Weapons D6 / Type-1 Energy Sword



Type-1 Energy Sword

The Type-1 Energy Weapon/Sword more commonly known as the Energy Sword, is a close quarters Sangheili melee weapon.

The Energy Sword consists of a curved hilt that, when activated, shapes and contains superheated plasma. Two small magnetic-field generators built into the handle of the weapon help form the oval shaped, ionized blades that the weapon is recognized for. The energy sword runs on battery power; an active sword, however, does not deplete the battery's energy: only when the sword makes contact with an object does the battery's energy deplete. Each strike from the sword will drain the battery by 10% of its maximum energy output, but if its user is careful, light strikes will not drain battery power. Once the battery power dies out the sword will deactivate and be rendered useless unless recharged. It is unknown how the battery is recharged. The Energy Sword also contains a fail-safe device that can be activated if the Sangheili wielding it drops it; the fail-safe option is always on, and a Sangheili must deactivate the fail-safe by applying pressure to the hilt before he can safely store the weapon. When the sword is dropped without disengaging the fail-safe, the weapon will deactivate the magnetic field without first dispersing the plasma, consuming the handle and thus destroying the weapon. The failsafe is included to prevent enemy infantry from acquiring the weapon and using it, and is yet another insight to Sangheili tactics.

The Energy Sword is the signature weapon of the Sangheili, and has been part of their culture since the Fourth Age of Discovery, the Sangheili pride themselves on their skills with this weapon, and the Sangheili believe that it is honorable for a Sangheili to fight, and die by the sword. The Sangheili are also very strict on who can be trained in the art of swordsmanship, only Aristocrats are permitted to wield swords and that sword-wielders are no longer eligible for marriage; however, they may breed with any female they choose, married or otherwise, to ensure successful transmission of "swordsman" genes. In service to the Covenant, only the most skilled warriors of the Sangheili like Zealots, Spec-Ops, and Stealth Elites are permitted to use an Energy Sword, and it is implied that they spend years building and improving their skills in order to become combatants in the lethal art of sword fighting.

Model: Type-1 Covenant Energy Sword

Type: Energy Sword
Scale: Character
Skill: Melee Combat: Covenant Energy Sword

Difficulty: Moderate
Damage: STR+4D+4 (Max: 8D) per Charged Strike

Ammo: 10 Charged Strikes

Game Notes:

Each strike will use up 1 unit of energy in the weapon's power cell. The weapon's energy blades will not function once the energy cell is drained.

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