

The Warriors of the Covenant are invincible, their strength of body and purity of purpose guides them to defeat our foes. With great opportunity are armed and with greater resolve they utilize them against our foes. None can withstand our might for that is that we feel the indomitable will of our warriors and all the enemies of the Covenant fear their might for they show no mercy and no compassion to those that do not follow the path of the Great Journey and the enlightenment that is to follow.

THE COVENANT



Juan Jacobo Yarce Velez

INTRODUCTION

Welcome sacred Commander to this most hallowed text of the Great Journey, that the forerunners our gods may enlighten you and guide you in vanquishing our foe and transcending from this plane to the next. In the following pages you will acquire all knowledge necessary to painting and gaming with the forces of our great Covenant in the Warhammer 40,000 game. The Covenant military is efficient and diverse, with many races serving faithfully and adding their skills to further our just cause. Our technology is also advanced, powerful and efficient giving us tactical edges in order to better vanquish the hated heretics who fail to see the light of the Great Journey.

THE COVENANT

The alien conglomeration that call themselves the Covenant are a large and powerful race all united whether willingly or unwillingly to achieve what they call the Great Journey. They inhabit a particularly large space at the far side of the Eastern Fringe and are a barbaric and zealous race obsessed with the idea of the Great Journey. Covenant technology is highly advanced much and incredibly destructive. The Covenant has existed for nearly ten thousand years and in that time they have managed to carve a large and stable empire that has seen its fair share of conflicts and dangerous times. In these ten thousand years the forces of the Covenant have engaged and defeated foe after foe that has attempted to make a grab at the territories they have marked as their own and in the process managed to establish themselves as a potent force in the eastern fringe of the galaxy.

The Covenant posses advanced warp travel technology very similar to the one used by the Eldar, but markedly slower and less advance, yet more advanced and precise than what any other race, save for the Eldar and the Necrons can field. This is necessary as the space they inhabit is quite vast, of some 1000 worlds, yet it is interesting to note that none of the races that are affiliated with

the Covenant are psychic in any way and barely register in the warp, much like the Tau.

Races that are affiliated to the Covenant are mostly always integrated through conflict as it is almost unheard of for the Covenant leaders to offer a world orders to surrender. Once a race is integrated into the Covenant it is immediately placed within one of the many castes, the se being leadership, military and laborer with individuals from many races spread amongst the castes as the needs of the Empire vary, but usually a new race is simply integrated into the laborer caste and forced to do harsh labor for their superior overseers.

The Covenant are a varied faction who can call on specific subservient or client races to fill specific roles, from the lowly but innumerable grunts to the deadly and nigh unstoppable Hunters, all of these make the Covenant forces varied, powerful and effective.

Why collect a Covenant army?

The Covenant forces are diverse and stylish, from the clean lines of the Elites, to the brutal looks of the Brutes and everything in between the Covenant offer a great deal of diversity to any collector out there.

Also the Covenant posses a very balanced and powerful army that can deal with any situation and emerge victorious with very powerful troops, abilities and equipment that allow them to face the worst the galaxy has to offer and yet come out on top.

Furthermore the great variety of troop choices offered by the Covenant means that modelers and

painters alike have a large selection of unique and interestingly detailed and designed troops that can be both very stylish or very brutal and straight forward. With the Covenant there is great variety in the models offering great options for conversions and unique changes to make each army truly put the fear in your enemies.

The Covenant

The Covenant are an ancient race that have been a constant thorn in the realms of the Emperor. For nearly nine thousand years the Covenant have created a powerful and large Empire in the Eastern fringe where the law of the Emperor is hard to maintain. As the forces of the Covenant expanded their race they subsumed many other races into their fold, and all together they face the galaxy in their desire to conquer it and achieve their great journey. In order to achieve these goals the Covenant have developed powerful and dangerous technologies by copying from their foes and implementing them in their own vision to terrible and powerful effect that has been the death bringer to many foes.

War of Union

The Covenant was founded by two warring factions, the Shangeili that would come to be known as the Elites and the San 'Syuum that would later come to be known as the prophets. During the last days of the Great Crusade and at the beginning of the Horus Heresy these two factions where engaged in a bitter genocidal war between themselves and like many other genocidal wars in the history of the galaxy this one would have ended in the annihilation of both races had the Ultramarines not intervened.

During this war the Ultramarines lead by their Primarch Roboute Guilliman arrived at the sector and like with many other battles in their blood stained history they proceeded to exterminate these alien races and claim those worlds in the name of the Emperor. The battle was a short one for the Ultramarines, who faced little resistance from the primitive weapons utilized by the Elites and the Prophets. But for the Elites and the Prophets it was a battle against an enemy they could not hope to defeat.

Faced with annihilation the Elites and the Prophets set aside their differences and pulled together all the forces at their disposal in order to defeat the beings they would come to know as the Blue Demons, but their efforts where in vain. Army after army was

defeated with relative ease, until the Blue Demons attacked the homeworld of the Prophets and destroyed it.

The Elites and the Prophets appeared doomed, the Blue Demons where poised to strike at Shangeilos the Elites homeworld and nothing they where to do seemed to be able to stop this. But just as the Blue Demons where to begin their bombardment of Shangeilos they engaged their warp engines and left without reason, the Elites and the Prophets where spared the wrath of the Ultramarines.

The Age of Discovery

After the Ultramarines left the Elites and the Prophets alone the Prophets made a great discovery. When the Prophet homeworld was destroyed it revealed a wealth of ancient relics, most notably an ancient vessel of a long gone civilization, that the Elites and the Prophets came to know as the Forerunners. This vessel possessed ancient but powerful technologies that the Prophets recognized they would need should the Blue Demons return to finish what they had started.

The Prophets after a deep study of this vessel discovered ancient texts, that spoke of a "Great Journey" and a "Trascendence" event undertaken by these mysterious but powerful beings and in hopes

of avoiding another war, and to prepare themselves for the return of the blue demons the Prophets presented this information to the Elites.

In a convent between the two races an article was written, that would come to be known as the Writ of Union and it was to lay the foundations for the emergence of the Covenant. In it was stated that while the Prophets searched for the means to make the Great Journey and eventually transcend the Elites would protect the Prophets as they searched for these means.

The Age of Conversion

As the Prophets searched for the means to initiate the Great Journey a whole religion created mostly by the Prophets was created and the Elites where it's first followers. However as they searched more of the galaxy for the means to do so they came into contact with other races of the galaxy that had not yet been touched by the Space Marines and their Great Crusade.

The Prophets ordered the Elites to subsume these alien races into the Covenant, so that they would all enjoy of the Great Journey, and the Elites took to this order with passion, subjugating alien race after alien race and joining their strength with their own. It was during this age that the Unggoy or Grunts, the Lekgolo or Hunters and the Yanme'e or Drones where subsumed and became client races, the Kig-Yar or Jackals where not subsumed as where the other races, instead their mercenary society willingly offered its services so long as the pay was good, but they where not subsumed as where the others, though this does not bother the Covenant.

The forces of the Covenant attempted to convert the Orks and even some of the Eldar in the Exodite worlds, but these ventures failed as it was clear that the Orks wher barbarians who lived only for war and would never care for the great journey or ascension and the Eldar of the Exodite worlds where too arrogant and believed that they where beyond the petty concerns of the many races.

This era continued for several millennia in which the Covenant technology advanced rapidly, but it was also a very contested age, in which the

emerging Covenant Empire came into contact with the many races of the galaxy.

The Age of Doubt

During the later stages of the age of conversion the races that accepted the Great Journey began to doubt and openly revel against the mandates of the Hierarchs. The Grunts openly reveled and nearly succeeded in seceding from the Covenant, the Hunters where found and where nearly eradicated.

These terrible loses would have destroyed the Covenant, where it not for the valiant efforts of Elites who assumed the mantle of the Arbitrer.

The Arbitrers where Elites who had been shamed by their own actions and as such where no longer considered part of the Covenant, however each of these Arbitrers where devoted to the Great Journey and though shamed fought bravely to uphold the Covenant and return all of these wayward races into the fold, all of them succeeding and so the Covenant continued and thrived.

The Covenant and Humanity

Though the Blue Demons where gone, their evil deeds where never forgotten and the Elites bowed to one day defeat the Blue Demons and correct the ancient wrong.

When the forces of the Covenant with the Elites at their head once again found the humans at the end of M 35 the similarities with the ancient Blue Demons was unmistakable and together with the Prophets bowed to destroy these humans, as such a great battle fleet was prepared and it was sent to the human world that had been found. That human world was Harran III, a world in the outer edges of the Imperium's control with only a moderate garrison of the Imperial Guard and a small fleet of passing Imperial Navy vessels.

The Imperial forces in Harrar III where unprepared for the sudden, fast and overwhelming force that attacked Harran III, within a matter of minutes the twenty Imperial vessels including an Emperor class battleship where destroyed by the over 300 hundred

vessels sent as a scout force to gauge the strength of the world.

Once the human vessels were destroyed the 300 scout vessels summoned the main fleet of over 3000 vessels and in a matter of minutes glassed the entire surface of Harrar III, completely destroying the planet and any Humans who lived on it. However an astropathic message had been sent to the Ultima Segmentum command informing them of the unknown alien threat that had destroyed them.

The forces of the Covenant proceeded to analyze the wreckage of the vessels they had destroyed, and soon found that the human world was but a small world in a galaxy wide Imperium, whose power they had but only gotten a taste of.

This information was shock for the Covenant. However after analyzing the information it provided they soon realized that though the Imperium of Man was indeed very powerful they were spread very thin trying to keep hold of such a huge space. With this information the forces of the Shangheili started a campaign of extermination against any human world they could find. Fueled by the hatred of the ancient Blue Demons the Shangheili quickly proceeded to glass any human world that stood in their way.

The Imperial Answer

Reports from the Eastern Fringe of the galaxy of worlds burned beyond repair and other reports of an unknown alien threat soon made their way to Segmentum command. For many decades these reports were mostly ignored, due to the fact that alien races were known to attack undefended and largely unimportant Imperial worlds. However all of that changed when the Covenant attacked the Adeptus Mechanicus forge world of Solonis Prime.

The forge world of Solonis Prime was a forge world located at the far edges of the eastern fringe. Like all forge worlds it was a world that was defended with hundreds of defensive platforms and even three Ramilles class star fortresses. However this forge world was more valuable for it possessed ancient secrets on the construction of melta and volcano weapons. The last transmission from

Solonis Prime shows a fleet of over five thousand vessels amongst which were vessels of over two hundred kilometers in length attacking the defenses mercilessly, destroying them from long range and evading fire with a grace only known on the Eldar. After this last transmission there was only silence.

Armed with such evidence Segmentum Command gathered a fleet of over ten thousand vessels to meet the alien threat head on and whipping them from the face of the universe for ever, taking reserve and active vessels from over ten quadrants one of the largest fleets assembled since the ancient days of the Great Crusade was sent to eradicate this vermin once and for all.

When they arrived at Solonis Prime they expected some sort of activity, probably prolonged battle with the now depleted enemy fleet, instead what they found was a planet whose crust had been completely revealed a fiery dead world now stood in the place of the great Forge World and thousands of tons of steel littered space. The enraged Adeptus Mechanicus forced the commander to follow whoever had done such a terrible deed and eliminate them.

The Imperium of man did not have to wait long and within a month the fleet was engaged with the aliens who had destroyed Solonis Prime.

The ongoing campaign that would be known as the Solonis Redemption Crusade lasted for over a century and in that time the Covenant forces were driven back to the edge of their worlds, but again just as the forces that had driven them back where about to deliver a killing blow they disappeared.

The Imperial forces in their Crusade had spread themselves too thin and let themselves ripe for attack by overambitious Ork Warbosses and Chaos Lords, with the Solonis Redemption Crusade taking elements from five quadrants in a place without any major strategical importance the Imperium of Man retreated to the fury of the Adeptus Mechanicus and to the relief of the Covenant.

Aftermath

Again the Covenant had been on the brink of annihilation, but they had been spared once more. The long war with the Imperium of Man and the forces of Humanity showed the Covenant what the real power of this beast was and they learned from their costly attack.

Since then the Covenant have laid low mostly, watchful to see when the Imperium will lower its guard and strike with decisive force, in the

meantime their forces prepare for another war with Humanity, not only for deeds past, but also to rule the Galaxy and purge it of the non-believer who call themselves masters of the galaxy.

The Races of the Covenant

The Covenant is made up of many and diverse alien species, all of whom aid the Covenant in some way, from the lowly and nearly undesirable Grunts to the huge and imposing Hunters. All races in the Covenant are joined by their hatred of Humanity and their belief in the Great Journey promised by the Prophets since the beginning of the Covenant so many millennia ago.

The Prophets (San 'Shyuum)

The Prophets are the political figureheads of the Covenant as well as their researchers, though most technology is shrouded in mystery and held in awe by the Prophets.

The Prophets are one of the founding races of the Covenant, an stand over seven feet tall, however they are all languid and deformed mostly due to extreme genetic degradation incurred due to extreme genetic crossing.

This extreme genetic degradation is due to the fact that after the Blue Demons finished destroying their original homeworld, there where barely a thousand or so Prophets left. Because of this in subsequent generations extreme cases of genetic diseases and unavoidable mutations began to manifest themselves on the Prophets.

Because of this the Prophets highly regulate their genetic pool, to ensure that only the best genes are passed on to the newer generations. Unfortunately with such a diminished genetic pool and with so much of it already severely degraded it is speculated that it may only be a matter of time before their limited genetic material becomes permanently unviable and the Prophets become extinct, but until such time the Prophets may yet continue to lead the Covenant.

The Prophets had a homeworld once over ten thousand years ago, but it was destroyed when the Blue Demons attacked their world and only a couple of thousand survived the relentless assault caused by the hated Demons and their infernal weaponry.

The surviving Prophets where only able to escape thanks to a vessel that possessed ancient yet powerful technologies. This ancient vessel has since remained in the adopted homeworld of the Prophets in what they call the city of High Charity. Ever since this incident they have taken control of the ensuing alliance that was created when the Blue Demons left for parts unknown and control all other species in the Covenant.

The power of the Propehts is wielded by the three High Prophets, who are the figureheads and defacto leaders of the Covenant and all Covenant bow down to these powerful and wise Prophets for guidance and direction.

In recent times the Prophets have changed their main objectives and have focused themselves on domestics problems, regarding the recent adition of one race to the Covenant, much to the dislike of the Elites, who recent this new addition and which threatens to destroy the Covenant.



The Elites (Shangheili)

The Elites or Shangheili as they are known were the second race to join the Covenant and are one of the most influential species. The Elites are the military leaders in any military campaign undertaken by the Covenant. Though recently this position has begun to be usurped by a new race, the Brutes with whom the Elites have a standing grudge that is more than clearly reciprocated.

Elites are a biped reptilian like alien life form that is extremely strong and highly disciplined. A regular Elite stands over eight feet tall, however this is slightly diminished due to their toppled over stance.

The most striking feature of an Elite is their quadruple-hinged mandible, there is a great deal of debate over this issue and why it is this specific and unique way, but to date none of the theories have been truly satisfactory in explaining this unique characteristic.

Elites have four fingered hands, with two opposable thumbs and digitigrade legs, that allow them to run far faster than a normal biped species, however they are notably bad at climbing vertical stairs because of this, however they possess massive hooves at their feet giving them excellent balance at kicking power.

The Elites have been part of the Covenant since its foundation nearly ten thousand years ago, for they were the race that fought the hardest against the unstoppable assault of the dreaded Blue Demons. At the end of said conflict the Elites were prepared for a valiant last stand against the Blue Demons as they approached to destroy the Elite homeworld of Shangheilos. However the attack never happened, for just when the Blue Demons were about to start to fight, they turned around and left, and it would be

many millennia before anything else would be heard from the Demons.

The Elites are a society based almost single mindedly in the pursuit of honor and martial discipline and prowess, and during the millennia they have become extremely adept at the various types of warfare methods.

Because of this monomaniacal pursuit of martial honor and prowess the Elites have become excellent tacticians and generals, who have a very deep and keen understanding of any battle as it unfolds and how it relates to the greater campaign being fought. Also this pursuit has made of its people highly disciplined and



hardy as every citizen passes military training before becoming a standing member of society. Where it ever to be necessary every man woman and child of the Elites could be transformed into a soldier at any given time.

The Brutes (Jiralhanae)

The Brutes are a recent addition to the Covenant, but have quickly come to challenge one of the oldest and most respected races in the Covenant, the Elites, a hatred that is mutually shared.

The Brutes stand at an imposing nine feet tall and have an extremely tough and rugged hide, they are filled with muscle and are very capable of receiving damage and still continuing.

A Brute looks like a mixture of an ancient gorilla, a rhinoceros and an elephant all together, and like their name describes it they are a very brutal and aggressive society, that would be considered extreme where it not

for the Orks and the Tyranids, which contest the crown for brutality, yet despite this Brutes are an extremely intelligent people.

Unlike Orks who live for the sole purpose of battle and delight in little else, the Brutes can be extremely patient and cunning, not to mention deceitful, and incredibly enough very spiritual, one of the reasons why they have integrated themselves so well into the Covenant, as they took to the religious of the Great Journey with single minded devotion, a fact that has greatly endeared them to the Prophets.

Brute society is a highly segregated clan-based society that is entirely patriarchal, meaning that males hold all the power and females hold little to no power other than enhancing the status of a male. In general Brute society is also very competitive, and fights among clans are frequent and common place, however they can also be easily disrupted in case of need.

Though Brutes appear to never be able to stop fighting this is not necessarily true, as all Brutes bear allegiance to the main Chieftain, who is the ultimate policy maker for all Brutes, this main Chieftain is the only representative of the Brutes at the Covenant council.

Brutes were originally capable of interstellar flight on their own long before they were discovered by the Covenant, however at the time of discovery the Brutes were in the middle of a renaissance of their industry due to a nuclear catastrophe of their own making, yet despite this occurrence Brutes continue to be as brutal as their name describes.

Currently the Brutes are in the middle of a war for political supremacy and favor of the Prophets against the Elites, whom they see as inferior to them and should be cast aside. Were it not for the administration of the Prophets and the greater might of the Elites both races would have gone to a war that would have split the Covenant long ago.



Hunters (Mgalekgolo)

The Hunters or Lekgolo as they are known in the Covenant language are one of the most mysterious, controversial and warlike species in the Covenant.

A Hunter stands from ten feet tall to nearly twelve feet tall in full battle armor, however Hunters themselves are the combination of hundreds of individual worms, that join together in communities to form a single hunters. Their size depends on how many of these creatures join together.

A single hunter is made of hundreds if not thousands of these small worms, which join together to form muscle like fibers and the equivalent of a body. However the form they have is entirely aesthetical to the Covenant taste and it is made for ease of reference.

The Hunters were forced into the Covenant when their homeworld was threatened by the firepower of the Elites since then they have been very active followers of the ways of the Covenant, however they do not in any way hold the same beliefs of the rest of the Covenant.

Hunters are always found in pairs, this is because when one colony becomes too big it splits in two and so two Hunters come into existence. These two individuals are forever bonded to each other, as they are part of a single whole in two bodies.

The Hunters are dismissive of all of the “lesser” races of the Covenant and are nearly downright aggressive to those species they consider to be below them. The only race they respect to any noticeable degree are the

Elites, with whom they have a silent agreement of mutual respect.

In combat the Hunters are massive beasts, who take on the worst the galaxy throws at them and beat it to a bloody pulp, and also because of the massive armor they have, they are used as frontal assault units actively hunting the enemies armor and completely obliterating it.



Drones (Yanme'e)

Drones are one of the many conquered civilizations that pledge their allegiance to the Covenant and the Prophets. They have a limited standing in the Covenant hierarchy but have no word in matters of politics.

Drones are an insectoid race, a rarity, they have six limbs of which two are redundant as they are barely usable and possess very dense chitinous exoskeletons for defense. They also possess two wings hidden under their chitinous plates in the back, allowing them to fly for a limited amount of time on any given world, perfect for ambushing their enemies.

When the forces of the Covenant encountered the Hives of the Drones they had advanced to the point where spaceflight was a possibility. The forces of the Covenant customarily forced the Yanme'e to join them, but their threats from outer space were considered by the Yanme'e Queens as extremely amusing, and when the Covenant attacked the surface they realized that the Drones were shaken but not defeated, not even severely demoralized. The battle soon changed to a more direct ground campaign that was costly for the Covenant, for the Yanme'e were without end and well dug in their underground hives.

In their desperation the forces of the Covenant resorted to chemical weapons that killed thousands of Yanme'e and literally destroyed their hives. Severely depleted, and on the verge of annihilation the Yanme'e finally accepted the terms of the Covenant and became a conquered race in the Covenant hierarchy.

The Yanme'e however quickly adapted to the norms of the Covenant and became nearly invaluable in zero G construction and maintenance. When pressed as soldiers the Yanme'e serve admirably as space troopers and boarders, destroying their foes in never ending tides of Drones ready willing and able to kill anyone who stands in their way, caring little for their casualties.

The Drones in the unspoken civil war between the Elites and the Brutes side with the Brutes, more out of hatred for the Elites who enslaved them than out of respect or admiration for the

Brutes.



Jackals (Kig-Yar)

Covenant Weapons

-Anti-Air Fuel Rod Cannons: These specialized fuel rod weapon variants fire three heavy fuel rods against aerial enemy vehicles. However due to the heavy nature of aerial vehicle plating these same heavy fuel rods can also be fired against enemy armor with devastating effects. Each of these fuel rods has a homing mechanism that allows it to track enemy targets that are moving very fast and they are also lethal to any kind of troop they are fired at.

Weapon	Range	Str	AP	Type
Anti-Air Fuel Rod Cannon	52"	8	3	Heavy 3/Anti-Air



-Brute Mauler: The Brute Mauler is a Brute designed shotgun based on their own technology before joining the Covenant. A Brutal short range weapon that fires super heated metal pellets that can find even the smallest orifices in any armor and cause lethal damage.

The mauler is designed to be used single-handed.

Weapon	Range	Str	AP	Type
Brute Mauler	12"	4	-	Assault 2



-Brute Shot (Brute Only): Another Brute weapon, that demonstrates the Brutes predilection for projectile weapons over energy weapons, as well as for integrating close combat weapons with long ranged ones.

The Brute shot is a powerful high-explosive grenade launcher, with an integrated heavy blade at the back. Capable of inflicting damage on even heavily armored vehicles, this weapon is feared by most troops that encounter them and at close range the Brutes are known to wield it as a heavy bladed garrote, swinging it with almost reckless abandon. The Brute Shot counts as a heavy close combat weapon as described in the Warhammer 40k rule book and grants a +1 S to the wielder.

Weapon	Range	Str	AP	Type
Brute Shot	24"	5	4	Rapid Fire/Blast



-Brute Spiker : Firing a large caliber spiked bullet (hence the name spiker) this weapon is the standard weapon of Brute soldiers.

True to their brutal nature the spiker fires its bullets at such force that contact with other surfaces will cause the bullet to fly in a different direction, yet retain its lethal force.

This weapon has little recoil due to its weight and is a brutally efficient weapon in hand-to-hand combat. The Brute Spiker counts as a heavy close combat weapon as detail in the Warhammer 40k rule book and is designed to be used single handed.

Weapon	Range	Str	AP	Type
Brute Spiker	18"	4	6	Assault 1/Rending



-Carbine: A different application of the crystalline weaponry developed by the Covenant. The carbine fires super dense crystalline bullets that do massive damage upon impact.

Fired by a small magnetic accelerator these crystal bullets reach their targets with great precision and stability. A zooming scope makes this weapon a powerful and effective mid to long range weapon.

Weapon	Range	Str	AP	Type
Carbine	30"	5	3	Rapid Fire/ Pinning



-Covenant Auto Cannon: The Covenant Assault Cannon is a specialized weapon used in their Brute Choppers. This weapon is an large enhancement on the Brute Shot, and is also far more powerful.

Like the Brute Shot it fires explosive ordnance, but of higher caliber and higher power and unlike the Brute Shot it has a far higher rate of fire, making it devastating against most foes

Weapon	Range	Str	AP	Type
Autto Cannon	24"	7	4	Heavy 2



Fire Bomb: The Brute designed fire bomb grenade is a specialized anti-material and anti personnel weapon. The bomb carries within a super heated gel that melts away any armor and burns any victims passing over the super heated gel.

Fire Bomb	S: 4 AP: 2 Hit Blast Marker
	8+2D6 AP Blast



-Fuel Rod Cannon (Hunter Only): Firing the same radioactive shells as the fuel rod gun, the fuel rod cannon used by the Hunters is used to eliminate enemy heavy weapons and troops. However the fuel rod cannon is more advanced, carrying not only far more ammunition, but also possessing a devastating close-range stream mode that can easily take down advancing enemies in a straight line.

Weapon	Range	Str	AP	Type
Fuel Rod Cannon	12"	8	2	Assault 1/ Melta



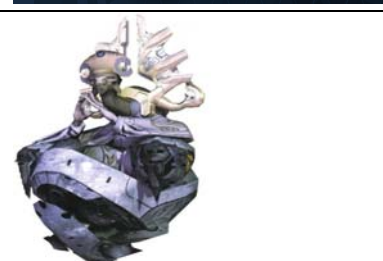
-Fuel Rod Gun: The Covenant's most powerful infantry weapon. Firing a heavy explosive radioactive shell at parabolic arcs, this weapon is extremely lethal against unarmored troops, who will suffer from fatal radiation by a blast of this weapon. Due to its powerful radioactive shells even vehicles can be easily destroyed and they have devastating effects on any type of armor. The fuel rod gun can fire in two different settings, Individual in which only one of the fuel rods are spent in a single firing or concentrated, where all five fuel rods are fired in a single salvo with devastating effects on any target they hit.

Weapon	Range	Str	AP	Type
Individual	36"	4	5	Heavy 2/Blast
Concentrated	36"	8	3	Heavy 1/Poison



-Gravity Cannon (Prophets Only): The most advanced weapon available to the Covenant troops. The gravity cannon equipped in the hovering thrones of the Prophets fires a powerful blast of gravitons at an enemy in a constant stream, clearing rows of enemies with every blast. The gravity cannons are however a close to medium range weapon, but it is capable of penetrating most known vehicle armor. With these weapons at their disposal our Prophets are safe from heretical hands.

Weapon	Range	Str	AP	Type
Gravity Cannon	36"	6	1	Heavy 1/ Lance



-Heavy Plasma Mortar (Wraith): Firing in high arcs the heavy plasma mortar is the Covenant's heaviest ground hitter. Neither artillery, nor combat cannon the plasma mortar fires high into the air and when the plasma falls down it unleashes its contained power with extreme force, turning a large area into a blast furnace.

The plasma charge is so powerful it will melt most small vehicles with a single shot and will inflict massive damage on other larger opponents. Its long range ensures that Covenant forces can keep the pressure on the enemy from a long distance even as they move along the field of battle.

Weapon	Range	Str	AP	Type
Heavy Plasma Mortar	G100"	9	2	Heavy 1/Large Blast



-Needler: A highly complicated weapon that fires homing crystalline shards at the enemy. The shards attach to the surface they hit, and eventually explode. If enough crystal shards are concentrated in an objective, they will explode with the strength of a grenade and eliminate the target, otherwise they are known for horribly rending the opponents they attach themselves to.

Needlers roll a D6 to determine the number of needles a target has received. On a roll of 1 the Needler wounds on a roll of 5+ on a roll of 2 or 3 the Needler wounds on a roll of 4+ on a roll of 4 or 5 the Needler wounds on a roll of 3+ and uses a small blast template and on a roll of 6 the Needler wounds on a roll of 2+ in all cases regardless of the target's toughness.

Against vehicles the Needler may only ever achieve glancing hits, the only exception is on a roll of 6, where a small blast template is used and the Needler gains a maximum strength of 10.

The Needler is designed to be used single handed.

Weapon	Range	Str	AP	Type
Needler	18"	-	1	Assault 3



-Particle Beam Rifle: The Covenant equivalent of a sniper rifle, the particle beam rifle fires highly charged ion shots at near light speed at attacking enemies. Favored by Jackals, this weapon is extremely quiet and possesses little recoil.

Unfortunately despite the advanced nature of the rifle it suffers from overheating and thus cannot be fired constantly.

Weapon	Range	Str	AP	Type
Particle Beam Rifle	36"	X	6	Heavy 1/Sniper/Pinning/Overheat



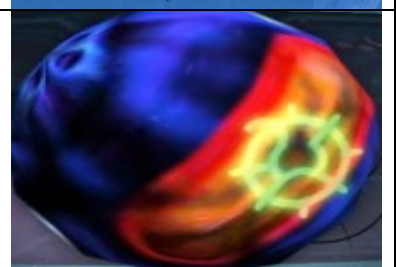
-Plasma Cannon: A deployable plasma cannon, designed to provide a heavy weight of fire against enemy troops and allow forward elements to continue the assault. This weapon is based on the more easily wieldable plasma rifles and though it possess similar rate of fire to the regular plasma rifles it does not overheat, thanks to more advanced cooling devices. This weapon is also mounted on Ghosts, Banshees and Wraiths and can be carried by Elites and Brutes.

Weapon	Range	Str	AP	Type
Portable Plasma Cannon	24"	6	2	Heavy 3



-Plasma Grenade: Using their advanced knowledge of plasma technology the Covenant developed a weapon similar to the Eldar. With a comparable plasma load, this weapon is very effective in eliminating enemies under cover. However its most dangerous advantage is a little understood advanced attaching feature that allows it to stick to enemies of all kind. Interestingly though it can distinguish between flesh and steel, and will not attach to non-biological surfaces.

Plasma Grenade	5+D6 AP
----------------	---------



-Plasma Pistol: The most basic Covenant weapon, plasma pistols are used by a large variety of troops. Easy to manufacture and considerably reliable these weapons are seen on every battlefield on which the Covenant engage. Using advanced plasma principles the Covenant can overcharge these weapons for one focused shot capable of doing heavy damage against the most powerful of troops and armor.

This weapon is however very prone to overheating due to its small size, as it cannot release the pent up heat as efficiently as other larger weapons.

The plasma pistol may overcharge and fire a concentrated burst of plasma. If so it attacks with a single S6 AP2 shot, but cannot fire in the next shooting phase. Roll of one is still an Overheat.

Weapon	Range	Str	AP	Type
Plasma Pistol	12"	3	4	Pistol/Overheat



-Plasma Rifle: The standard weapon of the Shangheili, very efficient and durable. With a high rate of fire and a powerful attack capability this weapon is considered one of the best weapons available to the Covenant.

The major drawback is the integrated heat dissipater that releases the pent up heat inside the weapon, and despite the advanced nature of Covenant plasma manipulation it is still very prone to overheating. The Plasma rifle is designed to be used single handedly.

Weapon	Range	Str	AP	Type
Plasma Rifle	18"	4	4	Assault 2/Overheat



-Plasma Torpedo Launcher: Though the Covenant are not known for their original thinking they are very renown for their ability to copy the weapons and tactics of their opponents. In this case they simply adapted their existing Plasma Torpedoes found in their fighter craft to be usable by a modified version of a Wraith.

What the Plasma Torpedo Launcher gives up in area of effect and in anti-cover it more than makes up by increased firing capacity and direct assault capability, allowing the Covenant forces to engage the enemies heaviest vehicles head on with a weapon more than capable of matching the main guns of their heaviest vehicles.

Weapon	Range	Str	AP	Type
Plasma Torpedo Launcher	60"	8	2	Heavy 1/ Blast











-Spike Grenade (Brute Only): Lacking the advanced attaching technology used in the plasma grenades, the Brutes using their tried and true formula of placing cutting edges on their weapons created this heavy grenade. With a high powered semi-plasma charge this weapon can easily eliminate infantry under cover and be a significant threat against vehicles.






Spike Grenade	8+D6 AP
---------------	---------


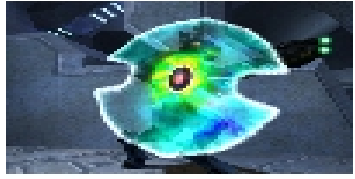



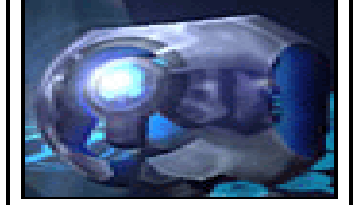






Covenant Close Combat Weapons

<p><u>-Brute Gravity Hammer (Brute Only):</u> An extremely heavy maul like weapon, the Gravity Hammer has an extremely powerful energy field surrounding it, making it capable of destroying even heavily shielded foes, and easily penetrating the thickest of armor by the sheer force of the blow. Though possessing more power per blow, the gravity hammer is considered less powerful than the energy sword, due to the swords ability to slash an opponent and being easier to wield. However for Brutes this does not seem to be a hindrance and indeed prefer this weapon to the Energy sword. The Gravity Hammer counts as a double handed Thunder Hammer and grants a +2 A to the wielder.</p>											
<p><u>-Brute Shot :</u> Another Brute weapon, that demonstrates the Brutes predilection for projectile weapons over energy weapons, as well as for integrating close combat weapons with long ranged ones.</p> <p>The Brute shot is a powerful high-explosive grenade launcher, with an integrated heavy blade at the back. Capable of inflicting damage on even heavily armored vehicles, this weapon is feared by most troops that encounter them and at close range the Brutes are known to wield it as a heavy bladed garrote, swinging it with almost reckless abandon. The Brute Shot counts as a heavy close combat weapon as described in the Warhammer 40k rule book and grants a +1 S to the wielder.</p> <table><tr><th>Weapon</th><th>Range</th><th>Str</th><th>AP</th><th>Type</th></tr><tr><td>Brute Shot</td><td>30"</td><td>5</td><td>4</td><td>Rapid Fire/Blast</td></tr></table>	Weapon	Range	Str	AP	Type	Brute Shot	30"	5	4	Rapid Fire/Blast	
Weapon	Range	Str	AP	Type							
Brute Shot	30"	5	4	Rapid Fire/Blast							
<p><u>-Brute Spiker :</u> Firing a large caliber spiked bullet (hence the name spiker) this weapon is the standard weapon of Brute soldiers.</p> <p>True to their brutal nature the spiker fires its bullets at such force that contact with other surfaces will cause the bullet to fly in a different direction, yet retain its lethal force.</p> <p>This weapon has little recoil due to its weight and is a brutally efficient weapon in hand-to-hand combat. The Brute Spiker counts as a heavy close combat weapon as detail in the Warhammer 40k rule book and is designed to be used single handed.</p> <table><tr><th>Weapon</th><th>Range</th><th>Str</th><th>AP</th><th>Type</th></tr><tr><td>Brute Spiker</td><td>18"</td><td>4</td><td>6</td><td>Assault 1/Rending</td></tr></table>	Weapon	Range	Str	AP	Type	Brute Spiker	18"	4	6	Assault 1/Rending	
Weapon	Range	Str	AP	Type							
Brute Spiker	18"	4	6	Assault 1/Rending							
<p><u>-Energy Garrote (Spec Ops Only):</u> Used only by Special Ops units this extreme close range energy weapon will create a beam of high energy, that will almost instantaneously shred a man's head clean off. However this weapon is extremely difficult to wield and intended more for silent assassination, not for large engagements, as it is not intended for countering other types of weapons. The energy garrote does not work like a regular power weapon, it kills instantaneously regardless of the targets toughness and wounds on a roll to wound of 6+ and no armor saves are allowed, though invulnerable saves are permitted. The energy garrote does not work on vehicles whatsoever.</p>											
<p><u>-Energy Sword:</u> The Covenant most advanced and powerful hand-to-hand weapon. The energy blade as its name implies creates a blade of pure energy that can slice all known armors with ease. Even shields are no great defense against the sheer strength of this weapon.</p> <p>The Shangheili are especially adept at using this weapon and have even created a double handed combat style using it. The Energy Sword counts as a power weapon and grants +1A. If double handed it grants Shangheili +2 A Brutes when dual wielding count as if with an extra weapon but don't gain an extra attack</p>											
<p><u>-Honor Guard Staff :</u> Long pike like weapons used exclusively by the Honor Guards, these highly ornamented weapons hide their lethal efficiency.</p> <p>Encased in powerful energy fields these weapons can easily bypass most armor types and their abstract shape ensures multiple wounds against the enemies the Honor Guards are expected to encounter.</p> <p>Because of its length only one can be carried by an Honor Guard, but these train continuously to increase their efficiency with the weapon.</p> <p>The Honor Guard Staff is a two handed weapon and counts as a power weapon as described in the Warhammer 40k rule book, granting +2 A to the wielder.</p>											

<p><u>-Hunter Shield :</u> Hunters use a heavy warship plate welded to their right arms that is nearly impervious to most weapon types. It is however when a Hunter gets angry that it is used to its fullest. When a Hunter loses their bond-brother they go on a frenzy, attacking any enemy on sight and caring little for their foes. In this state and thanks to their humongous strength they begin wielding their heavy and powerful shield against enemies to smash them to bloody pulps. Because of its heavy weight and Hunters great strength this weapon can even penetrate heavy armor and there are very few foes who can withstand one attack from this weapon.</p> <p>The Hunter Shield counts as a heavy close combat weapon, but due to its exaggerated size and weight the maximum armor save is reduced to 5+ instead of 4+</p>			
<h2 style="text-align: center;"><u>Covenant Armory</u></h2>			
<p><u>-Advanced Energy Shields:</u> The Advanced energy shield is an enhancement that some Elite troops can make to their energy shielding, making them far more resistant to damage and having a longer duration.</p> <p>An advanced energy shield confers a 4+ invulnerable save.</p>			
<p><u>-Anti-Gravity Belts:</u> The Covenant use anti-gravity technologies in many varied ways. One of these ways is the anti-gravity belt that allows a wearer to hover a few feet above the terrain and simply traverse over it.</p> <p>This device is mostly used by the Hierarchs, but other races have found it to be very useful in combat. Models using an anti-gravity belt count as skimmers in regards to terrain.</p>			
<p><u>-Antimatter Charge:</u> A specialized bunker buster weapon. The unstable nature and violent reaction of anti-matter with regular matter make this device extremely useful at taking out enemy installations and vehicles.</p> <p>This weapon is a particular favorite of Special Ops units, who have been known to leave these devices programmed with a timer charge, ensuring the completion of their mission regardless of their own lives.</p> <p>Anti-matter charges can only be used against vehicles and bunkers, they have the following profile.</p> <table border="1" data-bbox="86 1014 1167 1079"> <tr> <td>Anti-Matter Charge</td><td>9+D6x2 AP</td></tr> </table>	Anti-Matter Charge	9+D6x2 AP	
Anti-Matter Charge	9+D6x2 AP		
<p><u>-Book of the Great Journey:</u> A compilation of all the public knowledge gathered by the Prophets. Encased in a data crystal, with a small holographic reader, this book is easily visible and continuously studies to gain further insight into the teaching of the Forerunners.</p> <p>All troops that carry these items are continuously sought after and asked to show the teachings of the forerunners to those who do not possess a copy. Carrying one into battle is a mark of devotion to the Great Journey and causes the nearby troops to fight with greater fervor.</p> <p>When models are within 12" of a model with a book of the Great Journey they may re-roll a failed morale check, with a leadership value of 10. They must accept the second score even if it is still failed</p>			
<p><u>-Brute Jump Pack:</u> Unlike the advanced gravity based jump packs used by the Elites, and despite being a member race of the Covenant, they still rely more on their own technology base, than that of the Covenant. In this sense using the knowledge they have gained by joining the Covenant, they have created their own unique version of a Jump pack, nowhere near as advanced as the one used by the Elites, but still more advanced than those used by even the Imperium of man and even the Tau.</p> <p>Any model equipped with a Jump Pack may move up to 12" in the movement phase.</p>			
<p><u>-Bubble Shield:</u> A bubble shield is a stationary shield generator that protects a unit or a squad from any type of weapon fire, but allows soldiers to pass through the shield barrier.</p> <p>When the bubble shield is deployed, place the bubble shield model in the middle of a squad. Any unit within a large blast marker radius of the bubble shield may be targeted and must be taken into account for targeting priority rolls, but regardless of the weapon employed and the number of hits inflicted they are never wounded. Model within the bubble shield may be assaulted as normal however. The bubble shield remains in effect for 2 turns and may not be moved.</p>			

<p><u>-Drop Pods:</u> Drop pods are specialized equipment used by Covenant forces. Particularly favored by Shangheili, drop pods allow a squad or supplies to be rapidly sent to a particular battlefield. Each pod can only contain one soldier during re-entry.</p>											
<p><u>-Elite Gravity Jetpacks (Elites Only):</u> During low gravity assaults some Shangheili don deep space suits and gravity thrust jetpack that they use to maneuver and get close to the enemy fast. On a planet the Shangheili use these jetpacks to get to the battlefield fast and strike hard, flying over the battle and hitting enemy targets with extreme prejudice.</p> <p>Gravity Jetpack work like a jetpack, but allow the user to move up to 8” during the movement phase with no roll for dangerous terrain as they are flying and still moves 6” in the assault phase.</p>											
<p><u>-Energy Shields:</u> The Covenant make extensive use of energy fields for their troop protection, and the Elites are the ones that make the most extensive use of this technology.</p> <p>An Energy shield confers a 5+ invulnerable save</p>											
<p><u>-Energy Tethers:</u> A specialized equipment of the Covenant forces, this device works as a grappling hook and allows soldiers to climb large cliffs and other otherwise large surfaces or impassable terrain.</p> <p>When equipped with energy tethers models count vertical impassable terrain as difficult terrain.</p>											
<p><u>-Flare:</u> Normally a flare is used by any race as a beacon to which other forces can lock on to, but the Covenant have extended this seemingly insignificant technology into a dangerous and powerful tactical weapon.</p> <p>A flare can be shot up to 6”, when a flare is activated it creates a 20” diameter interdiction to fire, any unit of vehicle within the effects of the flare shoot at a -1 BS effectiveness and roll for difficult terrain even if they are on flat terrain. This is because they are blinded and cannot see.</p>											
<p><u>-Holographic Projectors:</u> Covenant use of holographic projectors is widely spread. These portable holographic projectors or holo-drones as they are known are used mainly for communication. However many military members of the forces of the Covenant use these small devices as a diversion, making an attacking force believe that there are more Covenant troops than there really are. Still though they are very useful, a single shot will easily allow an enemy to differentiate the illusion from the real one.</p> <p>Models equipped with holographic projectors can have up to 2 extra models with their same profile. However these models have no armor save and if wounded will not be able to move or fired during their next turn. If the model is equipped with a shield generator the holographic drones can attempt an invulnerable save to maintain their coherency. These models have the same weapons and characteristics as the owner.</p>											
<p><u>-Hover Throne (Prophets Only):</u> The hover throne used by high ranking Prophets is an advanced command and control mechanism. Filled with communication equipment and other related technology it is also a Prophets main means of defense.</p> <p>The hover throne possesses the powerful gravity cannon and powerful shields that defend the Prophet against even melee assaults. Thanks to its hover-like characteristics it can cross through almost any terrain unhindered and as the ultimate defense mechanism it even incorporates a rare teleporter, that allow the prophet to make quick escapes from a difficult situation.</p> <p>The hover throne incorporates an advanced shield that provides a 3+ invulnerable save, a teleporter capable of jumping up to 18” and a Gravity beam cannon.</p>											
<p><u>-Orbital Uplink:</u> The orbital uplink is an advanced communication device that is on occasion carried by commanders, when they wish to have support from the battle fleets in orbit. Carrying one of these devices allows the commander to call for a blast of plasma fire to reign on the sky above the enemies.</p> <p>Once per battle a commander may use the orbital uplink to reign fire down upon his enemies. The orbital strike has the following profile:</p>											
<table><tr><th>Weapon</th><th>Range</th><th>Str</th><th>AP</th><th>Type</th></tr><tr><td>Orbital Strike</td><td>36”</td><td>10</td><td>2</td><td>Heavy 1/Large Blast</td></tr></table>	Weapon	Range	Str	AP	Type	Orbital Strike	36”	10	2	Heavy 1/Large Blast	
Weapon	Range	Str	AP	Type							
Orbital Strike	36”	10	2	Heavy 1/Large Blast							

<p><u>-Over-shield Generators:</u> An advanced use of the wide spread shield technology used by Covenant forces. The over-shield generator will create a shield over a single unit that does not posses a shield. If it is used on an individual that already has a shield generator it will create a secondary shield, than cannot be recharged when depleted. Any model equipped with over-shields may re-roll one failed invulnerable save test.</p>	
<p><u>-Personal Arm Shield:</u> The personal arm shield is the basic defense of the Kig-Yar of Jackals as they are known. Not as advanced as the whole body shields of the Shanghelei they are however more durable than the shields of the Minor Shanghelei and can regenerate faster. These shields however are have multiple openings through which a soldier with good accuracy can kill the Jackal, plus the whole back side is completely exposed and can be easily ambushed. Models equipped with personal arm shield have a 5+ invulnerable save.</p>	
<p><u>-Portable Scanners:</u> A portable scanner is a special tool for Covenant forces fighting in less than desirable conditions. This small scanner allows a single unit equipped with it to see to the following distance during night fighting 3D6x2</p>	
<p><u>Power Drainer:</u> A power drainer is an advanced device that completely drains all energy from a given are and then explode with all of that accumulated power. A power drainer can be shot up to 6", any vehicle hit by a power drainer may not shoot and is immobilized for 1 turn. Furthermore any model that has a power weapon and is hit by a power drainer instead counts it as a heavy weapon for one turn as its electronics are scrambled.</p>	
<p><u>-Radar Jammer:</u> A radar jammer works by scrambling the radar and targeting systems of any fighter that is hit by this weapon. A radar jammer may be shot up to 6" at any squad or model. Any squad hit by this grenade shoots at BS 1 regardless of the original BS for 1 turn and may not assault as their senses or other equipment is scrambled.</p>	
<p><u>Regenerator:</u> A regenerator is an advanced Covenant medial field technology device that can cure even the most horrible of wound inflicted upon any creature, but it cannot bring the dead back to life. When the regenerator is activated place the regenerator model in the middle of the squad that is carrying it. Once deployed the regenerator cannot be moved, but it may be targeted. Biological units within one large blast marker radius of the regenerator, regardless of the controlling player will regenerate up to one wound per turn, up to a maximum of three wounds per shooting phase. However instant death rolls cannot be regenerated and the models dies as normal.</p>	
<p><u>-Sacred Artifact:</u> Sacred artifacts are larger versions of the sacred Icons and as such are considered even more beneficial to troop morale than the Icons and as such are even more closely and fiercely protected than the Icons. The loss of these artifacts is a massive blow to troop morale as they are rarely shown and highly revered. There may only ever be one sacred artifact in an army. When a sacred artifact is in play any Covenant warrior except for Drones and Jackals may re-roll a failed morale test at leadership of 10. They must however accept the second roll even if it is worse.</p>	
<p><u>-Sacred Icon:</u> Sacred Icons are relics obtained from the Forerunners or other objects that have had a remarked impact on the Great Journey. These items are carried only by troops that have been personally guided by the Prophets and demonstrate the individuals will to further the Great Journey. When these items are carried into battle they bolster the morale of the troops that can see it as it increases their own faith in the Great Journey. The loss of such artifact is a direct impact on the morale of all troops. There may only ever be one sacred icon in an army. When a sacred icon is in play any covenant warrior, save for Jackals and Drones within a 24" radius and in visual contact of the holder of the artifact may re-roll a failed morale test using that models leadership value. They must accept the second roll even if it is worse.</p>	

<p><u>-Sacred Image:</u> A sacred image is a representation of a deceased Prophet or an ancient and revered warrior of the Great Journey.</p> <p>When these images are carried into battle it greatly bolsters the morale of the troops, who remembering the deeds done by the particular revered soldier, whom the image emulates strives to achieve deeds of similar renown. However loosing these sacred items causes most troops to halt their advances and mourn the loss of the important figure. There may only ever be one sacred imager in an army.</p> <p>Any unit within 18” of the sacred image can use the bearers leadership for its own morale checks. However if the image carrier should fall all units must make a morale check at -2 leadership.</p>	
<p><u>-Sacred Standard:</u> A sacred standard is the battle insignia of a particular fleet. Blessed by the Prophets, each standard contains the legend of the fleet and the purity of its purpose.</p> <p>Standard are often carried onto battle, where they serve to remind warriors of the importance of their mission and the honor to be gained. Favored by Brutes these standards are only carried by proven warriors and it is considered a great honor to be able to carry one.</p> <p>The loss of the standard is a major blow to morale. There may only ever be one sacred standard in an army.</p> <p>Any unit within 12” of the sacred standard can use the leadership of the standard bearer for their own morale saves. If the sacred standard bearer falls, every unit within range makes a morale check.</p>	
<p><u>-Stealth Field Generators:</u> Using unknown technologies the Covenant have been able to create a device that hides the wearer from sight. By using these devices a soldier can become completely undetectable to enemy troops and carry out complex mission deep into enemy territory.</p> <p>Favored by Special Ops units these devices have come to be feared by the enemies of the Covenant. Enemies trying to fire at models using the stealth field must roll to see if they can perceive the cloaked warriors. The number of inches they can see is 2D6x2</p>	
<h2 style="text-align: center;"><u>Covenant Vehicle Armory</u></h2>	
<p><u>-Brute Armor:</u> In addition to loving spike, Brutes also love heavy and safe vehicles, so they often give their vehicles some extra armor to make them more durable during combat.</p> <p>Vehicles equipped with Brute armor treat ‘Crew Stunned’ results as ‘Crew Shaken’.</p>	
<p><u>-Brute Spikes:</u> Brutes love to put spikes to anything, as it makes it more part of their own brutal culture, plus it makes for an excellent weapon when enemies try to attack a vehicle.</p> <p>A vehicle equipped with Brute spikes may tank shock and in addition any model trying to attack a vehicle that has moved that turn receives a single wound on a roll of 5+ armor saves can be made.</p>	
<p><u>-Cloaking Device:</u> Elite units are not the only units to have access to cloaking devices, vehicles in the Covenant forces can also make use of these dangerous equipment.</p> <p>A recently developed piece of technology, the cloaking device forces enemies to be wary of the Covenant, for they may have a vehicle that they may not be able to see. The maximum number of inches models can see is 3D6x2.</p>	
<p><u>-Energy Screens:</u> The forces of the Covenant make extensive use of energy shields, and their vehicles are not the exception. Sometimes they strap on to their vehicles limited energy shields designed to protect a side from serious damage.</p> <p>Energy screens make the enemy player that is shooting at a vehicle equipped with energy screens to shoot with a -1 strength penalty</p>	
<p><u>-Engineers:</u> The Covenant rely on small but very special creatures, known simply a Huragok or engineers to repair or enhance (to a great degree) their technology. Though not dangerous they are on occasions assigned to a group of vehicles to tend to them and sometimes they are even pressed inside a couple of vehicles.</p> <p>A vehicle with an engineer can on a roll of 3+ undo any type of damage a vehicle has received when fired and on a roll of 5+ they can even neglect a vehicle destroyed roll</p>	
<p><u>-Gravity Boosters:</u> Gravity boosters are upgrades for Covenant vehicles. With these boosters attached Covenant vehicles gain an extra boost to speed, but cannot use weapons. The only exception is the Specter as the heavy plasma cannon has its own power source.</p> <p>With these upgrades on vehicles may move over 12” regardless of their status.</p>	
<p><u>-Plasma Dischargers:</u> Plasma dischargers are a close range protection device used by Covenant forces for their vehicles.</p> <p>When enemy units decide to assault a vehicle equipped with plasma dischargers, these expel a burst of</p>	

super heated plasma at them. Any model assaulting a vehicle with plasma dischargers suffers a 5+ wound, with no armor save possible.					
-Plasma Missile Launcher: The Covenant only make use of plasma projectiles on their capital ships, but a small single use missile launcher has been recently developed for their use, though it is still experimental and very dangerous. The plasma missile launcher is a single use missile launcher with the following rule:					
Weapon	Range	Str	AP	Type	
Plasma Missile Launcher	Unlimited	8	2	Heavy 1/Gets Hot!!	
-Scanner Pack: The Covenant scanner pack is a sophisticated array of sensors and detectors used by covenant troops to operate in less than desirable conditions by detecting enemy troops and distinguishing them from allied troops. Scanner packs allow a vehicle to see the following distance during night fighting 3D6x3					

Covenant Weapons:		Covenant Equipment:		Vehicle Equipment:	
AA Fuel Rod Cannons.....	30 pts	Advanced Energy Shields.....	20 pts	Brute Armor.....	5 pts
Brute Mauler.....	8/16 pts	Anti-Gravity Belt.....	5 pts	Brute Spikes.....	5 pts
Brute Shot.....	15 pts	Antimatter Charge.....	5 pts	Cloaking Device.....	25 pts
Carbine.....	14 pts	Arm Shield.....	10 pts	Energy screens.....	50 pts
Close Combat Weapons.....	1 pts	Banshee.....	35 pts	Engineer.....	30 pts
Energy Garrote.....	10 pts	Book of the Great Journey....	20 pts	Gravity Boosters.....	5 pts
Energy Sword.....	20/30 pts	Brute Chopper.....	30 pts	Plasma dischargers.....	10 pts
Fire Bomb.....	4 pts	Brute Jump Pack.....	15 pts	Plasma Missile Launcher.....	40 pts
Fuel Rod Cannon.....	15 pts	Bubble Shield.....	10 pts	Scanner pack.....	15 pts
Fuel Rod Gun.....	12 pts	Elite Gravity Jetpack.....	20 pts		
Gravity Cannon.....	35 pts	Energy Shields.....	10 pts		
Gravity Hammer.....	25 pts	Energy Tethers.....	5 pts		
Heavy Plasma Mortar.....	85 pts	Flare.....	5 pts		
Honor Guard Staff.....	15 pts	Ghost Bike.....	25 pts		
Hunter Shield.....	15 pts	Holographic Projectors.....	30 pts		
Needler.....	7/14 pts	Hover Throne.....	40 pts		
Particle Beam Rifle.....	15 pts	Hover Throne.....	25 pts		
Plasma Cannon.....	20 pts	Orbital Uplink.....	20 pts		
Plasma Grenade.....	1 pts	Over-Shield.....	10 pts		
Plasma Pistol.....	5/10 pts	Portable Scanner.....	5 pts		
Plasma Rifle.....	10/20 pts	Power Drainer.....	15 pts		
Plasma Torpedo Launcher.....	35 pts	Radar Jammer.....	10 pts		
Spike Grenade.....	2 pts	Regenerator.....	10 pts		
Spiker.....	9/18 pts	Sacred Artifact.....	35 pts		
		Sacred Icon.....	20 pts		
		Sacred Image.....	25 pts		
		Sacred Standard.....	15 pts		
		Stealth Field Generators.....	15 pts		

Covenant Army List

HQ

Prophet (San 'Syuum)

Prophets are the religious leaders of the Covenant. They are the keepers of the lore of the Forerunners and it is they who direct the actions of the Covenant. Generally wise rulers they are however aloof and enigmatic as well as occasionally contradictory, using the Covenant to further their own ends. Prophets are highly revered by the Covenant and to see one on the field of battle is a great honor for the troops serving under them and most troops will fight fanatically to defend these revered figures.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Prophet	60	2	3	2	3	2	2	2	10	5+*

Unit Type: Skimmer, Jump Infantry (hover throne only)

Equipment: Gravity belts, advanced shield generators, plasma pistol. A prophet may exchange all these for a hover throne at +25 pts

SPECIAL RULES

Honor Guard: Prophets are always accompanied by a select squad of guard or Honor Guards, who are sworn to protect the Prophet against all injury. All information for the Honor Guard can be found on the Honor Guard entry.

Word of the Forerunners: Prophets know all that is known about the forerunners and chant it for all to hear. Such as speech makes the faith of the troops rise and so does their morale and fanaticism. During the players turn he may activate this ability and roll 1D6 for each troop. If the roll is successful those units may re-roll any to hit roll in close combat and also gain the furious charge special rule. If the roll is unsuccessful the unit is not inspired by the Prophets words. This ability is successful on a roll of 4+ for Jackals, 3+ for Elites and Grunts, and 2+ for Brutes. Hunters and Drones are not affected by this ability.

Price of Failure: Prophets are highly regarded in Covenant society and the loss of one is a monumental blow to the moral of the troops. If the Prophet dies roll 1D6 for check troop morale, if failed Grunts begin a retreat regardless of the leader and Elites gain the *preferred enemy* and *furious charge* special rules, Brutes Gain the *Feel no Pain* and *Furious Charge* special rules, Jackals, Drones and Hunters are unaffected.



Elite (Shangheili) Commander

Elite Commanders are veterans of hundreds of campaigns and thousands of battles. With thousands of kills made during service, these warriors know how to direct battles and see complex battle plans to completion.

Brilliant tacticians and equally skilled soldiers the Commanders epitomize Shangheili culture in their stalwart behavior and honorable conduct. Preferring to direct battles from the front these warriors will never shy away from the enemy and will complete their objectives no matter the cost.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Commander	75	6	5	4	3	3	6	4	10	3+*
Zealot	60	5	5	4	3	2	5	3	10	3+*

Unit Type: Infantry (Jetbike if mounted on a Ghost or a Banshee or Jump Infantry if equipped with jetpacks)

Equipment: Advanced energy shields.

Options: Elite Commanders can be given any equipment allowed from the Covenant army.

SPECIAL RULES

Fleet of Foot: Because of their unique anatomy all Elites have the Fleet of Foot universal special rule as described in the Warhammer 40k rulebook.

Independent Character: Unless accompanied by an Elite retinue, Elite Commanders are independent character and follow the independent characters special rules as described in the Warhammer 40k rulebook.



Retinue: A Commanders retinue is made up of 4-6 Elite Ultras or a Hunter pack. If he has a Ghost or a Banshee, then the whole squad has to have Ghosts or Banshees. He still counts as an independent character for close combat.

Tactical Affinity: As hardened veteran soldiers Elite Commander understand the complex details of a battle. They are capable of reading a tactical engagement and create a counter to the movements of the enemies and have even developed an ability to predict an enemy. To represent this, once during the opponents turn, after his movement faze and before the shooting faze, the player may choose to move one squad up to 6 inches in any direction.

Dual Wield (Masters): Elite Commanders may wield any 2 single handed weapons from the Covenant armory, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Brute (Jiralhanae) Chieftain

The highest field designation for Brutes. Brute Chieftains are the de-facto leaders of all Brutes of a given tribe, and are only second to the Alpha Chieftain. Brute Chieftains are also powerful soldiers and able tactician, as to become a Chieftain one must kill the one that came before you or be the strongest Brute of the tribe.

In combat Brute Chieftains are powerful enemies, incredibly strong and resilient, they would much rather die, than see their enemies triumph. However they also know when it is prudent to retreat.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Chieftain	70	5	5	4	4	3	5	3	10	3+

Unit Type: Infantry (Bike if mounted on a Chopper or Jetbike if mounted on a Banshee, or jump if equipped with Jumpacks).

Options: Brute Chieftains can have any equipment allowed from the Covenant Armory.

SPECIAL RULES

Independent Character: Unless accompanied by a retinue the Chieftain counts as an independent character as describe in the Warhammer 40k rulebook.

Retinue: A Chieftains retinue may consist of between 3-5 Brute Alphas or Brute Captains. If the Chieftain has a Chopper or a Banshee, then the whole squad needs to have Choppers or Banshees. For close combat the Warchief still counts as an Independent Character.

Brute Pack: As with any Brute, being the last Brute remaining will automatically send the Brute Chieftain into a combat frenzy. He gains the *Furious Charge* and *Feel no Pain* universal special rules.

Devious Character: Brutes are truly a Brutal society, in which assassination and devious tricks are considered normal and indeed encouraged. Being a Chieftain means to know these tricks to their utmost. To represent this the player may place 1 squad within firing distance of the opponent players forces and take one free shot before the beginning of the game.

Dual Wield (Masters): Brute Chieftains may wield any 2 single handed weapons from the Covenant armory, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Honor Guards

The position of Honor Guard is highly coveted by Brutes and Elites alike. However this highly sought after position can only be obtained by being chosen from birth or by acts of extreme devotion to the Great Journey.

Honor Guard training rivals and sometimes even exceeds that of the most elite troops of the Covenant and their faith and loyalty to the Prophets is beyond question. An Honor Guard is a powerful and capable soldier who will fight to the very end to first defend the Prophet he is assigned to protect and second to carry out his holy commands.

Honor Guards are looked upon by all members of the Covenant, for they are the closest ones to the Prophets an act for which most troops aim for all their life.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Elite Guard	38	5	4	4	3	2	6	3	9	3+*
Brute Guard	38	4	4	4	4	2	6	3	8	3+*

Squad: An Honor Guard squad consists of between 4 and 6 Honor Guards. A squad may not have a mixture of Brutes and Elites

Unit Type: Infantry.

Equipment: Honor Guard Pikes. Elites have advanced energy shields.

Options: Honor Guards may be equipped with plasma grenades at +1 pts per model; Brutes may wield spike grenades instead of plasma grenades at +2 pts per model.

Any number of Honor guards may choose to wield twin plasma swords at +30 pts per model; a plasma rifle at +10 pts per model, dual wielded plasma rifles at +20 points per model, a carbine at +14 pts per model or a portable plasma cannon at +20 pts per model. Brutes may also wield a Brute shot at +15 pts per model or a Brute Hammer at +25 pts per model.

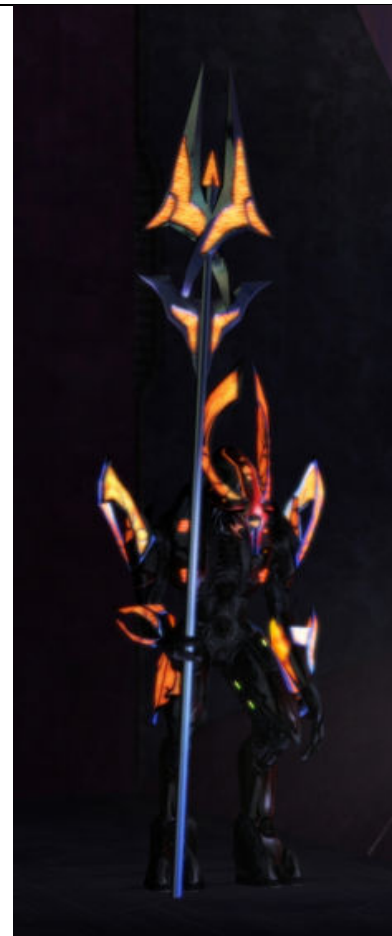
SPECIAL RULES

Fleet of Foot: Because of their unique anatomy Elites have the Fleet of Foot universal special rule as described in the Warhammer 40k rulebook.

Brute Pack: As with any Brute, being the last Brute remaining will automatically send the last Brute into a combat frenzy. He gains the *Furious Charge* and *Feel no Pain* universal special rules.

Counter Attack: If defending a Prophet the Honor Guards gain the *Counter Attack* universal special rule, as described in the Warhammer 40k rulebook.

Dual Wield (Masters): Honor Guards may wield any 2 single handed weapons from the Covenant armory, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Elites

Elite (Shangheili) Ultra Squad

Ultras are some of the most experienced of the Shangheili soldiers and have fought countless battles and slain hundreds if not thousands of enemies. As such Ultras are highly experienced soldiers, who are capable of adapting to battlefield condition with ease and strike hard at the enemy.

Ultras are skilled warriors, who can fight effectively with any weapon of the Covenant and even those of some enemies and are highly skilled with the powerful energy blade, a practice that they consider second nature for them and have even mastered the difficult dual wield sword discipline created by the Shangheili ancestors.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ultra Captain	+10	5	4	4	3	2	5	3	9	3+*
Ultra	35	4	4	4	3	1	5	3	9	3+*

Squad: An Ultra squad consists of between 4 and 8 Ultras and up to 5 Ultra Grunts

Unit Type: Infantry.

Equipment: Advanced energy shields, plasma rifle and energy sword.



Options: Ultras may be equipped with plasma grenades at +1 pts per model.

Ultras may change their plasma rifle for a secondary energy sword at +10 points per model, or their energy sword with a secondary plasma rifle at +10 pts per model; take a Carbine for +14 pts per model or a portable plasma cannon at +20 pts per model

Character: One Ultra may be upgraded to Ultra Captain at +10 pts, and has access to special equipment from the Covenant army.

Transport: An Ultra squad that numbers 8 models or less may select a Shadow transport bus. See the transport vehicle entry for the details. Alternatively Ultras may use drop pods. See the drop pod section for details.

SPECIAL RULES

Fleet of Foot: Because of their unique anatomy Elites have the Fleet of Foot universal special rule as described in the Warhammer 40k rulebook.

Special Skills: As veterans of hundreds of battles Ultras have gained many skills that allow them to better eliminate their foes. At a cost of +3 pts per model, all models in an Ultra Squad may be upgraded to have one of the following skills: *Furious Charge*; *Stubborn*; *Infiltrate* (may only be selected if the squad does not have a transport vehicle). (See the Universal Special Rules section of the Warhammer 40k rulebook).

Dual Wield (Masters): Elite Ultras may wield any 2 single handed weapons from the Covenant army, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Brute (Jiralhanae) Alpha Pack

Brute Alphas are some of the most Brutal of Brutes, showing no mercy to their enemies and almost disdain for the lower troops they represent the most important attributes of Brute culture. Despite this however Brute Alphas are also skilled and powerful warriors who have honed their skills through many battles and are only bested by Chieftains.

Alphas are very strong warriors who enjoy the slaughter of combat and indeed prefer to see their enemies die by their hands. Still Alphas also recognize the importance of correct planning and will command other lesser troops if necessary to achieve glory and victory.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Alpha Captain	+10	5	4	4	4	2	5	2	8	3+
Alpha	30	4	4	4	4	1	5	2	8	3+

Squad: An Alpha pack consists of between 4 and 8 Alphas and up to 5 Ultra Grunts

Unit Type: Infantry.

Equipment: Dual Spikers.



Options: Alphas may be equipped with plasma grenades at +1 pts per model or with spiked grenades at +2 points per model.

Any number of Alphas may replace their one of the Spikers with a Plasma rifle at +5 pts; dual Plasma rifles at +12 pts per model; a Plasma Sword at +15 pts; dual Plasma Swords at +23 pts or their dual Spikers with a Brute Shot at +15 pts; or a Brute Gravity Hammer at +25 pts

Character: One Brute Alpha may be upgraded to a Brute Alpha Captain at +10 pts per model, and has access to the special equipment in the Covenant Armory.

Transport: An Alpha pack that numbers 6 models or less may take a Shadow transport bus. See the transport vehicle entry for the details.

SPECIAL RULES

Brute Pack: As with any Brute, being the last Brute remaining will automatically send the last Brute into a combat frenzy. He gains the *Furious Charge* and *Feel no Pain* universal special rules.

Special Skills: Brute Alphas are soldiers that have endured and survived hundreds of battles and acquired many skills during their long service. At +3 points per model, every member of the pack may be upgraded to have one of the following skills: *Furious charge*; *Fearless*; *Stubborn*. (See the Universal Special Rules section of the Warhammer 40k rulebook).

Dual Wield (Masters): Brute Alphas may wield any 2 single handed weapons from the Covenant armory, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Special Operations (Spec Ops) Squad

Special Operations operatives are the infiltrator specialists of the Covenant forces. To be a Special Operations officer is to be on the forefront of the battles of the Covenant, doing the most dangerous, difficult and important missions that the Prophets demand and carrying them out. Special Operations soldiers are hardened veterans of many battles who have chosen to forgo further promotion for a more direct involvement in the path to the Great Journey. As such Special Operations troops are often mistrusted because of their unorthodox methods and “dishonorable” tactics. Yet all Covenant troops come to respect and look up to these forces, when they save the lives of other Covenant by taking down their enemies without being seen.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
SO Brute Commander	+10	5	5	4	4	2	5	3	9	3+
SO Brute Officer	30	4	4	4	4	1	5	2	8	3+
SO Elite Commander	+10	5	5	4	3	2	5	3	9	3+*
SO Elite Officer	35	4	4	4	3	1	5	2	8	3+*
SO Grunt	15	2	4	2	2	1	2	1	5	4+

Squad: A Spec Ops squad consists of between 3 and 6 Elites or Brutes and 4 to 8 Grunts.

Unit Type: Infantry.



Equipment: Plasma rifles, energy garrotes, energy shields (Elites) and stealth field generators. Grunts are equipped with Needlers and stealth field generators.

Options: Spec Ops squads may be equipped with plasma grenades at +1 points per model. Elites may be equipped with anti-matter charges at +5 pts per model.

Spec Ops Elite and Brute officers may wield a Cabine at +4 pts per model; dual wield plasma rifles at +6 pts per model; energy sword +20 pts model; dual wield plasma swords at +30 pts per model; a particle beam rifle at +15 pts per model; dual wield needlers at +14 pts per model. Grunts may exchange their needlers for a fuel rod gun at +12 pts per model.

Character: A Spec Ops officer may be upgraded to a Spec Ops Commander at +10 pts, and has access to special equipment from the Covenant armory.

SPECIAL RULES

Fleet of Foot: Because of their unique anatomy Elites have the *Fleet of Foot* universal special rule as described in the Warhammer 40k rulebook.

Small Targets: Because of their low stature Grunts benefit from the *Small Targets* special rule.

Stealth Armor: Thanks to the stealth field generators, Spec Ops troops can enter an area unseen and undetected. They always count as if with a cloaking device and the *Infiltrate* special rule.

Dual Wield (Masters): Special Operations Officers and Commanders may wield any 2 single handed weapons from the Covenant armory, and fire them simultaneously without any penalty to their Ballistic skills. Two weapons of the same kind count as twin-linked.



Troops

Elite (Shangheili) Squad

Elites form the backbone of the Covenant military; they are the basic shock troops of the Covenant forces. Bound by ancient codes of honor most Elites serve in the armed forces to earn their name and gain great honor. Elites are physically strong and agile soldiers, as well as highly intelligent beings. All Elites start their military careers as minors, and undertake the most grueling of ground combat. However driven by a powerful faith and a deep sense of honor each Elite is willing to prove themselves upon the field of combat and eliminate the enemies of the Covenant.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Elite Major	+10	4	4	4	3	2	5	1	8	4+*
Elite Minor	18	4	3	4	3	1	4	1	7	4+*

Squad: An Elite squad consist of between 6 and 10 Elites and up to 5 Grunts

Unit Type: Infantry.

Equipment: Plasma rifle and energy shields.

Options: Elite Squads may be equipped with plasma grenades at +1 points per model.

Up to three Elites may exchange their plasma rifle with dual wielded plasma pistols at +10 pts; dual wielded needlers at +14 pts; a plasma pistol and needler at +12 pts; a carbine at +14 pts; a fuel rod gun at +12 pts; or a portable plasma cannon at +20 pts.

Character: One Elite minor may be upgraded to an Elite Major at +10 pts and may select equipment form the Covenant Armory.

Transport: An Elite squad that numbers 8 models or less may select a Shadow transport bus. See the transport vehicle entry for the details. Alternatively Elites may use drop pods. See the drop pod section for details.

SPECIAL RULES

Fleet of Foot: Because of their unique anatomy Elites have the Fleet of Foot universal special rule as described in the Warhammer 40k rulebook.

Dual Wield (Initiates): Elites may wield any 2 single handed weapons and fire them simultaneously, but they get a -1BS penalty for being learning the technique. Two weapons of the same kind count as twin-linked.



Brute (Jiralhanae) Pack

Until recently Elites where the closest race to the Hierarchs. That all changed when the Brutes where integrated into the Covenant. Powerful, strong, blindly faithful and just as intelligent and brilliant as Elites, Brutes have little by little, but steadily gained favor with the Hierarchs and have began to replace Elites in some positions over which they once held complete authority.

On the field of battle Brutes have demonstrated that they are excellent as shock troops, tacking on opponents with almost reckless abandon and emerging victorious. All Brutes start as minors and have a fiery desire to prove themselves on the battlefield using their extreme strength they attack their enemies and earn victory against all odds.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brute Captain	+10	4	4	4	4	2	4	1	8	4+
Brute Regular	13	3	3	4	4	1	3	1	6	4+

Squad: A Brute Pack consists of between 6 and 10 Brutes and up to 5 Grunts

Unit Type: Infantry.



Equipment: Brute Spiker.

Options: Brutes may be equipped with plasma grenades at +1 pts or with spike grenades at +2 pts.

Up to three Brutes may exchange their spiker for a plasma rifle at +10 pts; dual wielded plasma pistols at +10 pts; dual wielded needlers at +14 pts; a plasma pistol and needler at +12 pts; a carbine at +14 pts; a fuel rod gun at +12 pts; or a portable plasma cannon at +20 pts.

Character: One Brute minor may be upgraded to a Brute Captain at +10 pts per model, and may select from the available equipment in the Covenant Armory.

Transport: A Brute pack that numbers 8 models or less may select a Shadow transport bus. See the transport vehicle entry for the details.

SPECIAL RULES

Brute Pack: As with any Brute unit, being the last Brute remaining will automatically send the last Brute into a combat frenzy. He gains the *Furious Charge* and *Feel no Pain* universal special rules.

Dual Wield (Initiates): Brutes may wield any 2 single handed weapons and fire them simultaneously, but they get a -1BS penalty for being learning the technique. Two weapons of the same kind count as twin-linked.



Grunt (Unggoy) Squad

Grunts or Unggoy are the lowest caste in the Covenant hierarchy. They are the laborers, the maintenance crew, the cleaners and are just above undesirables, heretics or unbelievers. They are also the largest group of the Covenant and as such are used as literally cannon fodder to soften up troops before real Covenant warriors finish the job and claim the glory.

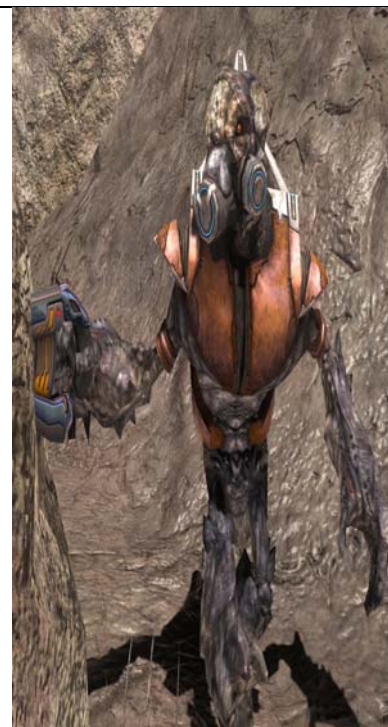
Grunts are also cowardly and will leave a fight unless one of the Elites or the Brutes is present to guide them and inspire them in battle. Despite this cowardly however grunts are deceptively strong and can even carry heavy equipment without problems.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Elite Minor	18	4	3	4	3	1	4	1	7	4+
Brute Regular	13	3	3	4	4	1	3	1	6	4+
Grunt Major	+5	2	2	3	2	1	2	1	5	6+
Grunt	-	2	2	3	2	1	2	1	4	-/6

Squad: 1-3 Elites or Brutes and 10-20 Grunts

Unit Type: Infantry.

Equipment: Plasma pistols. Elites are equipped with plasma rifle and energy shield. Brutes are equipped with Brute spiker.



Options: Grunts, Elite and Brute may be equipped with plasma grenades at +1 pts per model. Brute may be equipped with spike grenades at +2 pts.

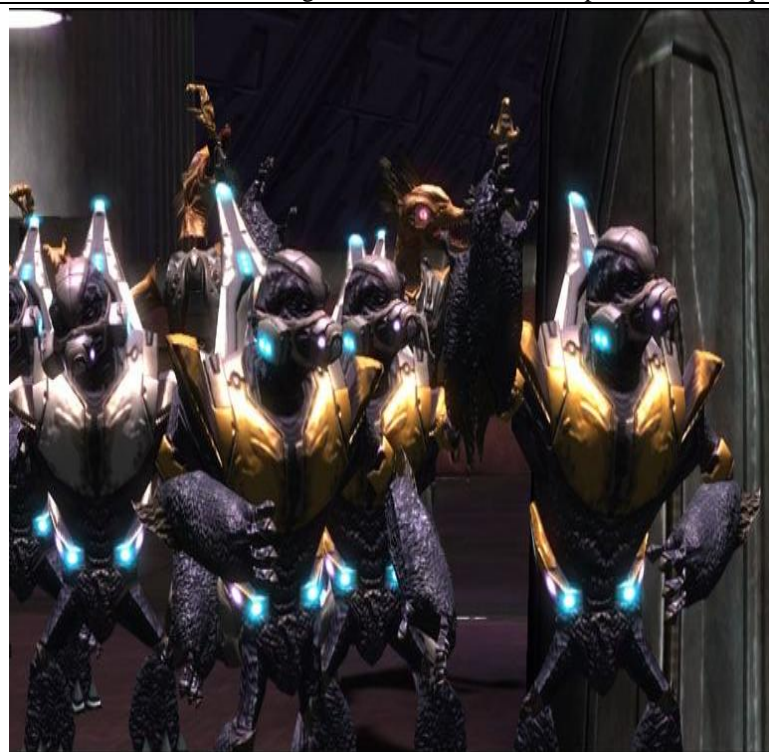
Up to four Grunts may exchange their plasma pistols with a needler at +7 pts per model. Up to two Grunts may exchange their plasma pistols for one fuel rod gun at +12 pts.

Transport: A Grunt squad that numbers 8 models or less may select a Shadow transport bus. See the transport vehicle entry for the details.

SPECIAL RULES

Small Targets: Because of their low stature Grunts benefit from the Small Targets special rule.

Fear of the Bullies: So long as the Brute or Elite trooper are in the squad, the Grunts use their leadership for their own.



Jackal (Kig-Yar) Squad

Jackals are a small bird-like race that are only loosely associated with the Covenant. Jackals are in fact mercenaries, caring only for the rewards and the spoils of war, and only fight for the Covenant for the pay and the riches that the wars the Covenant undertake may give them.

Short of stature, and because of their view of existence possess no official political standing within the Covenant and during the association with the forces of the Covenant are subservient to Brutes and Elites.

What Jackals lack in height and strength they more than make up with in firing accuracy, stealthy and close in fire support. Jackals are recognized as able and precise marksmen with any weapon, and are extremely capable with the particle beam rifles of the Covenant. With their short build and agile bodies they can easily traverse most terrain and stay hidden from proving eyes, choosing the most apt firing positions and eliminating the opposition before even grunts arrive and saving the lives of many Elites and Brutes, afterwards coming in to take in of the spoils of war.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Jackal Major	+10	2	5	3	3	2	3	1	8	4+
Jackal	8	2	4	3	3	1	2	1	7	5+



Squad: A Jackal Squad is made of 3 to 8 Jackals.

Unit Type: Infantry.

Equipment: Plasma pistol and personal arm shield.

Options: Jackals may be equipped with plasma grenades at +1 pts per model.

Up to 3 Jackals may exchange their plasma pistol for a needler at +7 pts; a spiker at +9 pts; a carbine at +14 pts. Any number of Jackals may get a particle beam rifle at +15 pts. The Jackal major may wield a plasma rifle at +10 pts.

Character: One Jackal may be upgraded to a Jackal Major at +5 pts and may choose items from the Covenant armory.

Transport: A Jackal squad that numbers 8 models or less may select a Shadow transport bus. See the transport vehicle entry for the details.

SPECIAL RULES

Special Skills: Because of their nature and their tactical flexibility, Jackals have the *move through cover* and *scouts* universal special rule. At +5 pts per model the whole squad may have the *infiltrate* special skill. (may only be selected if the squad does not have a transport vehicle). (See the Universal Special Rules section of the Warhammer 40k rulebook).



Shadow Transport Bus

The Shadow transport bus is the standard ground troop carrier of the Covenant armies. Capable of carrying up to 8 soldiers, a pair of Hunters or even a pair of ghosts the Shadow transport bus is a force to be reckoned with. Moving over advanced anti-gravity plates and with a powerful heavy plasma cannon, the transport bus can deliver its payload fast, safely and provide Covenant forces with added firepower.

Pts	Front	Side	Rear	BS
50	13	10	10	3

Type: Tank, Skimmer, Open-Topped. **Crew:** Two Elite or Brutes.

Unit Type: Vehicle.

Weapons: Heavy plasma cannon; twin linked at +15 pts or auto cannon at +10 pts or twin linked at +20 pts

Transport: A Shadow can carry up to 8 troops, or 2 Hunters or 2 Ghosts.



Fire Points: The whole squad may fire through the shield plates that cover the crew compartment.

Access Points: Troops can access from each side of the Shadow. Troops embarking or disembarking must be within 2" from the Shadow transport bus.

Options: Shadow transports may be equipped with the following upgrades: Brute armor; Brute spikes; cloaking device; energy screens; engineers; gravity boosters; plasma dischargers; plasma missile launcher; and scanner packs.



Fast Attack Troops

Elite (Shangheili) Ranger Squad

Elite rangers are a specialized type of Elites, who wish to take the battle to the enemy as fast as possible and in any type of terrain. They are also the space shock troops, who are in charge of zero-g operations. For this purpose Elites don specialized Zero-g suits and advanced gravity jetpacks that allow them to fly from battlefield to battlefield, both in the depth of space, as well as in a gravity environment.

Elite Rangers are also veterans of many battles and are highly skilled in combat, swiftly using their advanced equipment to eliminate their enemies while swiftly moving from side to side, making their enemies fire seem useless.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ranger Major	+10	4	4	4	3	2	5	2	9	4+*
Ranger	23	4	4	4	3	1	4	1	8	4+*

Squad: An Elite Ranger squad consists of between 5 and 10 Rangers

Unit Type: Jump infantry

Equipment: Dual plasma rifles, energy shields and gravity jetpacks.



Options: Elite Rangers may be equipped with plasma grenades at +1 pts per model and/or anti-matter charges at +5 pts per model. Up to four Elite Rangers may dual wield plasma rifles at +10 pts per model. The Ranger major may wield a plasma cannon at +20 pts.

Character: One Elite Ranger may be upgraded to a Ranger Major at +10 pts

SPECIAL RULES

Fleet of Foot: Because of their unique anatomy Elites have the Fleet of Foot universal special rule as described in the Warhammer 40k rulebook.

Deep Strike: Thanks to the Gravity Jetpacks the Elite Ranger may use the *Deep Strike* special rule in missions that permit them.

Dual Wield (Initiates): Elite Rangers may wield any 2 single handed weapons and fire them simultaneously, but they get a -1BS penalty for being learning the technique. Two weapons of the same kind count as twin-linked.



Brute (Jiralhanae) Jump Pack

Like all the races of the Covenant their technologies and tactics are imitative, rather than innovative. One of these examples is Jump Pack, which is an imitation of the Elite Rangers, the Space Marines Assault squads or the Ork Stormboyz.

Using Covenant based technology and their own views and uses of this technology the Brutes developed a Jump Pack that can carry a Brute over a long distance allowing them to close in on their enemies and destroy them through a combination of heavy firepower and pure raw strength.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Jump Major	+10	4	4	4	4	2	5	2	9	4+
Jump Brute	18	4	4	4	4	1	4	1	8	4+

Squad: A Brute Jumper squad consists of between 5 and 10 Brutes

Unit Type: Jump infantry

Equipment: Spiker rifle, and Brute Jump Pack.



Options: Brute Jumpers may be equipped with plasma grenades at +1 pts, Spike grenades at +2 pts or Fire bombs at +4pts.

Up to 3 brutes may exchange their Spiker for a Carbine at +5 pts, or a Brute Shot at +8 pts. Brute Jumpers may also Dual wield Brute Spikers at +3 pts per model

Character: One Brute Jumper may be upgraded to a Jumper Major at +10 pts and he may select items from the Covenant armory.

SPECIAL RULES

Brute Pack: As with any Brute unit, being the last Brute remaining will automatically send the last Brute into a combat frenzy. He gains the *Furious Charge* and *Feel no Pain* universal special rules.

Dual Wield (Initiates): Brute Jump Packs may wield any 2 single handed weapons and fire them simultaneously, but they get a -1BS penalty for being learning the technique. Two weapons of the same kind count as twin-linked.



Drone (Yanme'e) Swarm

Drones or Yanme'e as they are known to the Covenant are insectoid creatures that are highly skilled flyers. Used mostly for zero-g engagements in support of Elite Rangers, Drones are never the less highly skilled fighters inside most gravitational environments. Capable of traversing the most difficult of terrains and moving so fast it is almost impossible for most troops to target Drones move from target to target, hopping, bouncing and flying from location to location, eliminating the enemy in what can best be described as a deadly dance.

The only disadvantage of Drones is that they are extremely weak and can only carry the most light of weapons. However with their speed and their large numbers this is not a problem as they can get close with their enemies and eliminate them before they can mount an effective defense.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Drone	5	1	4	2	3	1	3	1	6	5+

Squad: A Drone squad consists of between 10 and 20 Drones.

Unit Type: Jump Infantry.

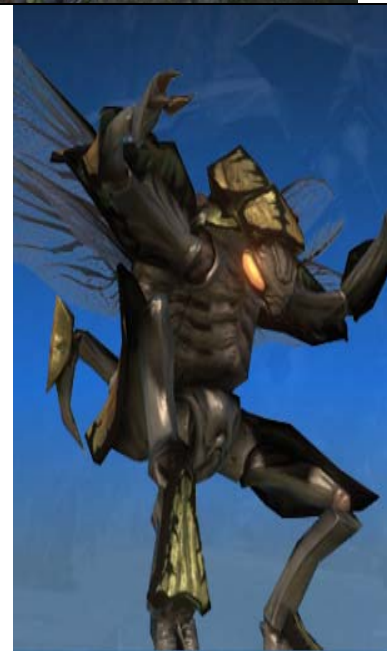
Equipment: Plasma pistol.

Options: Drones may be equipped with a needler at +7 pts per model

SPECIAL RULES

Fleet of Wing: Due to their small frames Drones are capable of flying extremely fast. They are fleet as described in the Warhammer 40k universal special rules.

Skilled Flyers: Thanks to their light build and agile bodies Drones can easily pass over, or even mount on terrain that would otherwise be impossible for most troops, while still being fully combat capable. They never have to roll for dangerous terrains.





Banshee Close Attack Craft

Banshees are short ranged, close support flyers. However their limited gravitic drives and extremely low range makes them unfit for the high-speed work of real fighter craft. Though in swarms they are worthy adversaries for the majority of the aircraft used by most races, Covenant standard doctrine has these vehicles deployed in groups of three and in direct support of ground troops.

With their great maneuverability, flight capacity and excellent firepower the Banshee has proven itself to be able to severely disrupt enemy armies before ground troops come in to finish the job, moving fast to the next battle field without worrying about the terrain.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Elite Banshee	45	4	3	3	3(4)	1	4	1	7	4+*
Brute Banshee	40	3	3	4	4(5)	1	3	1	6	4+

Type: Jetbike.

Squad: 3-9 Banshees.

Equipment: Banshees have the Gravity booster upgrade and Elites have an Energy shield.

Weapons: twin linked plasma cannons or twin linked auto cannons at +15 pts and a fuel rod gun



SPECIAL RULES

Options: Banshees are treated as vehicles in the Covenant arsenal, so they have access to a few vehicle upgrades: Brute Spikes, Cloaking devices and Scanner packs.

Hit and Run: Banshees are extremely maneuverable and nimble, they have the Hit and Run universal special rule as described in the Warhammer 40k main rule book.

Scouts: Banshees usually range ahead of the main army and keep an eye on the enemy. Banshees have the Scout special rule as described in the Warhammer 40k main rule book.



Ghost Squad

Using their advanced knowledge of anti-gravity propulsion the Covenant designed this fast attack vehicle nicknamed the ghost. With excellent acceleration, speed, a powerful armament and the ability to traverse most terrain with little to no loss in speed the Ghost is reputed for its lethal attacks and superb handling characteristics.

Brutes and Elites use these hover bikes to quickly close ranks with the enemy and shatter their formation, while inflicting massive losses on the enemy, then retreating only to return backed up by more troops.

Ghosts are also used for recon and patrolling operations, where they excel thanks to their tried ability to move the occupants fast to and from the combat zone. Also the Ghost is particularly silent, making it very stealthy and hard to detect before an attack.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Brute Rider	28	4	3	4	4(5)	1	4	1	8	3+
Elite Rider	33	4	3	4	3(4)	1	5	1	8	4+*



Crew: One Brute or Elite.

Unit Type: Jetbike.

Squad: 3-12 Ghosts.

Equipment: Bikes have the Gravity booster upgrade and Elite riders have an Energy shield

Weapons: Twin linked plasma cannons.

SPECIAL RULES

Scouts: Because of their speed and their ability to get anywhere with speed and discretion Ghosts are often found pressed in intelligence

gathering and reconnoitering duties, not to mention as ambushing forces. For this reason Ghosts have the *Scout* universal special rule as describe in the Warhammer 40k guide book.



Specter Assault Platform

The Specter is a heavy assault vehicle used by the forces of the Covenant. Possessing a powerful turret mounted weapon the Specter is capable of quickly dispatching enemy troops and the mounted cannon is strong enough to pose a serious threat to most armored vehicles used by other races.

The Specter like all other Covenant vehicles used advanced anti-gravitic propulsion systems that allow it to easily cross over the most complicated of terrains. It also makes it a difficult target and a complicated adversary. With two crew anchor points the Specter can carry two warriors on the side to deal even more damage to the enemy.

Pts	Front	Side	Rear	BS
60	11	10	10	3



Type: Skimmer, Fast, Open Topped.

Crew: 1 Pilot, 1 Gunner and 2 extra soldiers. Brutes +10 pts per model or Elites +15 pts per model.

Unit Type: Vehicle.

Weapons: One heavy plasma cannon, twin linked at +10 pts or one auto cannon at +20 pts, twin linked at +25 pts

Options: The hull mounted soldiers can have any armament allowed to them from their respective lists. Furthermore Specters may be equipped with the following upgrades: Brute armor; Brute spikes; cloaking device; energy screens; gravity boosters; plasma dischargers; plasma missile launcher; and scanner packs.



Heavy Support Troops

Grunt (Unggoy) Heavy Weapon Squad

Grunts are the lowest caste in the Covenant hierarchy. For this reason they are given the most difficult tasks, as well as the most gruesome of duties. However despite their size Grunts are also deceptively strong. For this reason they are sometimes tasked with carrying heavy weapons.

Grunts that show a small initiative and a modicum of firing capacity are quickly banded together into a heavy weapon squad. These Grunts carry the most powerful weapons in the Covenant armory and are tasked with destroying enemy armored components and providing covering or defensive fire to advancing or retreating units. Though Grunts are almost hated in the Covenant hierarchy, heavy weapons squads are famed for doing the nearly impossible and saving the lives of many Elites and Brutes by smashing the enemy's heavy hitters.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Ultra Grunt	15	3	3	3	2	2	2	2	7	4+
Heavy Grunt	7	2	3	3	2	1	1	1	6	5+



Squad: A heavy weapon squad is made of between 4 and 8 Grunts and one Ultra Grunt.

Unit Type: Infantry.

Equipment: Fuel Rod Guns

Options: Up to four Grunts may exchange their fuel rod guns for a portable plasma cannon at +20 pts per model or a portable auto cannon at +25 pts per model

SPECIAL RULES

Small Targets: Because of their low stature Grunts benefit from the Small Targets special rule.



Hunter (Mgalekgolo) Pack

The Hunters are the most warlike race in the Covenant, showing only contempt and even outright disregard for other members of the Covenant. The only members of the Covenant that the Hunters respect to any noticeable degree are the Elites, with whom they have always sided in matters of state and with whom they prefer to side, even to the point of willingly protecting selected Elites, who have earned their respect. Hunters are made of a symbiosis of hundreds of worm-like eels that work as one through some unknown collective consciousness. The extremely heavy armored plates that they don are used to not only make them powerful adversaries, but also to protect them and give them a recognizable physical shape. Hunters are always found in pairs (rarely are the pairs not bonded) and the death of one will send the other in a terrible rage, that can only end with its own death. Still this will only be at a heavy cost to the enemy who tries to stop these 12 feet tall monsters as they go on a rampage of destruction and revenge.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hunters	45	5	3	6	6	3	2	2	8	2+



Squad: Hunters always come in pairs. Up to three pairs may be taken as a single Heavy Support choice. However this may only be done once. Hunters may never count as a scoring unit

Unit Type: Infantry.

Equipment: Fuel rod cannon and Hunter shield.

SPECIAL RULES

Hunter Bond: Hunter pairs are bonded, and are fiercely protective of the companion. If one of the Hunters die, the other gains the *Preferred Enemy* and *Furious Charge* universal special rule as described in the Warhammer 40k rulebook.



Brute Chopper

The Brute Chopper is a relatively recent development done by the forces of the Covenant. This massive vehicle is designed to strike head on into its opponents and either crush them beneath the main heavy wheel or to toss them on their side. Despite its huge size the Chopper is very fast and deceptively agile, and like every Covenant vehicle it is also a skimmer, thx to advanced Covenant engineering. Being a Brute based invention it is also heavily armed and armored, possessing two heavy Brute designed Auto cannons, used to tear up infantry and vehicles a like.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Brute Chopper	38	4	3	4	4(5)	1	4	2	8	3+
Chopper Major	42	4	4	4	4(5)	2	5	2	9	3+



Squad: Chopper major and 2 to 4 Choppers.

Crew: 1 Pilot.

Unit Type: Bikes.

Weapons: Two twin linked Auto-Cannons or two twin linked Plasma Cannons at +15 pts.

Equipment: Every Chopper is equipped with Gravity boosters and every Brute is armed with a Spiker rifle.

Options: Brute Choppers may be equipped with Plasma grenades at +1 pts per model; Spike grenades at +2 pts per model or Fire Bombs at +5 pts per model. Up to three Brutes may replace the Spiker for a Needler at +7 pts or a Mauler at +5 pts. The Chopper Major may replace his Spiker for a Plasma rifle for +10 pts or an Energy Sword at +20 pts

SPECIAL RULES

Ram: Brute Choppers are made specifically for smashing into vehicles and going over enemy forces. Brute Choppers can tank shock infantry and if they move more than 6" they may ram a vehicle with a 10S attack.



Brute Prowler

The Brute Prowler is the Brute response to the Elites Specter assault vehicle, not as fast as the Specter it makes up for this failing by being far sturdier and better armored if equally unprotected.

With the exception of the speed difference there is not much difference between the Specter and the Prowler, as both are designed to bring a small squad of troops to a given location and harass the enemy, while reinforcements arrive, while still possessing a good amount of offensive firepower.

Pts	Front	Side	Rear	BS
55	12	11	10	3



Type: Skimmer, Open Topped.

Crew: 1 Pilot, 1 Gunner and 2 extra soldiers. Brutes +10 pts per model or Elites +15 pts per model.

Unit Type: Vehicle.

Weapons: One heavy plasma cannon, twin linked at +10 pts or one auto cannon at +15 pts, twin linked at +25 pts.

Options: The hull mounted soldiers can have any armament allowed to them from their respective lists. Furthermore the Brute Prowler may be equipped with the following upgrades: Brute armor; Brute spikes; cloaking device; energy screens; plasma dischargers; plasma missile launcher; and scanner packs.



Wraith Tank

The Wraith is the main heavy vehicle of the Covenant forces. Like all Covenant small vehicles it moves thanks to anti-gravitic motors, that keep it floating over the ground, making it extremely easy to move over even uneven terrain.

The Wraith is also a powerful artillery piece, for its main cannon that is useful against heavy targets, also has a very long range, making it extremely useful against even heavily armored bunkers.

The long arch like rounds of the Wraith make it a dangerous foe to any enemy, and a favorite tactic of the Covenant is the multiple round simultaneous impact, where one or more Wraith will fire rounds high in the air and gradually diminish the arch of the shots, thus allowing for multiple barrages on a concentrated area, where the intense plasma will atomize any resistance.



Pts	Front	Side	Rear	BS
80	13	12	10	4

Type: Skimmer, open topped.

Crew: 1 Pilot and 1 Gunner.

Unit Type: Tank.

Weapons: One heavy plasma mortar at +60 pts or a plasma torpedo launcher at +30 pts and one plasma cannon, twin linked at +10 pts or one auto cannon at +20 pts, twin linked at +30 pts

Options: The Wraith Tank may be equipped with the following upgrades: Brute armor; Brute spikes; cloaking device; energy screens; engineers; gravity boosters; plasma dischargers; plasma missile launcher; and scanner packs.



Anti-Air Wraith

The Covenant Anti-Air Wraith is a specialized variant of the standard Wraith hover tank chassis, sporting a deadly battery of heavy fuel rod cannons that can rapidly eliminate aerial threats. However what makes them so dangerous against air targets also makes them lethal against ground based targets as the heavy fuel rod cannon batteries are extremely long ranged and designed to deal with heavy targets and eliminate them. Many enemies have underestimated these apparently fragile looking turrets and not live to tell the tail as the heavy turrets let loose a deadly volley of heavy fuel rod and rapidly decimate enemy armored targets to smoking ruins.

Pts	Front	Side	Rear	BS
-----	-------	------	------	----



75	13	12	10	3		
----	----	----	----	---	--	--

Type: Skimmer, open topped

Crew: 1 Pilot, 1 Gunner.

Unit Type: Vehicle.

Weapons: Anti-Air Fuel Rod Cannon Battery at +25 pts and one plasma cannon, twin linked at +10 pts or one auto cannon at +20 pts, twin linked at +30 pts.

Options: The Anti-Air Wraith may be equipped with the following upgrades: Brute armor; Brute spikes; cloaking device; energy screens; engineers; gravity boosters; plasma dischargers; plasma missile launcher; and scanner packs.



Covenant Heroes
The Prophet of Truth

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Truth		2	5	2	3	3	2	3	10	-*



The Arbiter

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Arbiter		7	5	4	3	3	7	5	10	4+*



Tartarus Chieftain of the Brutes

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Tartarus		6	5	5	4	4	6	5	10	3+*



Rtas ‘Vadumee (Commander Half Jaw)

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Half Jaw		6	5	4	3	3	6	4	10	3+*



Sesa Refumee (Heretic Leader)

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Sesa		6	5	4	3	3	6	4	10	3+*



Shangheili Councilors

Profile	Points	WS	BS	S	T	W	I	A	Ld	Sv
Councilor		7	5	4	3	3	7	4	10	2+*



Covenant Summary

	Points	WS	BS	S	T	W	I	A	Ld	Sv	Weapon	Range	Str	AP	Type
Alpha	25	4	4	4	4	1	4	2	8	3+	Anti-Air Fuel Rod Cannons	52"	8	3	Heavy 3/Anti-Air
Alpha Captain	+10	5	4	4	4	2	5	2	8	3+	Auto Cannon	24"	7	4	Heavy 2
Arbiter		7	5	4	3	4	7	5	10	3+*	Brute Shot	24"	5	4	Rapid Fire/Blast
Brute Banshee	35	3	3	4	4(5)	1	3	1	6	4+	Brute Spiker	18"	4	6	Assault 1/Rending
Brute Captain	+10	4	4	4	4	2	4	1	8	4+	Carbine	30"	5	3	Rapid Fire/Pinning
Brute Chopper	32	4	3	4	4(5)	1	4	2	8	3+	Fuel Rod Cannon	12"	8	2	Heavy 1/Melta
Brute Guard	35	4	4	4	4	3	6	3	8	3+	Fuel Rod Gun Concentrated	36"	8	3	Heavy 1/Poison
Brute Regular	10	3	3	4	4	1	3	1	6	4+	Fuel Rod Gun Individual	36"	4	5	Heavy 2/Blast
Brute Rider	28	4	3	4	4(5)	1	4	1	8	3+	Gravity Cannon	36"	6	1	Heavy 1/Lance
Chieftain	70	5	5	4	4	3	5	3	10	3+	Heavy Plasma Mortar	G100"	9	2	Heavy 1/Large Blast
Chopper Major	42	4	4	4	4(5)	2	5	2	9	4+	Mauler	12"	4	-	Assault 2
Commander	75	6	5	4	3	3	6	4	10	3+*	Needler	18"	-	1	Assault 3
Councilor		7	5	4	3	3	7	4	10	2+*	Particle Beam Rifle	36"	X	6	Heavy 1/Sniper/Pinning/O verheat
Drone	5	1	4	2	3	1	3	1	6	5+	Plasma Cannon	24"	6	2	Heavy 3
Elite Banshee	40	4	3	3	3(4)	1	4	1	7	4+*	Plasma Pistol	12"	3	4	Pistol/Ove rheat
Elite Guard	38	5	4	4	3	2	6	3	9	3+*	Plasma Rifle	18"	4	4	Assault 2/Overhea t
Elite Major	+10	4	4	4	3	2	5	1	8	4+*	Plasma Torpedo Launcher	60"	8	2	Heavy 1/ Blast
Elite Minor	15	4	3	4	3	1	4	1	7	4+*					
Elite Rider	33	4	3	4	3(4)	1	5	1	8	4+*					
Grun	-	2	2	3	2	1	2	1	4	-/6					
Grun Major	+5	2	2	3	2	1	2	1	5	6+					
Half Jaw		6	5	4	3	3	5	4	10	3+*					
Heavy Grun	7	2	3	3	2	1	1	1	6	5+					
Hunters	45	5	3	6	6	3	2	2	8	2+					
Jackal	8	2	4	3	3	1	2	1	7	5+					
Jackal Major	+10	2	5	3	3	2	3	1	8	4+					
Jump Brute	17	4	4	4	4	1	4	1	8	4+					
Jump Major	+10	4	4	4	4	2	5	2	9	4+					
Prophet	60	2	3	2	3	2	2	2	10	5+*					
Ranger	22	4	4	4	3	1	4	1	8	4+*					
Ranger Major	+10	4	4	4	3	2	5	2	9	4+*					
Sesa		6	5	4	3	3	6	4	10	3+*					
SO Brute Commander	+10	5	5	4	4	2	5	3	9	3+					
SO Brute Officer	27	4	4	4	4	1	5	2	8	3+					
SO Elite Commander	+10	5	5	4	3	2	5	3	9	3+*					
SO Elite Officer	32	4	4	4	3	1	5	2	8	3+*					
SO Grun	15	2	4	2	2	1	2	1	5	4+					
Tartarus		6	5	5	4	4	5	5	10	3+*					
Truth		2	5	2	2	2	2	3	10	-*					
Ultra	30	4	4	4	3	1	4	3	9	3+*					
Ultra Captain	+10	5	4	4	3	2	5	3	9	3+*					
Ultra Grun	15	3	3	3	2	1	2	2	7	4+					
Zealot	60	5	5	4	3	2	5	3	10	3+*					

Juan Jacobo Yarce Velez
Jacobofed@hotmail.com