

# HALO

## SPARTAN ROLEPLAYING SYSTEM

You are a **SPARTAN-IV**, one of the finest soldiers within the **UNSC**. Through **Augmentation** and your **MJOLNIR MARK VII Armor**, you can achieve incredible mental and physical feats. Take charge of the battlefield and use your field skills to conduct guerilla warfare against the enemies of the **UNSC**.

**THIS IS AN ADAPTION OF THE HALO FRANCHISE INTO A TABLETOP GAMEPLAY RULESET. FAMILIARITY WITH HALO'S GAMEPLAY IS ESSENTIAL, AND AN UNDERSTANDING OF THE WORLD AND SETTING WILL AID IN ROLEPLAYING.**

**Whenever numerical imprecision comes into play, round down.**

## Character Creation

The SPARTAN Program was responsible for the survival of humanity during the Human-Covenant War, and to many they are heroes, a symbol of the undying human spirit. However, the creation of the Spartan Program predated any confirmation of intelligent alien life even existed. Instead, they were created for the purpose of quelling insurrection raging throughout human colonized space. While the advent of the Covenant unified Humanity under the banner of the UNSC to guarantee the survival of humanity, it was not done easily. Many humans still distrust the UNSC, and post-war many of the soldiers that enlisted to curb the Covenant threat now find human faces at the other end of their barrels. Consider why you joined the UNSC, and why you enlisted in the SPARTAN-IV Program? If your campaign takes place after the Human-Covenant War, how do you feel about the Sanghelli who defected from the Covenant? And of course, what is your name and what is your fireteam name?

### Classes

The Spartan Role-Playing System does not feature stats, as Spartans excel in all areas. A traditional field skill check can be performed by anyone. However, Spartans do tend to specialize in their role within their fireteam, a place where their natural talents excel.

	Classes
Leader (1 per Fireteam)	+3 Luck per Session
Scout	+2 Movement Actions per Turn
CQC Specialist	+1 Combat Action per enemy killed within 4m
Marksman	-50% Difficulty Modifier on all attacks/throws
Demolitions Expert	Double grenade capacity, always throw on target

## Combat

On their own, Spartans are the deadliest warriors in the universe, capable of completing some of the UNSC's deadliest missions. In a fireteam, Spartans become the appendages of a singular deadly entity, capable of destroying fleets of Covenant Ships. Teamwork multiplies the effectiveness of Spartans and is key to completing their objectives.

### Turns & Initiative

Each group of participants engaged in combat takes their turns at the same time, (ex. Covenant, Players, Insurrectionists, etc.). Turn order is determined by the method that combat is initiated, with Spartans having preference on even starts, though with only half the number of party members able to act. In combat, a standard turn consists of a movement action, a combat action, and a bonus action. However additional actions can be gained through class bonuses or certain events in combat.

**Movement Actions** – Moving up to 30M, Jumping up to 6M.

**Combat Actions** – Attacking, Grabbing and Throwing Object/Creature, Flipping a Vehicle, Reloading a Weapon.

**Bonus Actions** – Simple Actions.

### Attacking with Weapons

Spartans don't miss often. If they did, they wouldn't be Spartans. Therefore, determining whether an attack hit is done by a simple calculation:

**DR (Damage Roll) > Sightline Modifier + Range Modifier**

where the DR is determined by the weapon being used. Ensure you keep track of your ammo. For example, a weapon with a DR of 4d6 and a difficulty total of 50% might need each d6 to be greater than 3 to cause damage. The damage calculation is then simple, simply take the amount that each die managed to pass by. For example:

**4d6 > 50% -> 2, 5, 4, 3 = 0 + 2 + 1 + 0 = 3 Damage**

Condition	Difficulty Modifier
Clear Sightlines	+0% of Dice Maximum
Unclear Sightlines	+25% of Dice Maximum
Within Ideal Range	+0% of Dice Maximum
Within Effective Range	+25% of Dice Maximum
Outside Effective Range	+75% of Dice Maximum

### Attacking with Grenades and other throwables

Grenades are powerful tactical tools and should be reserved for when they are needed, as Spartans can only hold 4 at a time by default. Grenades (and any thrown object) will always land in the area they are thrown in and do flat damage to any enemies within its explosive radius and in its line of sight (only applies to grenades). Players might attempt to throw grenades at specific targets ("sticking it") which would incur a 50% difficulty modifier to their throw, and thus should be checked with a dice roll (1d2 > 1 or 1d20 > 10, either works). Missing would place the grenade randomly in a 1m radius around its intended target.

### Attacking with the Environment

Ultimately, weapons will only crack a small amount of the potential of this system. Engaging with the environment is essential to waging guerilla warfare and is a key part of a Spartan's toolset. Spartans can flip 60-ton tanks, kick cars so hard they fly through the air, pick up and throw grunts into other enemies. They use the concussive force of a frag grenade to launch themselves further through the air to close a gap. They'll shoot out airlocks to vent enemies into space, holding themselves in from the force of the vacuum through sheer strength. While there are not many systemic elements to define environmental actions, it is something players should take advantage of through their dialogue with the GM.

### Weapons

As mentioned earlier, weapons have various statistics that should be kept in mind as Spartans kit themselves for their mission. Ammo keeps track of the number of bursts a weapon can fire before it needs to be reloaded. Weapons will always have ammo to reload with, and this does not need to be tracked. Weapons also individually keep track of their own DR, and these values are unique per weapon. Some weapons have special properties which might make them valuable in certain scenarios, like double damage against shields or -100% shot difficulty modifier. Remember, Spartans can only hold two weapons at a time (unlike everyone else, who can only carry one at a time), so scavenge weapons from the battlefield as needed. Beyond this limitation of two weapons, there is no restriction on pairings.

## Luck

Spartans make their own luck and can use it to guarantee passing some dice check in the field. Each Spartan should begin each session with 1 Luck Point, though Leaders should begin with 4. Luck is earned from catastrophic outcomes, when Spartans are put in dire straits and need to push themselves to succeed. They should be rewarded by the GM when they determine things are going poorly and can be used to achieve incredible feats. Jump off a cliff to catch a flying banshee, slap a rocket flying towards you to redirect it, fall from space to the surface of a planet and survive (maybe use more than 1 luck on this).

## Enemies

There are two kinds of units on the battlefield. **Vanguards** are strong individual units, who act independently. Humans, Elites, Brutes, Hunters, and Skirmishers can act as Vanguards. There are also **Sentinels**, supporting units who attempt to aid their Vanguards, sticking close by and often providing meat shielding. When a Vanguard dies, the Sentinels around them often run and cower in fear, either trying to assign themselves a new Vanguard on the field or attempting to regain their courage (1d6 > 3). Killing a Sentinel with a weapon allows the slayer to attack with a weapon again or reload, so it's worth considering who to attack first. Enemies are also very reactive, with many possible behaviors for different scenarios based on their personality. A grunt might cower to their Vanguard when stuck with a plasma grenade, an elite might rush their opponent when they lose their shields. Look into the lore of each combatant race and consider how they might react in combat.

## Shields and Health

Shields are a pool of recharging health supplied by their armor. When a unit does not take any damage during their turn, their shields recharge in full. The only units with shields are Elites and Spartans. Armor is like shields, though does not recharge. Instead, the breaking of armor is often accompanied by a change in behavior, where units become far more aggressive. Brutes and Hunters are the only units with armor. Health is the final form of health, present in all units. With no Shields or Armor, health damage is taken. Damage can spill over from Shields into Health, but not Armor. Losing all kills units. Only Spartans can heal using med kits found in the environment, humans would require more extensive medical care elsewhere and aliens cannot heal.

# Supplemental Content – Items and Implementations

These values are not playtested and are probably incredibly imbalanced. Instead, they aim to capture the intension of the design.

Weapon	Used by	Ammo	Effective Range	Ideal Range	Damage Roll (DR)	Special
Human Primary						
Assault Rifle	UNSC/Insurrectionists/Banished	4	0-15m	0-6m	6d4	
Commando	UNSC/Banished	2	5-20m	10-15m	3d8	
Battle Rifle	UNSC	3	10-30m	15-20m	3d10	
DMR	UNSC/Insurrectionists	2	10-40m	18-30m	6d6	
Human Sidearms						
SMG	UNSC/Insurrectionists	3	0-10m	2m-10m	2d8	Reloading is a bonus action.
Dual SMGs	UNSC/Insurrectionists	6	0-8m	2m-5m	4d8	Takes up both held weapon slots.
Magnum	UNSC	3	0m-30m	0m-20m	4d4	Reloading is a bonus action.
Human Specialist Weaponry						
Rocket Launcher	UNSC/Banished	2	15-100m	30-75m	6d10	Can only be reloaded once.
Shotgun	UNSC/Banished	4	0-6m	0-4m	2d20	
Vulcan Machine Gun	UNSC/Banished Brutes	10	5-40m	5-20m	6d10	Takes up both held weapon slots, and movement is halved. Cannot be reloaded.
Sniper Rifle	UNSC/Insurrectionists	2	20-150m	20-100m	3d20	Cannot move and fire in one turn.
Spartan Laser	Spartans	4	20-100m	20-60m	4d20	Cannot be reloaded. Double Damage on Armor.
Alien Weaponry						
Plasma Pistol	Covenant/Banished	6	1m-5m	2-3m	1d6	Use combat action to charge weapon. On the next turn, hitting will completely drain shields and disable any vehicles or machinery, but not cause any other damage. Cannot be reloaded but gains back one ammo each turn it is not used.
Plasma Rifle	Covenant/Banished	4	0-15m	3-9m	3d6	Double Damage to Shields. Cannot be reloaded but gains back one ammo each turn it is not used.
Needler	Covenant/Banished	1	2-10m	3-6m	1d6	Shots never miss within ideal range. Rolling a 6 causes a supercombine, causing 30 damage to health.
Fuel Rod Gun	Covenant	4	15m-50m	20-40m	3d20	Cannot be reloaded.
Sentinel Beam	Forerunner	6	5-25m	10-15m	4d6	Cannot be reloaded. +5 damage to health.
Energy Sword	Elites	10	0m-1m	0m-1m	50 (Always Hits)	Cannot be reloaded.
Brute Shot	Brutes	4	5-15m	5-10m	3d4	Creates a concussive force that pushes objects away, distance depending on their mass. Determined by GM.
Gravity Hammer	Brutes	4	0m-1m	0m-1m	50	Creates a concussive force that pushes objects away, distance depending on their mass. Determined by GM.

Grenade Type	Damage	Damage Radius	Throw Range	Special
Fragmentation Grenade	10	5m	10m	
Plasma Grenade	15	3m	7m	Sticks to any non-environmental surface it is thrown against, exploding at the end of your next turn, ignoring shields and armors and dealing damage directly to their health.
Spike Grenade	5	0.5m	8m	Also creates a 90-degree cone of damage from the normal of the surface it was attached to, dealing 1d20 damage to any creatures within the cone and up to 3m from the point of origin.
Dynamo Grenade	5	2m	10m	Stuns enemies and disables electronics within the damage radius for 2 turns. Stun state is interrupted in creatures when damage is taken.

These are general guidelines for standard characters. For more advanced or high tier characters, consider adjusting these values.

Character	Health	Shields (S) or Armor (A)
Grunt	15	
Jackal	20	5(S) (Ignored when attacked from behind or the sides.
Skirmisher	20	
Elite	20	10
Brute	15	20(A)
Hunter	50	80(A) (Ignored when attacked from behind)
Insurrectionist	8	
Marine	8	
ODST	8	5(A)
Spartan	8	20