Mythic 7.0 Hotfix to 7.0 Content Update 1

- Slugmen Bestiary have +10 Mythic Strength, no Mythic Toughness, +3 Mythic Agility
- Pressurized rounds deal less Damage with a lower rate of detonation
- Binary Language changed to Programming language of choice
- Language added to character section of glossary
- Handcuffs now have 16 Armor
- Swimming survival kit added
- New character creation table given to UNSC characters (Need to do the others)
- AI interface abilities now lists power armor and also lists it can be used with ORCUS
- Fixed wording on Reflect Assistance as it listed an Action that does not exist
- Changed interface ability name to Shield Sapping to better reflect what is happening
- Size category now increases Damage Dice instead of listing only +D10
- Dogs are given buffs to damage output and bite now deals extra damage instead of a unique bite
- Dogs now get 3 Luck
- Striking Hull on Vehicles reworked to be much better for those inside the vehicle
- Fixed missing Ability tables using new ability page layout
- Fixed Handler Ability missing its header and cost
- Heavy Preparation now states it doesn't work whe n one-handing [HW] heavy weapons
- Crouch Walking added to movement penalties and bonuses for camo and athletics for stealth
- Breaching Shot can no longer be used with other shot
- Fixed duplicated tables that were caused by word bug
- B'nall shield now 2.8 kg
- Further information on ammunition and what special ammo can be used with what
- Minor reworking of new (old) railgun
- Covenant Plasma mortars now have a penalty to hit targets that are too close
- Fixed dual/one hand penalties being minimum 0 instead of minimum 10
- Added ANOTHER NEW RULE, everyone's favorite! to remove minimum DW penalties for certain melee
- Flight is now Advanced skill
- Robust now gives +18 Wounds (from +12)
- Wound Advancements now gives +10 (from +5)
- Catching up new player characters to parties now mentions what to do with Luck
- Updated old wording on Burst Fire and Sustained to list how To Hit and Attacks work
- Added rules for combining covenant infantry patterns with modifications
- Moved Melee section over to a new table type
- Moved Combat and Non-Combat Action tables to new simple table type
- Suffocation rules state how long a Turn/Round is to assist in people figuring what they need to know
- Fixed old ruling where it would directly state how much damage a headbutt deals
- Iron Fist specifies attack types that work with it
- Banished Mauler no longer single-loading
- All standard UNSC BDU now come with Utility Webbing
- Slugmen given the standard Covenant training instead of a unique one that doesn't fit weapon options
- Mantis thruster package reworked to make more sense and to limit movement
- Updated Bracing rules and unified both sections that mention how it works
- Grapple in Action section of book now states half OR full action
- Fully reworked suffocation rules and placed them in medical effects
- Medical effects in alphabetical order
- Special Damage Effects now in alphabetical order
- All Holds and Throws in base mythic will ignore armor unless specified otherwise
- EMP Special Rule is now (X)% chance, to a maximum of 5.
- EMP Special rule lists being figured before damage
- Natural 01 rolls with hardlight special rule only explode the first set of dice.

- Blast no longer mentions rules with shields or physical shields. Those are handled elsewhere
- Mighty Mobility short description now just says it increases movement speeds when braced
- Ability table's "Benefit" column is renamed to short description to avoid confusion
- Blind Fire now states that it cant strike targets with 10% chance and halves penalties with suppressing fire
- Plasma Caster now has its charge attack with a separate table
- Minor rework to shock rifle to make it easier to use
- Minor word fix for Sartlink devices and EMP Special rule
- Halved carry weight in the system
- Lift now x3 and Push now x5 of character's carry weight
- Carry Weight section now lists what mythic characteristics do for it, just in case
- Strongman outlier now figures Carry Weight without halving characteristics
- All military Packs (backpacks) now load-bearing and will halve weight of items inside
- All UNSC soldiers now begin with 3 ammo pouches instead of a Hard Case
- Halved all Penalties from Over-Encumbered characters
- Simplified Over-Encumbered to work ONLY with Carry Weight
- Removed fatigue and limitation rules from lifting and pushing. These are now only in over-encumbered rules
- Lifting becomes Lift, Pushing becomes Push
- Standard special ammo chart now shows every single combination option within compatibility
- Reworked Scrap Cannon to be a bit stronger
- New M305 Grenade Launcher added
- MA2B now uses the correct .390 cartridge round
- Weapon charge placed into weapon firing types
- Weapon firing type repeat header now is introduction for main weapon firing type section of book
- Sight minimum range penalty reworded
- Sight Minimum Range now Scope Minimum Range
- Skewer and Mangler now part of Covenant armory instead of Banished
- Skewer now uses Tungsten Spear instead of Tungsten Spike
- Tungsten Spear added to Covenant ammunition list
- Cauterise now lists what happens when an attack's pierce is reduced to 0 before hitting the character
- Restructured Covenant weapons page to fit new weapons
- Restructured Banished weapons pages to make up for less weapons
- Minor rewording on Armed Explosives section of book
- New Twin-Scythe Covenant Melee weapon added
- New Trikala Spear Covenant melee weapon added
- New Xanxa Staff Forerunner melee weapon added
- Cavalier Hardlight Blade renamed to Riftblade
- The Armory 7.0's mortar rules have been ported over to base Mythic
- Covenant and Banished soldier type pages moved over to the new table system
- Yonhet have updated rules that allow for a GM-allowed combat training
- Slugmen can now have up to 4 Bond Brothers in a group, with limited berserking time
- Gasgira updated to use normal combat training based on the Covenant
- Forerunner character creation tables moved over to new table
- New rules in Medical/Environment rules for impact walls at higher speeds
- More compact difficulty table from front of book added to GM section
- New GM introduction section
- New rule explaining how to start as a GM for the first time
- New section explaining how to protect and punish players as a GM
- New mission and encounter GM section for explaining ways to improve missions
- New introduction with reference links for rewarding players
- GM section for making use of grids and grid character sizes added
- Added additional glossary entries to back of the book

- All mentions of Rough Terrain are now Difficult Terrain
- Heavily reduced Slug and Buckshot canister range for 40mm grenades
- Mortars have (finally) been added, 3 new mortars
- Grenade, Rocket, and Missile launchers have been separated into their own sections
- Removed duplicate weapon wielding header
- Fixed broken/updated pagination and reference links to fit to updated content
- Suppressing fire now also gives the bonus to weapons firing 6 or more shots per turn
- Updated sections of support point system to be less demanding
- Lowered time of arrival for ordnance launch
- New On-Call Support rule that lets players each select 2 items that are available at half the time
- Pickup and Delivery removed from support points
- Package Drops updated to Package Drops and Pickups to cover pickup and delivery
- Support Points now have Close SUpport options that stack with on-call
- Passive Camouflage table no longer says Passive Perception
- New GM screen/cheat sheet added
- Removed corrupted covenant medical equipment table
- Support Point glossary added
- Crouch changes applied to Non-Combat Actions as well
- Mutilator now gets the benefits of gravity hammer modifications
- New Sportstek CSS Rifle added
- Updated overshield projection table for huragok
- Slugmen and normal Mgalekgolo now have rules for sharing bond brothers
- Skewer rebalanced
- Overhauled the Cobra tank design to better fit new information from 2022
-

Mythic 7.0 to 7.0 HOTFIX

- Swapped nicknames of two of the Assault Cannons
- Airburst 40mm Grenade added
- ARC-640 mid-war (technically canonical) railgun added
- Canister (CCC) added to Cannon Shell customization
- Vestige Carbine added to Covenant weapons
- Banished Explosive Launcher weapons now have the correct section title
- Mauler now Ukala Workshop Mauler
- Fixed swapped Cynical/Coordinate Abilities to be alphabetically in order
- UNSC Permutations now use Units instead of Magazine/Equivalents
- Tactical Hard Case states it uses Utility Webbing
- Anything that states Utility Webbing also states the magnetic version
- Expanded some information on Carry Units
- Goliath have updated worm rules that match their characteristics
- Worm variants added to Goliath and Mgalekgolo bestiary section
- [U] no longer in scope names
- Sentence-Case applied to specific vehicle tables to match other tables