaged
4-8	Lightly Damaged
9-12	Heavily Damaged
13-15	Severely Damaged
16+	Destroyed

A target behind the protection may still suffer some damage depending on how badly the protection is damaged. Reduce the attack's damage rating based on the chart below, and roll the new damage rating against the target.

Protection is:	Reduce Damage by:
Not Seriously Damaged	Target is completely protected
Lightly Damaged	-4D
Heavily Damaged	-2D
Severely Damaged	-1D
Destroyed	Target suffers full damage

Damaging Armor

When someone wearing armor suffers damage to a protected area, the armor is also damaged and its protection is reduced.

Injury Suffered:	Damage to Armor:
Wounded	Lightly Damaged (-1 pip of protection)
Incapacitated	Heavily Damaged (-1D of protection)
Mortally Wounded	Severely Damaged (useless until repaired)
Killed	Destroyed

Damaging Weapons

When a weapon is targeted by an attack (or is used as a hammer or prybar, or suffers some other mishap), there is a chance that the weapon will be damaged. Make a damage roll against the weapon's toughness rating just as you would against protective cover (see the previous section on Damaging Cover). Unless specified otherwise, most weapons have a toughness rating of 2D.

Lightly Damaged weapons have +5 to the difficulty to use them, and will have a mishap on a roll of 1-2 on the wild die.

Heavily Damaged weapons have a +10 to the difficulty to use them, and will have a mishap on a roll of 1-3 on the wild die.

Severely Damaged weapons cannot be used, but they may be repaired.

Weapon Calibers & Damage Codes (single shot damage)

Modern Pistol Calibers

.22/.25 = 2D+2

.32 (7.65mm) = 3D+1

.38spl/9mm = 3D+2

.357mag/.45 = 4D+1

.44mag/.50ae = 5D

Modern Rifle Calibers

5.56mm = 4D

7.62mm-n/-w = 4D+1

.308win = 5D

.50be = 6D

.50 cal (12.7mm) = 7D+1

Modern PDW Calibers

4.6mm = 3D+2 (AP -1D; AP -2 in pistol use)

5.7mm = 4D (AP -1D; AP -2 in pistol use)

Shotguns (damage at short / medium / long / extreme range;
single barrel damage; +1D damage at point blank range)

20ga/sporting = 3D+2 / 2D+1 / 1D / 1D

10ga/12ga/combat = 5D+1 / 3D+1 / 1D+1 / 1D

Shotgun Solid Slug Ammunition = +2 to short range damage
and the damage does not decrease with range; all ranges are
increased by 10m.

Bows

Shortbow = 1D+2

Longbow = 2D+1

Composite Bow = 3D

Light Crossbow = 2D+1

Heavy Crossbow = 3D

Composite Crossbow = 3D+1

Modern Weapon Ranges

	Short	Medium	Long	Extreme
Pocket Pistol	5m	10m	15m	30m
Pistol	10m	20m	30m	60m
SMG	15m	30m	50m	90m
Carbine/Assault Rifle	15m	30m	50m	200m
Long Rifle	20m	40m	60m	250m
Sniper Rifle	20m	40m	80m	500m
Sniper Cannon	20m	40m	100m	750m
Shotgun	10m	20m	30m	50m

Primitive Weapon Ranges

	Short	Medium	Long	Extreme
Thrown Weapon	5m	10m	15m	<i>physD</i> x9m
Thrown Object	10m	20m	30m	<i>physD</i> x15m
Shortbow	10m	20m	30m	60m
Longbow	10m	25m	40m	80m
Composite Bow	10m	25m	50m	100m
Light Crossbow	10m	25m	40m	80m
Heavy Crossbow	10m	25m	50m	100m
Composite Crossbow	10m	30m	50m	100m