

CODEx: COVENANT



CONTENTS

4: Special Rules
7: Covenant Armoury
11. Army List/ Elite Zealot
13. San'Shyuum Minister
14: Sangheili Honour Guards
15. Brute Chieftain
16: Elite Ultra
18: Unggoy Command Group
19: Engineer
21. SpecOps Trooper
23: Elite Warrior Lance
24: Brute Pack
25: Jackal Marksmen
27: Grunt Meatshields
28: Covenant Infantry Lance
29: Shadow
30: Spirit
31: Phantom
33: Ghost
34: Brute Rangers
35: Drone Swarm
36: Spectre/Prowler
37: Wraith
38: Hunter
39: Banshee
40: Locust
41: Apocalypse Units: Scarab
42: Super Scarab
43: Seraph
44: Apocalypse Formations: SpecOps Strike Team
45: Brute Alpha Pack
46: Excavation Team
47: Air Superiority Lance
50: Reference Sheet
52: Prophet of Truth
54: Arbiter
56: Tartarus
57: Battlefleet Gothic Covenant Navy
58: Covenant Navy Special Rules
59: Supercarrier/Assault Carrier

- 60: Carrier/CCS-Class Cruiser
- 61: Reverence-Class Cruiser/Light Cruiser
- 62. Destroyer/Corvette



SPECIAL RULES

Personal Energy Shields: Many Covenant units have energy shielding built into their armour, to provide an extra layer of protection. Energy shielding increases the armour save of units that have it by varying amounts. All armour save bonuses have already been included into the respective unit's stat lines.

Sangheili Honour: A Sangheili would rather die than submit to the enemy or fail his master. Any squad with this special rule may re-roll all failed leadership tests. However, every time a squad with this special rule fails a Leadership test, (the first failure doesn't count, only the re-rolled one) the squad suffers a number of automatic wounds (no saves allowed) equal to the amount they lost the test by, as ashamed Sangheili commit suicide rather than continue their disgraced existence.

Brute Battle Rage: The Jiralhanae are primitive and base, prone to bouts of rage when they are attacked in battle. When a Brute squad is reduced to 50% casualties, the entire squad gains Furious Charge and Rage for the rest of the game.

For the Prophets! Once per game, one model with this special rule may rally his forces and lead a vicious charge to destroy the enemy once and for all. The call is sounded at the beginning of the Covenant turn, and for the duration of both players' turns all units add +1 to their Leadership, and have Preferred Enemy against whoever you are fighting. However, if the model who sounded the call is killed in the same turn he activated this ability, the Covenant will be in disarray, and the effects of the call end immediately, to be replaced with -1 L. In addition, no Covenant unit may run, charge, come in from reserve or Deep Strike this turn, as they flounder around in confusion.

Deadly Focus: Despite being horribly cowardly creatures, Unggoy are actually quite good shots when they concentrate on aiming and not running for their lives. A strong presence nearby in the form of an Elite or a Brute can handle this, allowing them to deal with the business of killing

the enemy. Just before a Grunt squad fires, take a leadership test. If the test is failed, nothing happens, and the squad shoots without penalty. If it is passed, however, the Grunts count as having BS3 for that round of shooting only.

Meatshields: Unggoy Meatshields are wretched creatures, beaten down and despised by the higher Covenant species, they are sent to their deaths on a whim and live only to die in place of their betters. Covenant units may fire upon enemies in close combat with Meatshields, but any failed hits must be resolved against the Meatshields. Also, enemy units may never fire through the Meatshields to get to other units as per the Cover rules.

Zealous Faith: Grunts are not the most fanatical of creatures, but when the time comes and death is near, they can be overtaken with fanaticism and activate their plasma grenades, charging into the enemy to deal death to the heretic. Whenever a squad that contains models with this special rule is removed as per the Sweeping Advance rules, D6 S3 AP5 Pinning hits are dealt to the unit that performed the Sweeping Advance. If the number rolled on the die is more than there are models with Zealous Faith left in the unit, no hits occur.

Pistol Overcharge: Energy Pistols are capable of overcharging and firing a powerful bolt of plasma that can home in on enemies and short circuit vehicles. Instead of firing normally, an Energy Pistol may fire with the following profile: 12" S4 AP5 Type: Pistol. In addition, any vehicle hit suffers an automatic Crew Shaken result, and any missed to hit rolls may be re-rolled. If an Energy Pistol is overcharged, it may not fire again in the next Shooting phase.

Eyes of a Jackal: Has the Acute Senses universal special rule and may pick out individual models for the purposes of wound allocation.

Gift of the Huragok: The Engineers of the Covenant have an inbuilt affinity for fixing and rebuilding broken equipment, and 'improving' perfectly fine technology. Unfortunately Engineers are rather indiscriminate in their urge to repair, and will often repair damaged enemy hardware as well as allied equipment. When a Huragok is within 8" of a vehicle (friend or foe), it **must** attempt to repair **one** damage result of the players choice in the movement phase. It must always choose the closest vehicle, and if there are two vehicles of equal distance, then the Covenant player may choose which it repairs. The damage results and the dice roll needed to repair them are as follows:

Immobilised: 6
Weapon Destroyed: 5+
Stunned: 3+

Flight of the Drones: Drones flit around like butterflies, never staying in one place for very long. Because of this they are very difficult to hit from any range. Drones have a 5+ cover save when not in cover. When they are in cover, they use that cover instead, as they are hiding and not flitting around like normal. Also, they never suffer from dangerous terrain or deep strike mishaps.

Bond-Brothers: If there are two Hunters in the unit and one of them dies, the other one gains Rage and +1A for the rest of the game as it mourns its dead brother.

Combat Hatches: Spirits and Phantoms have the ability to fly slower than normal and open their hatches so that passengers can strafe passing enemies from the relative safety of their transports. Counts as Open-Topped as long as it moves at Combat Speed for that movement phase.

COVENANT ARMOURY

Wargear and Upgrades

- Energy Sword (Power Weapon)
- Gravity Hammer (Thunder Hammer. Strikes an I-1 instead of II and is a two-handed weapon)
- Curveblade/Energy Cutlass/Warknife (Close Combat Weapon)
- Defence Gauntlet (Requires one hand to use. Gives Feel No Pain to the wielder.)
- Dual-Wielded Weapons (Any dual-wielded gun counts as twin-linked, and any dual-wielded close combat weapon grants +1 A to the bearer)
- Plasma Grenades (Counts as Krak grenades in all respects)
- Spike Bombs (Counts as Frag grenades in all respects)
- Energy Pike (Witch-blade. Ignores armour saves.)
- Power Shield (The vehicle counts as Obscured. If the vehicle ever suffers any damage results that are not Stunned or Shaken, the Power Shield is destroyed permanently.)
- Shield Amplifier (All units within 12", including the model with this upgrade, have a +1 added to their armour save as their shields are increased in strength. So 5+ becomes 4+, 4+ becomes 3+, etc.)

Icons

- Icon of Wrath (Any unit with a model within 12" may re-roll failed rolls to wound in close combat)
- Icon of Clarity (Any unit with a model within 12" gains Acute Senses and +1 BS)
- Icon of Resolution (Any unit with a model within 12" suffers no ill effects if the model that activated the For the Prophets! ability dies in the same turn he sounded it, but they lose the bonuses associated with it all the same)
- Icon of Salvation (Any unit with a model within 12" gains a permanent 6+ invulnerable save. If they already have one, they gain +1 to their invulnerable save instead.)
- Icon of Divine Purpose (Any unit with a model within 12" gains +1 WS)
- Icon of Heavenly Destruction (May call down an orbital bombardment once per game, and make a single Range: Unlimited S:10 AP:1 Ordnance, Large Blast shooting attack in the shooting phase instead of moving, shooting or assaulting that turn.)

Items

- **Overshield:** The first Instant Death wound suffered in a game counts as an ordinary wound instead.
- **Active Camouflage:** Any unit wishing to shoot at a squad with Active Camouflage must roll as if for Night Fighting. Also grants the Infiltration special rule to any who have it
- **Trip Mines:** Once per game the unit may plant Trip Mines to thwart enemy pursuers or seal off choke points in their defence. Trip Mines may be placed at any time during the Covenant movement phase by a unit that has them. When that unit moves away from the Trip Mines, the area that they were occupying when they placed the Trip Mines (placing markers may help you remember the places of the models) counts as dangerous terrain until the first time any squad/vehicle triggers them.
- **Flares:** Once per game, the unit that has the Flares may activate them in the Shooting phase instead of shooting. If the Night Fighting rules are in affect, one enemy unit within 12" may be fired at without rolling to see if you can see them by any Covenant unit for that turn. If the Night Fighting rules are not in affect, they may be thrown at a single enemy unit within 12" and that unit may not shoot in its next shooting phase, but may run.
- **Cloaking:** May be activated once per game at the start of the Covenant turn. The unit that has Cloaking may move, but not shoot or run, but in return, any enemy wishing to shoot at this unit must roll as if for Night Fighting. Alternatively, Cloaking may be activated before the game, in which case this unit has the Infiltrators rule, but cannot activate Cloaking at all during the game itself.
- **Radar Jammer:** Units wishing to Deep Strike within 12" of this unit must re-roll the scatter dice and distance dice if the Covenant player wishes it.
- **Power Drain:** May be used by one model when the unit it is in assaults a vehicle instead of attacking. Roll to hit as normal, and if the hit is successful, roll a further die. On a 1-3 the vehicle is Shaken automatically, and on a 4-6 the Vehicle is Stunned automatically.
- **Bubble Shield:** May be activated at any point during the Covenant movement phase. For the following turn, the unit that activated their Bubble Shields gains a 3+ cover save, upgraded to 2+ if they already have one. However, they may not move from their position or shoot in the shooting phase.

Ranged Weapons

Weapon	Range	Strength	AP	Type
Banshee Plasma Cannon	36"	5	4	Heavy 5
Beam Rifle	36"	X	6	Heavy 1, Sniper
Brute Shot	18"	4	5	Assault 2, Blast
Brute Spiker	18"	3	4	Assault 2
Covenant Carbine	30"	4	5	Assault 1
Covenant Plasma Cannon	36"	5	4	Heavy 3
Energy Pistol	12"	3	5	Pistol
Fuel Rod Battery	48"	8	3	Heavy 2
Fuel Rod Cannon	36"	8	3	Heavy 1, Blast
Fuel Rod Gun	24"	7	4	Heavy 1, Blast
Heavy Plasma Launcher	48"	8	3	Heavy 4, AA Mount, Blast
Hunter Cannon (Beam)	36"	8	2	Heavy 2, Lance
Hunter Cannon (Blast)	24"	7	4	Heavy 1, Blast
Light Plasma Mortar	18"	8	4	Heavy 1, Blast
Mauler	6"	4	3	Assault 2, Rending
Mining Laser**	48"	7	1	Heavy 2, Melta
Needle Rifle	24"	4	5	Rapid Fire, Rending
Needler	18"	3	-	Assault 2, Homing Needles*
Plasma Mortar	6"-48"	9	3	Ordnance Barrage 1, Large Blast
Plasma Repeater	18"	3	4	Assault 3
Plasma Rifle	24"	3	4	Rapid Fire
Scarab	72"	10	1	Heavy 1,

Laser***				Primary Weapon
----------	--	--	--	-------------------

*Needlers small, explosive pink needles that can home in on nearby heat sources, making them very accurate weapons. May re-roll all failed rolls hits in shooting.

**A Mining Laser fires a focused beam of pure heat at it's target, ideal for melting through solid rock. In battle it can turn it's laser on buildings or terrain to clear the field for the Covenant troops. Instead of shooting or moving, the Locust can focus the Mining Laser to destroy one piece of non-impassable terrain. At the end of the turn, roll a dice and consult the chart below. The amount required to destroy a terrain piece depends on the cover save it provides, if the roll fails the terrain piece remains. The terrain piece counts as dangerous terrain for the duration of the turn as well if it was not already. The Locust may not do anything else in the turn- including react to assaults.

6+: Auto

5+: 3+

4+: 4+

3+: 5+

2+: 6+

***A Scarab Laser is a focused beam of plasma, capable of scouring a line of ground into pure glass, turning anything in the way into a pile of ash. At first the beam is strong and powerful, but gradually diminishes and tapers as the devastating laser runs out of plasma to fire. Fire the Scarab Laser by placing the wide end of the flamer template anywhere within range of the Scarab and the narrow end not closer to the Scarab than the wide end. Resolve the shot against everyone completely or partially underneath the template.

ARMY LIST

HQ

Elite Zealot.....170

The Elites, or Sangheili as the Covenant know them, are the main military power of the Covenant. They are a noble race of fighters, honourable and proud. Zealot is an umbrella term for a variety of high-ranking Sangheili generals, each controlling a specific area of the Covenant military. Field Masters and Field Marshals are the leaders of armies, while Shipmasters command ships and Fleetmasters control armadas. Elite Zealots are powerful warriors, earning their place through sheer combat ability, instead of tactical prowess or strategic skill. Most Zealots have a good combination of both, fortunately, and are much feared by the enemies of the Covenant. Unfortunately, their bright gold armour makes them a target for enemy fire, but with powerful armour and personal energy shields that are top-of-the-line, they do not care.



Zealot

WS	BS	S	T	W	I	A	Ld	Sv
6	5	4	4	3	5	4	10	2+

Special Rules

- Independent Character
- Fearless
- For the Prophets!

Special

This character may never join units that contain Brutes (Jiralhanae)

Unit Composition

1 Elite Zealot

Unit Type

- Infantry

Wargear

- Energy Sword
- Covenant Carbine
- Plasma Grenades
- Overshield

Must choose one of the following titles to determine which type of Zealot this one is and which special rule he brings to the army:

-Field Marshall: Tactical Prowess: Roll a D3 at the start of the battle. That is how many times during the battle you are able to bring in a single unit from Reserves without rolling, or, if they are forced to enter battle, delay them until next turn. In addition, you may redeploy a single unit once both you and your enemy have finished main deployment, but before Infiltrators or Scouts are placed.

-Field Master: Duellist: If a Field Master is in base contact with an enemy Independent Character, he must direct all his attacks at that Character and the Character must direct all his attacks at the Field Master. In addition, the Field Master may perform a single Coup De Grace attack upon that Independent Character instead of his normal attacks. The Master rolls to hit normally, but if he succeeds the Coup De Grace is resolved as a Strength 6 attack that causes Instant Death regardless of the targets Toughness.

-Ship Master: Orbital Assault: Counts as having an Icon of Heavenly Destruction, and may choose to re-roll up to three Deep Strike scatter rolls. Note that he can either re-roll the distance dice or the scatter die each time, not both.

-Fleet Master: Intercept Reinforcements: All enemy Reserve rolls suffer a -1 penalty as long as the Fleet Master lives.

You may not choose two of the same types of Zealots in the one army, unless in an Apocalypse battle.

Options

- May exchange his Energy Sword for Dual-Wielded Energy Swords for +8 points.
- May exchange his Covenant Carbine for Dual-Wielded Plasma Rifles for +6 or a Needle Rifle for free
- May have one of the following:
 - Active Camouflage.....15 points
 - Cloaking.....5 points
 - Power Drain.....10 points

San'Shyuum Minister.....110

The San'Shyuum, or Prophets, as the humans call them, are the spiritual and political leaders of the Covenant. Due to centuries of relying on their technology and lesser servants, they have evolved to become frail, weak and spindly, barely able walk without help from their Gravity Thrones. Ministers are fairly high ranked in the Prophet hierarchy, and occasionally accompany Sangheili generals on their campaigns out of boredom, curiosity or a desire to do more for their empire. They are useful for inspiring nearby Covenant warriors, who would die to protect them without a thought.

Minister

WS	BS	S	T	W	I	A	Ld	Sv
1	3	2	3(4)	4	3	1	9	5+

Special Rules

- Independent Character
- I Guide You on the Path! All Covenant units within 12" gain +1 to their Leadership value.
- You Live to Protect Me! If a Minister is ever removed as a casualty, all Covenant units within 12" of him at the time must take an immediate Morale check, and continue doing so every turn for the rest of the game.

Unit Composition

1 San'Shyuum Minister

Unit Type

- Infantry

Wargear

- Gravity Throne: Grants extra toughness in the same manner as a bike, and makes the Minister count as two models for the purposes of transport capacity.
- Twin-Linked Covenant Plasma Cannon
- Gravity Shield: Has a permanent 3+ Cover Save. Does not extend to squads that the Minister is a part of.

Options

- The Minister may be accompanied by a unit of Sangheili Honour Guards, as below, or a unit of Brute Bodyguards, as per the Brute Chieftain rules.
- The Minister may have one of the following:
 - Icon of Wrath.....15 points
 - Icon of Resolution.....10 points
 - Icon of Clarity.....15 points
 - Icon of Salvation.....5 points
 - Icon of Divine Purpose.....15 points
 - Icon of Heavenly Destruction.....25 points

Sangheili Honour Guards.....35

Sangheili Honour Guards are skilled and fierce warriors armed with Energy Swords. Veterans of decades of war, Honour Guards are the most honoured warrior group in the Elite social structure, and have slaughtered hundreds in battle to gain the coveted title of Honour Guard. Admired and held in high esteem by the lesser Sangheili around them, Honour Guards are arrogant and proud, but probably have a right to be, as anyone who has seen them in battle will attest.

Honour Guard

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	5	2	10	3+

Defender

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	5	3	10	3+

Guard's Duty: Honour Guard never count for the minimum or maximum HQ choices. You may only have as many Honour Guard units as there are San'Shyuum Ministers in the army, and each Honour Guard unit must be in a unit with a San'Shyuum Minister at all times and deploy as such. The San'Shyuum Minister may never leave the unit until one of them dies. If the San'Shyuum Minister they are guarding dies, the Honour Guard gain Rage for the rest of the battle.

Special Rules

- Stubborn
- Sangheili Honour

Unit Composition

- 4-10 Sangheili Honour Guards

Unit Type

- Infantry

Wargear

- Energy Sword
- Plasma Grenades

Options

- The entire squad may replace their Energy Swords with Energy Pikes for free.
- One Sangheili Honour Guard may be upgraded to a Defender for +10 points
- The Defender may exchange his Energy Sword or Energy Pike for Dual-Wielded Energy Swords for +8 points.
- May have Overshields for +15 points each.

Brute Chieftain.....150

Brutes are violent and savage warriors, capable of great brutality and atrocious acts. Lacking the nobility and honour code of the Sangheili, the Jiralhanae can do things no Elite would dream of. Devious, underhanded acts of animalistic cunning are not out of the question when it comes to Brutes. Chieftains form the top of the Brute food chain, ruling large packs through sheer force and violence. Armed with ceremonial weapons called Gravity Hammers that crush anything they touch with blasts of compressed gravity, Chieftains are powerful and fearsome warriors that can slaughter entire squads and ignore the most grievous wounds.

Chieftain

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

Special Rules

- Independent Character
- Fearless
- For the Prophets!

Special

The Chieftain may never join units that contain Elites (Sangheili)

Unit Composition

1 Brute Chieftain

Unit Type

- Infantry

Wargear

- Gravity Hammer
- Spike Bombs

Options

- May replace the Gravity Hammer with a Fuel Rod Gun for free.
- May have one of the following:
 - Overshield.....15 points
 - Active Camouflage.....15 points
 - Cloaking.....5 points
 - Power Drain.....10 points
- May have 2-6 Brute Bodyguard as a permanently attached retinue for +50 points each. A Brute Bodyguard has the following profile:

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

Special Rules

- Stubborn
- Feel No Pain

Unit Type

- Infantry

Wargear

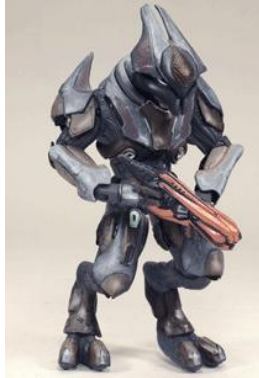
- Dual-Wielded Spikers
- Spike Bombs
- Mauler

Elite Ultra.....105

Ultras are the most common form of battlefield commander, leading several lances at a time in battlefield engagements. They wear white/silver armour in battle, making them stand out like a sore thumb amongst their comrades.

Ultra

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



Special Rules

- Independent Character
- Fearless
- For the Prophets!

Special

This character may never join units that contain Brutes (Jiralhanae)

Unit Composition

1 Elite Ultra

Unit Type

- Infantry

Wargear

- Energy Sword
- Plasma Rifle
- Plasma Grenades

Options

- May exchange his Energy Sword for Dual-Wielded Energy Swords for +8 points.
- May exchange his Plasma Rifle for Dual-Wielded Plasma Rifles for +8 or a Needle Rifle for +3 points
- May be equipped with an Active Camouflage generator for +15 points.
- May have one of the following:
 - Overshield.....15 points
 - Active Camouflage.....15 points
 - Cloaking.....5 points
 - Power Drain.....10 points

Unggoy Command Group

Unggoy need strong guidance in war to become an effective fighting force. Otherwise they will dissolve and scatter, becoming easy prey for any enemy. Even though the Sangheili and later the Jiralhanae were effective reminder of why the Grunts were fighting and could “persuade” fearful Grunts that fighting was safer than facing their wrath, more sophisticated methods were often called for. One of these methods was forming ‘command groups’ that could coordinate the Unggoy more effectively and micromanage their movements far better than any Sangheili threatening a frightened Grunt ever could. Ultras are also more adept at wielding their weapons and can overcharge Energy Pistols.

Unggoy Ultra.....8

WS	BS	S	T	W	I	A	Ld	Sv
2	3	2	3	2	3	2	7	5+

Major.....6

WS	BS	S	T	W	I	A	Ld	Sv
1	2	2	3	1	2	1	6	6+

Grunt Guards.....5

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

Special Rules

Ultra

-When in Doubt, Fight! Any squad with Unggoy in it within 12” of the Command Group may re-roll any failed Deadly Focus or Zealous Faith rolls.

-Pistol Overcharge

Grunt Guards/Majors

-Deadly Focus

Unit Composition

-1 Unggoy Ultra

-2-4 Grunt Majors

-2-10 Grunt Guards

Unit Type

-Infantry

Wargear

-Energy Pistol

-Plasma Grenades

Options

-The Ultra or any Major may replace his Energy Pistol with a Needler for +4 points each

Engineer.....55

The Huragok are the least populous race of the Covenant. They are floating, bloated sacks augmented with mechanical harnesses. They communicate through sign language made with their tentacles, and are named arbitrarily on how well they float when they are born. Huragok Engineers are wonders with machinery, having a knack for fixing and improving things, and can make stunning battlefield repairs. Unfortunately they are not smart creatures, and struggle to grasp the concept that the enemy should not be repaired as well as your allies.



Engineer

WS	BS	S	T	W	I	A	Ld	Sv
2	2	2	3	2	2	1	10	2+

Special Rules

- Independent Character
- Slow and Purposeful
- Fearless
- Gift of the Huragok

Special

Three Engineers may be taken for one HQ slot, but operate and deploy separately. Engineers never count towards the minimum required number of HQ choices.

Unit Composition

1 Engineer

Unit Type

- Infantry

Wargear

- Shield Amplifier

Elites

SpecOps Trooper.....25

Special Operations Elites are the shock troops of the Covenant. They are very versatile, able to fulfil a number of battlefield roles- from orbital strike trooper to Active Camouflaged spy and assassin. Respected and feared, the SpecOps are dangerous opponents, able to stab you in the back or win a one-on-one duel with equal ease.

SpecOps Trooper

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	1	4	1	9	3+

SpecOps Major

WS	BS	S	T	W	I	A	Ld	Sv
4	5	4	4	1	4	1	9	3+

Special Rules

- Sangheili Honour
- Stubborn

Unit Composition

- 5-10 SpecOps Trooper

Unit Type

- Infantry

Wargear

- Plasma Repeater
- Energy Cutlass
- Plasma Grenades

Options

- The entire squad may replace their Plasma Repeaters with Covenant Carbines for +5 points.
- May upgrade one SpecOps to a SpecOps Major or +10 points.
- The Major may have a Fuel Rod Gun for +15 points, a Needle Rifle for +5 points or an Energy Sword for +15
- Every SpecOps unit must pick one of the following missions to achieve. Each mission confers bonuses on the squad, but it must be accomplished by the squad before the end of the mission or it automatically confers an extra kill point to the enemy if it is alive, and is worth 2 for the enemy if it dies.
- Assassination:** Gains Active Camouflage. Must personally kill at least one enemy HQ.
- Clear the Objective:** Gains Deep Strike and Flares as they deploy in personal orbital drop pods. Must contest at least one objective for a full turn.

Armour Hunt: Gains Power Drain and Plasma Charges (Melta Bombs). Must destroy two enemy vehicles of any type.

Escort: Gains Bubble Shields and Cloaking. Must form a unit with any Independent Character and stay with that Character until the end of the game. If the character dies, the mission fails.



Elite Warrior Lance.....19

The Elites, or Sangheili as the Covenant know them, are the main military power of the Covenant. Elites are powerful fighters, armed with plasma-spewing rifles and protected by personal energy shields. They are honourable and dedicated fighters, and would rather die than surrender or flee. Ordinary Sangheili are armoured in blue, and their Major's are red/orange in colour. Certain lucky squads may be equipped with Active Camouflage generators so that they can sneak undetected behind enemy lines, becoming spies and assassins.

Elite

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Major

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	2	8	4+



Special Rules

- Sangheili Honour
- Stubborn

Unit Composition

- 5-10 Elite Warriors

Unit Type

- Infantry

Wargear

- Plasma Rifle
- Curveblade
- Needler
- Plasma Grenades

Options

-The entire squad may replace their Plasma Rifles with Plasma Repeaters for free or Covenant Carbines for +5 points.

-For every five Elites, one may have one of the following:

Fuel Rod Gun.....15

Covenant Plasma Cannon.....10

-May upgrade one Elite to a Major or +5 points.

-The Major may have Power Drain for +10 points or a Needle Rifle for +5 points

-The entire unit may have one of the following:

Trip Mines.....40 points

Flares.....25 points

Radar Jammer.....15 points

Cloaking.....20 points

Bubble Shields.....30 points

-One unit in the army may become Stealth Elites for +8 points each. Stealth Elites are not allowed to have any upgrades or Majors, and they replace their Plasma Rifles with Needlers, but they all gain Active Camouflage Generators.

-May take a Spirit, Shadow or Phantom as a Dedicated Transport for the listed points cost.

Brute Pack.....25

Brutes are violent and savage warriors, capable of great brutality and atrocious acts. Lacking the nobility and honour code of the Sangheili, the Jiralhanae can do things no Elite would dream of. Devious, underhanded acts of animalistic cunning are not out of the question when it comes to Brutes. Most Jiralhanae are organised into fighting Packs, lead by a War Chieftain. Brute packmates wield barbaric, solid-slug weapons and massive, crude knives in combat with deadly efficiency. They wear cyan armour in battle, and their War Chieftains are dark blue.

Brute

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	3	2	8	5+

War Chieftain

WS	BS	S	T	W	I	A	Ld	Sv
3	3	5	4	2	3	3	8	5+

Special Rules

- Stubborn
- Brute Battle Rage

Unit Composition

- 5-10 Brutes

Unit Type

- Infantry

Wargear

- Spiker
- Warknife
- Spike Bombs

Options

- One Brute may be upgraded to a War Chieftain for +5 points.
- Up to half the squad may replace their Spikers with Maulers for +3 points.
- For every five Brutes, one may have a Brute Shot for +15 points.
- The entire unit may have one of the following:
 - Trip Mines.....40 points
 - Flares.....25 points
 - Radar Jammer.....15 points
 - Bubble Shields.....30 points

- May take a Spirit, Shadow or Phantom as a Dedicated Transport for the listed points cost.

Jackal Marksmen.....17

Jackals are nimble and quick-witted aliens that are as light-fingered and devious as they are good shots. Originally the Jackals, or Kig-Yar, were going to replace Grunts as the Covenant's main infantry, but their cowardly temperament, weak physiology and low numbers (compared to the prolific Unggoy at least) saw them turned into semi-elite marksmen and scouts instead. Marksmen are armed with the Covenant's equivalent of a Sniper rifle; the Beam Rifle. Stealthy and born infiltrators, Marksmen take up positions above the enemy and rain death down upon them with their Beam Rifles.

Marksmen

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

Special Rules

- Infiltrate
- Stealth
- Eyes of a Jackal
- Pistol Overcharge

Unit Composition

- 2-8 Jackal Marksmen

Unit Type

- Infantry

Wargear

- Beam Rifle
- Defence Gauntlet
- Energy Pistol
- Plasma Grenades

Troops

Grunt Meatshield.....3

Grunts, or Unggoy, are the 'grunts' of the Covenant. They fulfil the dual roles of cannon fodder and meatshield in Covenant engagements, and are good for little else. Armoured with scraps of metal and armed with the weakest of covenant plasma weaponry, Grunts are cowardly and weak fighters that can only accomplish anything through sheer weight of numbers. Often they are accompanied by Elites, who ensure that the weakling Unggoy stay in the fight and don't flee. Meatshield's especially embody the Covenant's complete disregard for Unggoy life, sending in waves of disposable Grunts while the more elite infantry are safe in the knowledge that when they finally arrive the enemy is tired and weakened from wading through hordes upon hordes of Grunts.

Grunt

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

Deacon

WS	BS	S	T	W	I	A	Ld	Sv
1	2	2	3	1	2	1	8	6+

Major

WS	BS	S	T	W	I	A	Ld	Sv
1	2	2	3	1	2	1	6	6+

Special Rules

- Meatshields
- Zealous Faith

Unit Composition

- 10-30 Grunts
- 1-3 Meatshields/Majors

Unit Type

- Infantry

Wargear

- Energy Pistol

Options

- Must upgrade one Meatshield into either a Deacon or a Major for every 10 Grunts for +5 points. Deacons and Majors do not suffer from the Zealous Faith rule.
- Any Major may replace his Energy Pistol with a Needler for +4 points

Covenant Infantry Lance

The Covenant is a conglomerate of powerful races, and they fight as one, complementing each others strengths and downsizing weaknesses. This is reflected well in Infantry Lances, where Grunts and Jackals support each other on the field of battle while Elites keep them in line.

Grunt.....4

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

Jackal.....9

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

Elite.....19

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	4	1	8	4+

Brute.....25

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4	2	3	2	8	5+

Special Rules

Grunt

- Deadly Focus
- Zealous Faith

Jackal

- Pistol Overcharge
- Acute Senses

Elite/Brute

- Stubborn

Unit Composition

-5-15 Grunts

-0-10 Jackals

-1-5 Elites/Brutes*

*May never have both Brutes and Elites in the same Infantry Lance

Unit Type

- Infantry

Wargear

Grunt

- Energy Pistol

Jackal

- Energy Pistol
- Energy Cutlass
- Defence Gauntlet

Elite

- Plasma Rifle

- Plasma Grenades
- Brute
- Spiker
- Spike Bombs

Options

-For every ten Grunts, one may have one of the following

Fuel Rod Gun.....20

Covenant Plasma Cannon.....15

-Jackals in the unit may trade their Energy Pistols for Needlers for +5 points each or trade their Energy Pistols and Defence Gauntlets for Covenant Carbines or Needle Rifles for +7 points.

-The entire squad may have Plasma Grenades for +3 points per model.

-May take a Spirit, Shadow or Phantom as a Dedicated Transport for the listed points cost.



Dedicated Transports

Shadow.....55

Shadows are cumbersome ground transports, used by the Covenant to redeploy or transport troops already on the ground to other parts of the battlefield instead of resorting to Spirits or Phantoms. Heavily-armoured and slow, Shadows are equipped with only light weaponry for defensive purposes, but they are ideal for transporting frailer units in relative safety to the front line. Due to its strange design, the flanks are far more lightly armoured than the front and rear, so Shadows are often flanked by other units or vehicles to protect their vulnerable sides.

BS	F	S	R
4	12	10	12

Transport Capacity

-15 models

Firepoints

-4 each side (8 in total)

Unit Composition

-1 Shadow

Unit Type

-Tank (Open-Topped)

Wargear

-Pintle-mounted Covenant Plasma Cannon

-Power Shield

Spirit.....80

Spirits are the main Covenant transport, although they are used less and less with the advent of the Phantom. They aren't as large, fast, armoured or well-armed as Phantoms, either, but they can carry more troops and vehicles can be dragged around as well without sacrificing any transport capacity. Therefore they are used as the main army dropship, used to deploy large amounts of troops and vehicles in short periods of time. Strangely, they are also especially vulnerable to attack from the front, as most projectiles pass between the 'prongs' of its wings and hit the cockpit directly.



BS	F	S	R
4	10	12	11

Transport Capacity

- 20 models
- 1 Wraith or three Ghosts/Choppers

Firepoints

- None

Special Rules

- Deep Strike
- Scout
- Combat Hatches

Unit Composition

- 1 Spirit

Unit Type

- Skimmer

Wargear

- Turret-mounted Covenant Plasma Cannon

Options

- May upgrade the Covenant Plasma Cannon into a Light Plasma Mortar for +10 points.

Phantom.....100

Phantoms are powerful transports used by the Covenant. They are heavily armoured, fast, large and armed with powerful weapons, but have less transport capacity than their Spirit cousins, making them perfect for surgical strikes and combat drops when under heavy fire. Their armour grants them immunity to most small arms fire, and their grav-lift disembarking technology means that they can appear, disembark troops while still airborne, and disappear without a trace, or stay and provide air support.

BS	F	S	R
4	13	12	10

Transport Capacity

- 25 models
- 1 Wraith

Firepoints

- None

Special Rules

- Deep Strike
- Scout
- Combat Hatches

Unit Composition

- 1 Phantom

Unit Type

- Skimmer

Wargear

- Turret-mounted Twin-linked Covenant Plasma Cannon
- Two pintle-mounted Covenant Plasma Cannons

Options

- May upgrade the Twin-linked Covenant Plasma Cannon into a Light Plasma Mortar for +5 points.

Fast Attack

Ghost.....35 points

The Covenant employs two main types of Rapid Assault Vehicles- Ghosts and Choppers. Ghosts are Covenant jetbikes, swift and nimble. They are used as scouting vehicles and light harassment, but are very weakly armoured and cannot withstand much punishment. After the Covenant Civil War, the Brutes began using a similar vehicle in addition to the Ghost- the Chopper. The Chopper was an identical concept with the addition of more primitive weapons and a large set of blades used for ramming enemies.

Ghost

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4(5)	1	4	1	8	4+

Chopper

WS	BS	S	T	W	I	A	Ld	Sv
3	3	4	4(5)	1	3	2	8	4+

Special Rules

Ghost

-Stubborn

Splat! If a Ghost turbo-boosts, it may ‘splatter’ an enemy by moving through it in the same manner as a vehicle would tank shock. Each Ghost inflicts one S4 AP- hit as it passes through, and the affected unit must take a pinning test immediately.

Chopper

-Stubborn

-Chop! Each Chopper inflicts an immediate S5 AP- hit when it assaults, in addition to its normal complement of attacks.

Unit Composition

1-5 Ghost

Unit Type

Ghost

-Jetbike

Chopper

-Bike

Wargear

-Twin-linked Covenant Plasma Cannons (Note that Choppers sport the identical Chopper Cannons instead of actual Covenant Plasma Cannons)

Options

- Any Ghost may replace the Twin-linked Covenant Plasma Cannons with a Fuel Rod Gun for +5 points
- The entire unit may be upgraded to Choppers for +5 points per model.
- May take a Spirit as a Dedicated Transport for the listed points cost.



Brute Rangers.....30

When an aerial assault is needed and Drones need stronger support, the Brute Rangers are the right tool to get the job done. Heavily armoured and fast-moving warriors, Brute Rangers are capable of traversing great distances and ambushing enemies who would never expect to see a Brute flying.

Brute Ranger

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	3	2	8	4+

Major

WS	BS	S	T	W	I	A	Ld	Sv
4	3	4	4	2	3	3	8	4+

Special Rules

- Brute Battle Rage
- Stubborn
- Deep Strike

Unit Composition

- 5-15 Brute Rangers

Unit Type

- Jump Infantry

Wargear

- Spiker
- Warknife
- Spike Bombs

Options

- The entire squad may replace their Spikers with Maulers for free.
- May upgrade one Brute Ranger to a Brute Major for +10 points.
- For every five Brutes, one may have a Brute Shot for +15 points.

Drone Swarm.....14

Drones, or Yanme'e, are a race of insectoid creatures that the Covenant use as aerial assault troops, able to fly places that infantry cannot reach easily. They are human-sized, weak soldiers, but practically fearless due to their lack of intelligence. Drones are especially dangerous in large swarms, and even armed with Energy Pistols they are a formidable foe, and difficult to shoot due to their agility.

Drone

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	2	1	4	1	10	6+

Broodleader

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	2	1	4	2	10	6+

Special Rules

- Flight of the Drones
- Deep Strike

Unit Composition

- 10-30 Drones

Unit Type

- Jump Infantry

Wargear

- Energy Pistol
- Energy Cutlass

Options

- One Drone may be upgraded to a Broodleader for +10 points.
- The Broodleader may replace his Energy Pistol with a Needler for +3 points or a Plasma Rifle for +9 points.

Spectre/Prowler.....55



Spectres are like large Ghosts, sharing a similar design and function- that of a rapid assault vehicle. While they are weakly armoured and sport an exposed cockpit, Spectres can be equipped with a variety of light anti-infantry weapons, and can carry a small complement of passengers, making them an important part of the Covenant arsenal. Spectres that have Light Plasma Mortars are often called Revenants. After the Covenant Civil War, the Brutes began using an almost identical vehicle instead- the Prowler, which was only different aesthetically, the armour and weapons being the same.

BS	F	S	R
4	11	10	10

Unit Composition

-1-3 Spectres/Prowlers

Transport Capacity

-Five models

Unit Type

-Skimmer (Open-topped)

Wargear

-Pintle-mounted Covenant Plasma Cannon

Options

-May replace the Covenant Plasma Cannon with a Fuel Rod Gun for +8 points or a Light Plasma Mortar for +10

Heavy Support

Wraith.....135

Wraiths are the main battle tank of the Covenant. More akin to artillery than tanks, Wraiths use their main weapon from a distance to destroy enemy armour and groups of advancing infantry. Heavily armoured and equipped with some of the most powerful Covenant weapons, Wraiths are dangerous and formidable opponents.



BS	F	S	R
4	13	13	11

Special Rules

-Anti-Air: Bikes and Skimmers cannot claim the cover save they gain from turbo-boosting against shots fired by a Wraith. Only applies if the Wraith has the Twin-Linked Fuel Rod Battery.

Unit Composition

-One Wraith

Unit Type

-Vehicle (Tank)

Wargear

-Plasma Mortar

-Pintle-mounted Covenant Plasma Cannon

Options

-May replace the Plasma Mortar with a Twin-Linked Fuel Rod Battery for free.

-May take a Spirit as a Dedicated Transport for the listed points cost.

Hunter.....65

Hunters are the main anti-vehicle measure of the Covenant. Formed of a conglomerate of worm-like life forms called Lekgolo, Hunters are very difficult to kill due to their lack of vital organs and multiple brains. Individually they make poor warriors, but in battle they form together into colonies that fight as monstrous creatures ten feet high. Armed with the most powerful non-vehicle weapon available to the Covenant in one hand and a nearly indestructible blast-shield in the other, Hunters are powerful and formidable reminders of Covenant power.

Hunter

WS	BS	S	T	W	I	A	Ld	Sv
3	3	5	5	3	2	3	10	3+

Special Rules

- Fearless
- Slow and Purposeful
- Bond-Brothers

Unit Composition

- 1-2 Hunters

Unit Type

- Infantry

Wargear

- Hunter Cannon

Options

- Reinforced Shield (+1 to armour save) for +10 points.

Banshee.....40

Banshees are the main air support fighter of the Covenant. They are unable to stand against other aircraft without superior numbers, however, and the job of interceptor and air superiority fighter lies with the larger Seraphs. Despite this, swarms of Banshees are very dangerous for infantry and light vehicles, who unable to shoot down the swift fighters.



BS	F	S	R
4	10	9	9

Special Rules

- Deep Strike
- Scout

Unit Composition

- 1-5 Banshees

Unit Type

- Skimmer (Fast)

Wargear

- Twin-Linked Covenant Plasma Cannons
- Fuel Rod Cannon

Locust.....120

Locusts are converted mining vehicles, armed with a powerful laser designed for vaporising rock. Such a weapon is especially deadly when turned against vehicles, and can even reduce obstacles and buildings to a field of charred fragments in seconds. Locusts are supported by four arachnoid legs, making them large and intimidating to fight.

WS	BS	S	I	A	F	S	R
2	4	6	2	3	12	12	12

Special Rules

-Fleet

Unit Composition

-1 Locust

Unit Type

-Vehicle (walker)

Wargear

-Mining Laser

Options

-May have a Power Shield for +15 points.

Apocalypse Units

Scarab.....750

Akin to giant Locusts, Scarabs used to be heavy mining vehicles before the war. Now many have been repurposed for more violent purposes, fitted with heavier armour, weapons and shielding. Feared far and wide for their destructive power and ability to withstand extreme damage, Scarabs are the most powerful and dangerous weapons in the Covenant arsenal.

WS	BS	S	I	A	F	S	R
2	4	10	1	5	13	13	12

Transport Capacity

-30 models, 1 access point on each side

Counts as open-topped for the purpose of occupants firing.

Special Rules

-Deep Strike

Structure Points

-3

Unit Composition

-1 Scarab

Unit Type

-Super-heavy Walker

Wargear

-Scarab Laser

Options

-May have a hull-mounted Heavy Plasma Launcher for +30 points

-May have up to three of the following hull-mounted weapons

Covenant Plasma Cannon.....12 points

Light Plasma Mortar.....15 points

Fuel Rod Battery.....22 points

Super Scarab.....1100

*Super Scarabs are immense versions of the ordinary Scarab, sporting the best of the Covenant's arsenal. It was as if, when designing the Super Scarab, they couldn't decide which weapons they should equip it with, so they just said "stuff it" and put them **all** on.*

WS	BS	S	I	A	F	S	R
2	4	10	1	8	14	13	13

Transport Capacity

-40 models

Counts as open-topped for the purpose of occupants firing.

Structure Points

-5

Unit Composition

-1 Super Scarab

Unit Type

-Super-heavy Walker

Wargear

-Energy Projector*

Options

-May have up to two of the following hull-mounted weapons/systems

Mining Laser.....30 points

Plasma Mortar.....30 points

Heavy Plasma Launcher.....35 points

Landing Pad.....15 points**

-May have up to six of the following hull-mounted weapons

Covenant Plasma Cannon.....12 points

Light Plasma Mortar.....15 points

Fuel Rod Battery.....22 points

*Energy Projectors count as Scarab Lasers with the addition of this modified stat line:

Range: 92" S: D AP: 1 Heavy 1, Primary Weapon

In addition, they use the Hellstorm flamer template for their attacks.

**Landing Pads enable Covenant air vehicles to piggyback upon a Super Scarab to get as close as possible to the enemy, avoiding any possible anti-air retaliation before bursting out and reaping a bloody toll. A squad of Banshees or a single Seraph may start the game on the Landing Pad and benefit from a 4+ Invulnerable save/are Obscured respectively. They may take off as if disembarking from a transport, and any other vehicle that has the Fast Skimmer or Flyer special rule may embark and land on the Pad, as if embarking on a transport.

Seraph Starfighter.....225



Seraph's are the main Covenant starfighter, responsible for engaging enemy interceptors and defending the larger Covenant battleships from bombers. They are occasionally employed in ground assaults though, using plasma charges to strafe enemy infantry and support the banshee interceptors.

BS	F	S	R
4	10	10	10

Unit Composition

-1 Seraph Starfighter

Unit Type

-Vehicle (Flyer)

Wargear

-Heavy Plasma Cannons

-4 Plasma Charges

-Power Shield

Weapon	Range	Strength	AP	Type
Heavy Plasma Cannons	48"	7	2	Heavy 4
Plasma Charges	Bomb	6	4	Apocalypse Barrage (1)*, One-shot

*Note that the Seraph may drop as many bombs as it likes in its bombing runs, but remember that once a bomb is dropped, it is gone.

Apocalypse Formations

SpecOps Strike Force.....65 + Models

Special Operations Elites are some of the best warriors in the Covenant army. They have proven themselves time and time again as resourceful, stealthy, hardy and indispensable. They are sent on the most dangerous missions behind enemy lines, intent on sabotage, assassination and suicidal rampages. Often they are led into battle by the Arbiter himself, who embodies the heart and soul of the Special Operations image- a versatile, nearly unstoppable warrior that will never give p until his mission is complete or death overtakes him.



Units:

- 1 Ultra with Active Camouflage Generator/the Arbiter (who gains an Active Camouflage Generator for the purposes of this mission). This model is designated as the “SpecOps Commander”.
- 2+ SpecOps units with the Assassination mission
- 1 Phantom per SpecOps squad

Special Rules

Tactical Strike: The SpecOps Commander must be joined with one of the SpecOps squads and all squads must be deployed at the start of the battle in Phantoms. The Phantoms may Deep Strike, but they have to enter the board within 12” of each other.

The Mission Most Holy: These SpecOps squads have been ordered to tear out the heart of the enemy in bloody conflict, and weaken them for the mainline Covenant forces to mop up. The SpecOps squad’s Assassination mission is disregarded (note they retain the Active Camouflage Generators) and replaced with the following: The SpecOps must seize at least one objective and hold it for at least two full game turns. In addition, they must be responsible for at least one enemy HQ’s death and ensure that no enemy HQ’s are alive at the end of the game. If any of these goals have not been completed by the time the Formation is completely wiped out or the game ends (whichever is sooner) each enemy team (not player) gains one additional objective point, as if they are occupying an extra objective when the game ends. To aid them with this mission, every model in the formation gains the Fearless, Counter-Attack, and Hit and Run Universal Special Rules.

Brute Alpha Pack.....100 + Models

The Brute civilisation is a primitive and tribal one, broken down into hundreds of Packs of varying size. Although unified in theory by the Covenant, internecine war and infighting are common given the aggressive and volatile nature of the Jiralhanae. Alpha Packs are simply the largest Packs, formed when a powerful (re: big and strong) Chieftain unites several Packs into a single horde. While Jiralhanae rarely saw major combat until they overthrew the Sangheili, Alpha Packs were common enough to become one of the most feared sights in the Covenant armies. Alpha Packs taking to the field of battle means hordes of bloodthirsty and savage Brutes, braying and crying out for war as their mighty Chieftain brandishes his fearsome Gravity Hammer. Rangers soar overhead, and Choppers rev their greasy engines as the Jiralhanae advance, intent on bloodshed and slaughter.



Units:

- 1 Brute Chieftain/Tartarus. This model is designated the “Alpha Male”.
- 2-6 Brute Packs
- Up to five of the following units:
 - Brute Ranger squad
 - Rapid Assault Vehicles (must be Choppers)
 - Prowlers

Special Rules

Together we Kill: The units of the Alpha Pack must start deployed with at least one model within 12” of each other. Brute Rangers that are a part of this formation may not Deep Strike.

Together we Die: The Brute Battle Rage special rule is triggered for any Alpha Pack unit that is within 12” of the Alpha Male (or a unit he is a part of) if **any** unit that is a part of the Alpha Pack is reduced to 50% casualties. Note that the unit reduced to half strength still suffers from Battle Rage even if they aren’t within 12” of the Alpha Male.

Excavation Team.....150 + Models

Locusts and Scarabs are converted mining vehicles, primarily used for war, but that does not mean that they cannot be returned to their original purpose. In concert with Cruisers in low orbit, hosts of Scarabs and Locusts combine their fire to literally melt their way through dirt, stone, buildings or any possible impediment to their progress. Formations like this are often used to excavate Forerunner artefacts and long-lost cities, where the Covenant hope to find caches of relics from which all their technology is based.



Units:

-2-6 Locusts

-0-2 Scarabs

Special Rules

Formation: All models in the Excavation Team must deploy within 12" of each other, and any Scarabs cannot Deep Strike.

Excavation Beam: By combining their fire, Locusts and Scarabs can create a massive beam of shocking power turns melts the ground and anything on it into ash and glass. Three Locusts or a Locust and a Scarab may combine their fire into one massive beam with the following profile:

Range:48" S:D AP:1 Type: Heavy 1, 7" Blast*

*Any Terrain that is at least 50% under the template has a chance of being destroyed depending upon the cover save it provides. The first number is the cover save of the terrain and the second is the roll the Covenant player needs to destroy it.

5+: Auto

4+: 3+

3+: 4+

2+: 5+

Excavators: An Excavation Team is formed for the sole purpose of digging a very big hole. They are tasked with clearing away any obstacles before beginning their mighty task, whether those obstacles are mountains, rocks, forests, buildings or the enemy. By the end of the game, the Excavators must have wiped out at least 50% of the terrain on the tabletop, or they concede an extra objective point to the enemy.

Air Superiority Lance.....150 + Models

The Covenant uses Banshees heavily to provide support for their ground assaults, but the tiny fighters are extremely vulnerable to the more heavily-armed and –armoured enemy aircraft. To mitigate this, Banshees group together into large swarms for mutual support and by concentrating fire on single targets they can bring down the heaviest enemy fighters or bombers. Sometimes this isn't even enough, so Seraphs are called in to join the Banshees and aide them. The support goes both ways, as Seraphs often need covering fire for when they initiate heir bombing runs, and Banshees provide just that.



Units:

- 2-4 Banshee squads
- 0-3 Seraphs

Special Rules

Aerial Strike Force: The Air Superiority Lance must start the game from reserve, and can Deep Strike if every member of the Lance is initially placed within 12" of another (note they may scatter further than this).

We Rule the Skies: The Air Superiority Lance confers the Long Range Ack-Ack Strategic Asset upon the Covenant army. In addition, all Banshees that are a part of the Lance become Flyers, as per the Apocalypse rules.

Reference Page

Units	WS	BS	S	T	W	I	A	Ld	Sv
Brute	3	3	4	4	2	3	2	8	5+
Brute Bodyguard	5	4	4	4	3	4	3	10	3+
Brute War Chieftain	3	3	4	4	2	3	3	8	5+
Brute Ranger	4	3	4	4	2	3	2	8	4+
Brute Ranger Major	4	3	4	4	2	3	3	8	4+
Chieftain	4	3	4	5	4	3	4	10	3+
Chopper	3	3	4	4(5)	2	4	2	8	4+
Drone	2	3	3	2	1	4	1	10	6+
Drone Broodleader	2	3	3	2	1	4	2	10	6+
Elite	4	4	4	4	1	4	1	8	4+
Elite Major	4	4	4	4	1	4	2	8	4+
Engineer	2	2	2	3	2	2	1	10	2+
Zealot	6	4	4	4	3	5	4	10	2+
Ghost	4	4	4	4(5)	1	4	1	8	4+
Grunt	1	2	2	3	1	2	1	5	6+
Honour Guard	5	4	4	4	2	5	2	10	3+
Honour Guard Defender	5	4	4	4	2	5	3	10	3+
Hunter	4	4	6	6	3	2	3	10	3+
Jackal	2	4	2	3	1	2	1	6	6+
Marksman	2	4	2	3	1	2	1	6	5+
SpecOps Major	4	5	4	4	1	4	2	9	3+
SpecOps Trooper	4	5	4	4	1	4	1	9	3+
Suicide Grunt	1	2	2	3	1	2	1	5	6+
Ultra	5	4	4	4	3	4	3	10	3+
Grunt Ultra	2	3	2	3	2	3	2	7	5+
Grunt Major	1	2	2	3	1	2	1	6	6+

Vehicles	BS	F	S	R
Banshee	4	10	9	9
Phantom	4	13	12	10
Seraph	4	10	10	10

Shadow	4	12	10	12
Spectre/Prowler	4	11	10	10
Spirit	4	10	12	11
Wraith	4	13	13	11

Walkers	WS	BS	S	I	A	F	S	R
Locust	2	4	6	2	3	12	12	12
Scarab	2	4	10	2	5	13	13	12
Super Scarab	2	4	10	2	8	14	14	13

Weapon	Range	Strength	AP	Type
Banshee Plasma Cannon	36"	5	4	Heavy 5
Beam Rifle	36"	X	6	Heavy 1, Sniper
Brute Shot	18"	4	5	Assault 2, Blast
Brute Spiker	18"	3	4	Assault 2
Covenant Carbine	30"	4	5	Assault 1
Covenant Plasma Cannon	36"	5	4	Heavy 3
Energy Pistol	12"	3	5	Pistol
Fuel Rod Battery	48"	8	3	Heavy 2
Fuel Rod Cannon	36"	8	3	Heavy 1, Blast
Fuel Rod Gun	24"	7	4	Heavy 1, Blast
Heavy Plasma Launcher	48"	8	3	Heavy 4, AA Mount, Blast
Hunter Cannon (Beam)	36"	8	2	Heavy 2, Lance
Hunter Cannon (Blast)	24"	7	4	Heavy 1, Blast
Light Plasma Mortar	18"	8	4	Heavy 1, Blast
Mauler	6"	4	3	Assault 2, Rending
Mining Laser**	48"	7	1	Heavy 2, Melta
Needle Rifle	24"	4	5	Rapid Fire, Rending

Needler	18"	3	-	Assault 2, Homing Needles*
Plasma Mortar	6"-48"	9	3	Ordnance Barrage 1, Large Blast
Plasma Repeater	18"	3	4	Assault 3
Plasma Rifle	24"	3	4	Rapid Fire
Scarab Laser***	72"	10	1	Heavy 1, Primary Weapon

*Needlers small, explosive pink needles that can home in on nearby heat sources, making them very accurate weapons. May re-roll all failed rolls hits in shooting.

**A Mining Laser fires a focused beam of pure heat at it's target, ideal for melting through solid rock. In battle it can turn it's laser on buildings or terrain to clear the field for the Covenant troops. Instead of shooting or moving, the Locust can focus the Mining Laser to destroy one piece of non-impassable terrain. At the end of the turn, roll a dice and consult the chart below. The amount required to destroy a terrain piece depends on the cover save it provides, if the roll fails the terrain piece remains. The terrain piece counts as dangerous terrain for the duration of the turn as well if it was not already. The Locust may not do anything else in the turn- including react to assaults.

6+: Auto

5+: 3+

4+: 4+

3+: 5+

2+: 6+

***A Scarab Laser is a focused beam of plasma, capable of scouring a line of ground into pure glass, turning anything in the way into a pile of ash. At first the beam is strong and powerful, but gradually diminishes and tapers as the devastating laser runs out of plasma to fire. Fire the Scarab Laser by placing the wide end of the flamer template anywhere within range of the Scarab and the narrow end not closer to the Scarab than the wide end. Resolve the shot against everyone completely or partially underneath the template.

SPECIAL CHARACTERS

Prophet of Truth.....215



The Prophet of Truth used to be the Minister of Fortitude, but when he and the other soon-to-be-Hierarchs discovered that humans are the descendants of their Forerunner gods, he vowed to eradicate humanity to hide the terrible truth that would destroy the Covenant. He has heartlessly perpetrated the worst holocaust of all time merely to ensure that he stays in power. He met his well-deserved end at the hands of his own champion- the Arbiter. As a rule, Prophets rarely travel to the field of battle, leaving combat to the Sangheili and later the Jiralhanae, while they lead the Covenant as spiritual and political leaders. He engineered the greatest betrayal in history by turning on his kind's millennia-old protectors and ordering their extermination at the hands of the Jiralhanae. He thinks himself perfectly safe behind his legions of devoted followers, phalanxes of highly skilled bodyguards, and a hover-throne with built-in plasma weaponry and powerful defence shields. It would take a determined foe indeed to kill the leader of the Covenant.

Prophet of Truth

WS	BS	S	T	W	I	A	Ld	Sv
1	3	2	3(4)	4	3	1	10	4+

Special Rules

- Independent Character
- Fearless
- Honour Guard: The Brutes accompanying Truth never leave his side and Truth can only join other units if they die.
- My Presence is all you Need: All Covenant units within line of sight of Truth gain +1 to their Leadership value. If Night Fighting is in effect, roll to see if they can see the Prophet.
- I am Truth, the Voice of the Covenant! If Truth is ever removed as a casualty, every Covenant model on the table must take an immediate morale check if they are not in close combat or falling back. All Brute units on the field immediately act as though

they had suffered 50% casualties as per the Brute Battle Rage special rule. All Grunt and Jackal units must take a morale check at the start of every turn from then on, as the horrible reality of the situation comes crashing down.

Special

Sangheili units may not be included in any army in which Truth is a part of.

Unit Composition

- 1 Prophet of Truth
- 2 Brute Bodyguard

Unit Type

-Infantry

Wargear

- Gravity Throne: Grants extra toughness in the same manner as a bike.
- Twin-Linked Gravity Cannon
- Icon of Heavenly Destruction
- Hierarch Defence Field: Has a permanent 2+ Cover Save. Does not extend to the Bodyguard.

Options

-May have one of the following:

Icon of Wrath.....15 points

Icon of Resolution.....8 points

Icon of Clarity.....15 points

Icon of Salvation.....5 points

Icon of Divine Purpose.....15 points

-May have up to 8 additional Honour Guards for +50 points each. The Brute Bodyguard has the following profile:

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

Special Rules

- Fearless
- Feel No Pain

Unit Type

-Infantry

Wargear

- Dual-Wielded Spikers
- Spike Bombs
- Mauler

Arbiter.....250



Arbiter is the rank given to a disgraced Sangheili general that, instead of being executed, is given the chance to redeem himself by seeking a glorious death. There is only one Arbiter at any given time, and it is his responsibility to perform the most suicidal missions possible in an attempt to regain his lost honour. The latest Arbiter became so after letting Master Chief destroy the first Halo, but was later betrayed by his superiors and joined the Human side of the conflict. He was also the one who killed the Prophet of Truth, avenging the monsters' treachery.

Arbiter

WS	BS	S	T	W	I	A	Ld	Sv
6	6	4	4	3	6	6	10	2+

Special Rules

- Independent Character
- Fearless
- Rage

Special

Brute units may not be included in any army in which the Arbiter is a part of.
Allows Elite Warrior Lances to be taken as Troops choices

Unit Composition

1 Arbiter

Unit Type

- Infantry

Wargear

- Armour of the Arbiter
- Dual-Wielded Energy Swords (extra attack included in profile)
- Dual-Wielded Plasma Rifles

-Plasma Grenades

Armour of the Arbiter: The Arbiter wears an ancient piece of armour passed down through the centuries, one of the most advanced pieces of armour ever made. It confers a 2+ armour save and a 5+ invulnerable save, and has the same properties as an Overshield.

Blade of the Prophets: The Arbiter is often referred to as ‘the Blade of the Prophets’, a reference to their endless missions assigned personally by the three Hierarchs. The Arbiter will almost only ever appear on the battlefield if on a mission, and he will do anything to complete it or die trying. Before deployment, you must announce to your opponent what mission the Arbiter is undertaking. The mission could be anything, from slaying 10 models to killing a Titan, but the mission must be fairly difficult. In the spirit of the game, you and your opponent must both agree on the mission’s difficulty. If the mission is completed, the Arbiter gains the *My Presence is All you Need* special rule, as written in the Prophet of Truth’s entry, for the rest of the game. If the game ends or the Arbiter dies before the mission is complete, your opponent gains an extra kill point/objective point/etc automatically.

My Blade is my Honour: Some say that the Arbiter is an unstoppable demon in conflict, able to fight any opponent and survive to tell the tale, only ever falling in battle upon a mound of the bodies of his enemy. If the Arbiter loses his final wound to a non-Instant Death attack, one of two things will happen. If he is in Close Combat, he gains an additional D6+1 Attacks to use immediately against any models in base contact. After this final fit of rage, the Arbiter dies and is removed as a casualty. If he is not in Close Combat, he immediately moves D6+3 inches towards the closest enemy model and, if he reaches it, inflicts D6+1 Attacks upon it as if he had just charged it in the assault phase.

Tartarus.....225



Tartarus was the second in command on the Rapid Conversion, the Covenant vessel that found the UNSC colony Harvest. He defeated the previous Chieftain, his uncle Maccabeus, in mortal combat and became the ruler of the entire Brute population. He carries an ornate and powerful Gravity Hammer known as the Fist of Rukt, and has far more durable armour and shielding than ordinary Brutes.

Tartarus

WS	BS	S	T	W	I	A	Ld	Sv
5	4	5	5	5	4	X	10	2+/4+

Special Rules

- Independent Character
- Feel No Pain
- Fearless
- Eternal Warrior
- Our Time is Now!

Special

Sangheili units may not be included in any army in which Truth is a part of.
Allows Brute Packs to be taken as Troops choices

Unit Composition

1 Tartarus

Unit Type

- Infantry

Wargear

- Hammer of Rukt
- Impenetrable Shield of Tartarus
- Spike Bombs

Hammer of Rukt: This is an ordinary Gravity Hammer except that instead of attacking normally, you place the small blast marker with one edge touching Tartarus' base. The blast marker does not scatter, and anyone touched by the template is hit as if Tartarus had just passed that many hit rolls in close combat. If any units under the template pass an Initiative test, they are not hit.

Impenetrable Shield of Tartarus: Tartarus is equipped with a shield that is nearly impossible to break through, it is even stronger than the ones used to defend the Hierarchs. Grants a permanent 4+ Invulnerable save.

Our Time is Now: Tartarus may issue the "For the Prophets!" warcry as normal, but in addition to its ordinary effects, every friendly Brute model on the table gains the Fleet rule for the duration of the turn, as they are eager to prove their worthiness to the Prophets.

Options

-May have 2-8 Brute Bodyguard as a permanently attached retinue for +50 points each. A Brute Bodyguard has the following profile:

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	4	2	4	3	10	3+

Special Rules

-Stubborn
-Feel No Pain

Unit Type

-Infantry

Wargear

-Dual-Wielded Spikers
-Spike Bombs
-Mauler



BATTLE FLEET GOTHIC COVENANT FLEET

*"With my blessing, the Brutes now lead our fleets! They
ask for your allegiance, and you shall give it!"
-Prophet of Truth*

Covenant Navy Special Rules

Plasma Turrets: Covenant use large, heavy turrets for ship to ship combat much more often than the larger Energy Projectors or Plasma Torpedos. Plasma Turrets count as weapons batteries in all respects.

Energy Projector: Covenant ships are often able to focus a tight beam of plasma to perform precise glassings or strafe enemy ships. Energy Projectors count as Lances in all respects.

Plasma Torpedos: Most Covenant ships can generate massive balls of plasma, contained within a magnetic sheath, and hurl them at enemies. The plasma can be guided with signals from its mother ship, and when it hits the target the magnetic sheath collapses, spewing ultra-hot plasma across whatever was hit, melting hulls and overloading shields. Plasma Torpedos count as normal torpedos, but every Ordnance phase they may make one 45 turn.

Interceptor Banshee: Banshees are versatile vehicles, and can be modified with more powerful weaponry and protection to act as quick and nimble interceptors. On their own they are weak and easily defeated, but in swarms of a dozen or more they are fearsome and capable of doing real damage to the larger bombers and starfighters of other races. Interceptor Banshees count as fighters.

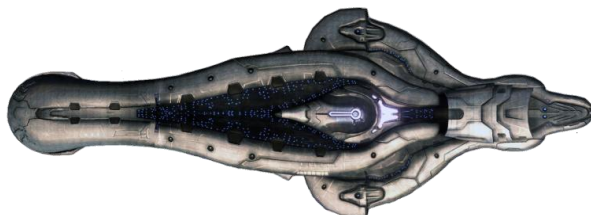
Seraphs: Seraphs are a common sight in Covenant fleets, supporting Banshees in ground assaults and assaulting enemy ships with their plasma charges. Even though plasma charges are weak in comparison to normal ordnance, Seraphs attack in large numbers at once to overwhelm the enemy in a barrage of blue fire. Seraphs count as bombers.

Phantoms: Phantoms are very versatile vehicles, and can be used in space to board enemy ships. Phantoms count as assault boats.

Boarding Actions: The Covenant gain +1 to all boarding actions, due to the combat prowess of the Elite Rangers.

Teleport Attacks: Covenant may never perform hit and run teleport attacks, as they lack the technology.

Supercarrier.....500 points

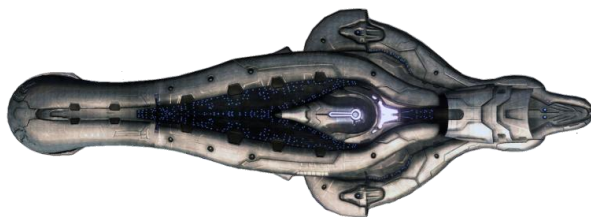


Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/16	10cm	45	6	5+	6

Armament	Range/Speed	Firepower/Strength	Fire Arc
Plasma Turrets	30cm	25	All around
Prow Energy Projector	40cm	6	Front
Starboard Energy Projector	40cm	6	Right
Port Energy Projector	40cm	6	Left
Plasma Torpedos	20cm	10	All around
Launch Bays	Interceptor Banshee: 40cm Seraphs: 30cm Phantoms: 30cm	10 squadrons	-

Planetary Assault: Supercarriers are massive, designed to single-handedly invade and capture an entire planet. Once in orbit they act like immense space stations for accompanying Covenant ships, refuelling and resupplying entire fleets. Count as Defences for the purposes of being targeted.

Assault Carrier.....328 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Battleship/10	15cm	45	4	5+	4

Armament	Range/Speed	Firepower/Strength	Fire Arc
Prow Plasma Turrets	30cm	8	Front
Lateral Plasma Turrets	30cm	10	Left/right
Prow Energy Projector	40cm	3	Front
Central Energy Projector	40cm	3	Left/right/rear
Plasma Torpedos	20cm	6	-
Launch Bays	Interceptor Banshee: 40cm Seraphs: 30cm Phantoms: 30cm	6 squadrons	-

Carrier.....263 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/8	15cm	45	3	5+	3

Armament	Range/Speed	Firepower/Strength	Fire Arc
Prow Plasma Turrets	30cm	6	Front
Port Plasma Turrets	30cm	5	Left
Starboard Plasma Turrets	30cm	5	Right
Rear Plasma Turrets	30cm	3	Rear
Plasma Torpedos	20cm	3	All around
Launch Bays	Interceptor Banshee: 40cm Seraphs: 30cm Phantoms: 30cm	4 squadrons	-

CCS-class Cruiser.....160 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	20cm	45	2	5+	2

Armament	Range/Speed	Firepower/Strength	Fire Arc
Starboard Plasma Turrets	30cm	6	Right
Port Plasma Turrets	30cm	6	Left
Prow Energy Projector	40cm	2	Front
Lateral Energy Projector	40cm	2	Right/left
Plasma Torpedos	20cm	4	All around

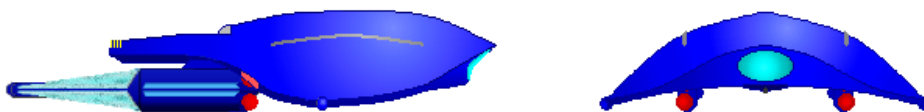
Reverence-class Cruiser.....160 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	20cm	45	2	5+	2

Armament	Range/Speed	Firepower/Strength	Fire Arc
Dorsal Plasma Turrets	30cm	6	Front
Prow Energy Projector	40cm	3	Front
Lateral Energy Projector	40cm	1	Right/left
Plasma Torpedos	20cm	4	All around

Light Cruiser.....105 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/4	20cm	90	2	5+	3

Armament	Range/Speed	Firepower/Strength	Fire Arc
Starboard Plasma Turrets	30cm	2	Right
Port Plasma Turrets	30cm	2	Left
Plasma Torpedos	20cm	3	Front

Destroyer.....60 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/2	35cm	90	1	5+	1

Armament	Range/Speed	Firepower/Strength	Fire Arc
Prow Energy Projector	40cm	1	Front
Plasma Torpedos	20cm	2	All around

Corvette.....35 points



Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	30cm	90	1	5+	1

Armament	Range/Speed	Firepower/Strength	Fire Arc
Plasma Turrets	30cm	1	Left/Right
Launch Bay	Interceptor Banshee: 40cm Seraphs: 30cm Phantoms: 30cm	1 squadron	-