



Beta Edition, 1KM1KT Core Release
Written by Neuicon and Created by Neuicon, Sean Daniels and Kathy Ahern

H:CME Beta Edition is Released on 1KM1KT Exclusively by Neuicon

Halo: Combat Miniatures Evolved, Beta Edition

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About the Beta Edition

This beta release of the unofficial Halo miniatures game by Crushpop, will give you a chance to play a tabletop skirmish game using the Halo universe as a battlefield. In order to play, you will need the rules for *Starcraft: Tactical Miniatures Combat, First Edition*.

While this game in its beta phase, the new and updated rules for the *Crushpop Gaming System* are still being completed; in the meantime, you will be in need of the original rules, as mentioned above (just use the rules and the new stats below).

Using Miniatures

Playing this game does not mean that you absolutely need Halo miniatures (you can really just use anything you want), but there are a few recommendations we offer to help you in making your game a bit more fun to take part in.

Not too long ago, Bungie released the *Halo: Interactive Strategy Game* which was available in most Toys R' Us stores at the low price of ten dollars. This game includes several miniatures, including all of the characters included in this beta edition.

Special Thanks and Well Wishes

Thanks to all those who helped so far in the writing of these rules and the stats of the units included in the beta edition: Sean Daniels, Doug Ahern, Kathy Ahern, Daniel Rodriguez, Valerie Estrada, Kevin Daley, Jennifer Herrera and Michael Woodson.

U.S.N.C.

The United Nations Space Command Marine Corps is a branch of the UNSC Defense Force that is responsible for land-based military operations as well as the protection of Naval vessels and installations from attack.

A rugged and diverse assortment of well equipped and well trained men and women, one of the Marine Corps's most notable conflicts was fighting a losing war against the Covenant's highly superior technology and numbers.

Master Chief, John 117

ATK	DEF	DMG	HP	CST
16	21	20	130	50

Special Abilities: Unique, Double Attack, Hardened Veteran (When hit by a melee attack, this character takes no damage on a save roll of 11 or more)

Standard Issue Weapon: Assault Rifle, 24" Range

Spartan II

ATK	DEF	DMG	HP	CST
7	17	10	40	20

Special Abilities: Combat Ready (on this character's turn, if he doesn't move, he gains +10 Damage), Commanding Impression (any Marines within 6" of this character gain Combat Ready)

Standard Issue Weapon: Assault Rifle, 24" Range

U.S.N.C. Marine

ATK	DEF	DMG	HP	CST
4	16	10	20	10

Special Abilities: Grenades: 6" Range (replaces attack, 20 damage to target and to each character within 3" of the target character, all characters hit save on a roll of 11 or better)

Standard Issue Weapon: Pistol, 12" Range

The Covenant

The Covenant, also referred to as the Covenant Empire was a religious hegemony of multiple alien species that controlled a large portion of the Orion Arm in the Milky Way galaxy. They waged a genocidal campaign against humanity until they were defeated due to many factors, the most crucial of which was an internal conflict. While the Covenant's leadership was either lost during the Flood Infection of High Charity or during the Battle of Installation 00, the Covenant continues to exist even after the conclusion of the war.

Arbiter

ATK	DEF	DMG	HP	CST
11	20	20	140	50

Special Abilities: Triple Melee Attack, Reach (when attacking this character treats enemies up to 2" away as melee targets), Parry (when hit by a melee attack, this character takes no damage on a save roll of 11 or better), Mobile (this character can move up to 8" and attack or up to 16" without attacking)

Standard Issue Weapon: Pulse Rifle, 24" Range

Brute

ATK	DEF	DMG	HP	CST
6	16	20	100	40

Special Abilities: Furious Assault (replaces turn, can move up to 12" and attack each enemy within range only once), Twin Attack (whenever this character attacks, it makes one extra attack against the same target)

Standard Issue Weapon: Pulse Rifle, 24" Range

Elite

ATK	DEF	DMG	HP	CST
7	14	10	40	20

Special Abilities: Combat Ready (on this character's turn, if he doesn't move, he gains +10 Damage), Deadly Shooter (on this character's turn, if he doesn't move, he gains a +6 bonus to his ATK), Accurate (this character can attack an enemy that is in cover as if it isn't in cover)

Standard Issue Weapon: Pulse Rifle, 24" Range

Grunt

ATK	DEF	DMG	HP	CST
3	13	10	20	10

Special Abilities: Opportunist (+4 to ATK and +10 to DMG against an enemy that has not activated this round)

Starcraft: Tactical Miniatures Combat

<http://www.1km1kt.net/tabletop/starcraft-tactical-miniatures-combat>

Disclaimer

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This fan-created project is not to be sold or used for profit; we are not claiming the background and universe of this project as our own. This again, is a fan-created work.