

WARHAMMER
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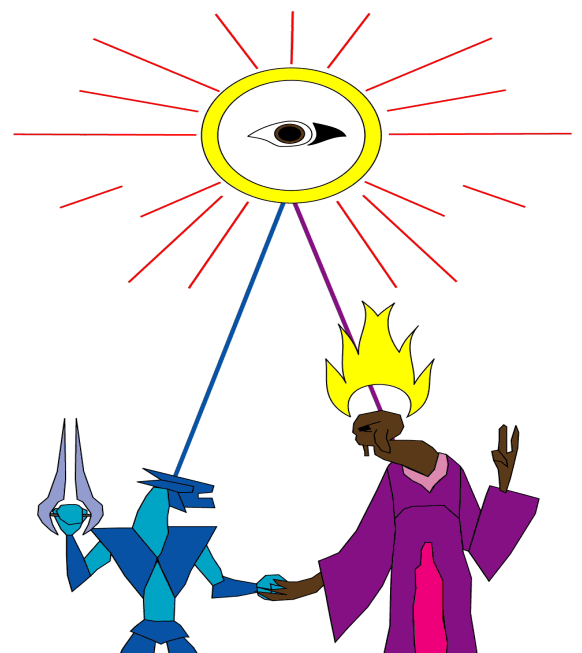
The Covenant



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History of the Covenant

Foundation

In M36, the San'Shyuum Reformists entered a Sangheili-occupied system that leads to first contact between the San'Shyuum and the Sangheili. The San'Shyuum, who came to Sanghelios in order to claim and study the rich abundance of Forerunner artifacts left behind, soon found themselves sharing different ideologies of how such relics should be treated, which quickly devolved into conflict between the San'Shyuum and the Sangheili.

The Sangheili believed that Forerunner relics were sacred and should not be touched, while the San'Shyuum Reformists believed that they should be studied and use them to make practical objects of their own design. The highly-militarized Sangheili attacked the San'Shyuum almost as soon as their differences became apparent, and a war between the two species raged for eighty six years.

At the start of the war, the Sangheili had a numerical advantage in terms of ships and soldiers, their strength and military tactics overwhelmed their enemy by a considerable factor. The San'Shyuum's knowledge, gleaned from years of travel and the capabilities of their Forerunner Dreadnought, however gave them the advantage in ship-to-ship combat, the most common type of combat witnessed during the war.

Eventually both species came to fear a very real threat: Annihilation. The Sangheili who feared it through the San'Shyuum's use of the Dreadnought; and the San'Shyuum who came to admit that if the Sangheili were this dangerous, there might be other sentient life far more threatening, making their chances of survival in the galaxy slim. The long and brutal war caused the Sangheili to violate their very beliefs, study and incorporate Forerunner technology into their own in order to avoid defeat — their incorporation of Forerunner technology eventually caused a stalemate in the war against the San'Shyuum, and their Dreadnought however proved far too effective and forced the Sangheili to surrender.

In their warrior culture, the Sangheili have great respect for a worthy adversary, and after their surrender the San'Shyuum sought to seek a burgeoning Covenant of the two races, thus the term "Covenant", the alliance between the two species; was formed 82 years later with the signing of the Writ of Union,

the treaty that ended the conflict and brought about peace between the two.

Contact and Conversion

The conclusion of the conflict marked the First Age of Reconciliation, followed by the First Age of Conversion, which marked the beginning of the Covenant's expansion. In this age, the Lekgolo were encountered by the Covenant, and following a military conflict with the Sangheili and San'Shyuum the species was indoctrinated into the hegemony. Throughout the ages that followed, new races were incorporated into the Covenant, including the Unggoy, Kig-Yar, Yanme'e and Jiralhanae. In between the ages of Conversion the Ages of Doubt, in which few or no significant discoveries were made, and members of the Covenant grappled with internecine conflict

War with humanity

During the 23rd Age of Doubt, or 992.M41, the Covenant encountered Humanity for the first time on the planet Harvest (a frontier world in the Ultima Segmentum). The newly-appointed Hierarchs of the Covenant, Truth, Mercy and Regret, were aware of Humanity's status as the Forerunners' chosen inheritors, and knew that revealing this information to the Covenant would lead to the Covenant falling into chaos and the San'Shyuum being deposed from their position of power. As a result, spurred on by a violent incident following the first Human-Covenant contact, the Hierarchs declared Humanity an affront to the gods and demanded that their entire species be exterminated

The Covenant began a genocidal campaign against Humanity, seeking out their worlds one by one and wiping them clean of all human life. The Imperium of Man was able to do little to halt the Covenant's advance initially, with their attention drawn to the Second Tyrannic War occurring and having little resources to spare.

After the Imperium's world Reach fell to the Covenant's might, the Covenant made an accidental discovery of tremendous significance: a single Imperial vessel had made a blind jump away from the battle, inadvertently leading the pursuing Covenant fleet to the location of one of the seven Halo Rings. The Covenant's celebration following this discovery was short-lived, however.

After landing on the ring, a small group of Imperial forces managed to destroy the ring by detonating their ship's warp engines. Thel 'Vadamee, the Supreme Commander of the fleet present at Halo, was branded a heretic for his failure to save the ring, although he was subsequently appointed an Arbiter.

The Might of the Imperium

Shortly after the destruction of the first Halo Ring, the High Prophet of Regret accidentally stumbled upon the Imperial world of Corinthe. Ill-equipped for a full-scale invasion and encountering a fully garrisoned world instead of a frontier colony, Regret managed to launch a brief assault on the planet before his Assault Carrier, Solemn Penance, escaped by making an in-atmosphere slipspace jump. Whether blind or intentional, this jump led the Prophet of Regret and the pursuing Praetors of Orpheus Fleet to a second Halo Ring. A brief military conflict between Space Marines and Covenant forces ensued, during which time Regret met his end at the hands of the Praetors of Orpheus' Force Commander. The ring itself was nearly activated, but was stopped by Imperial forces.

During the events on the second Halo Ring, the two remaining Hierarchs used the Sangheili's failure to safeguard Regret as an opportunity to replace the Sangheili with Jiralhanae as their protectors and military leaders. However, this move greatly angered the Sangheili, who threatened to resign from the Covenant Council.

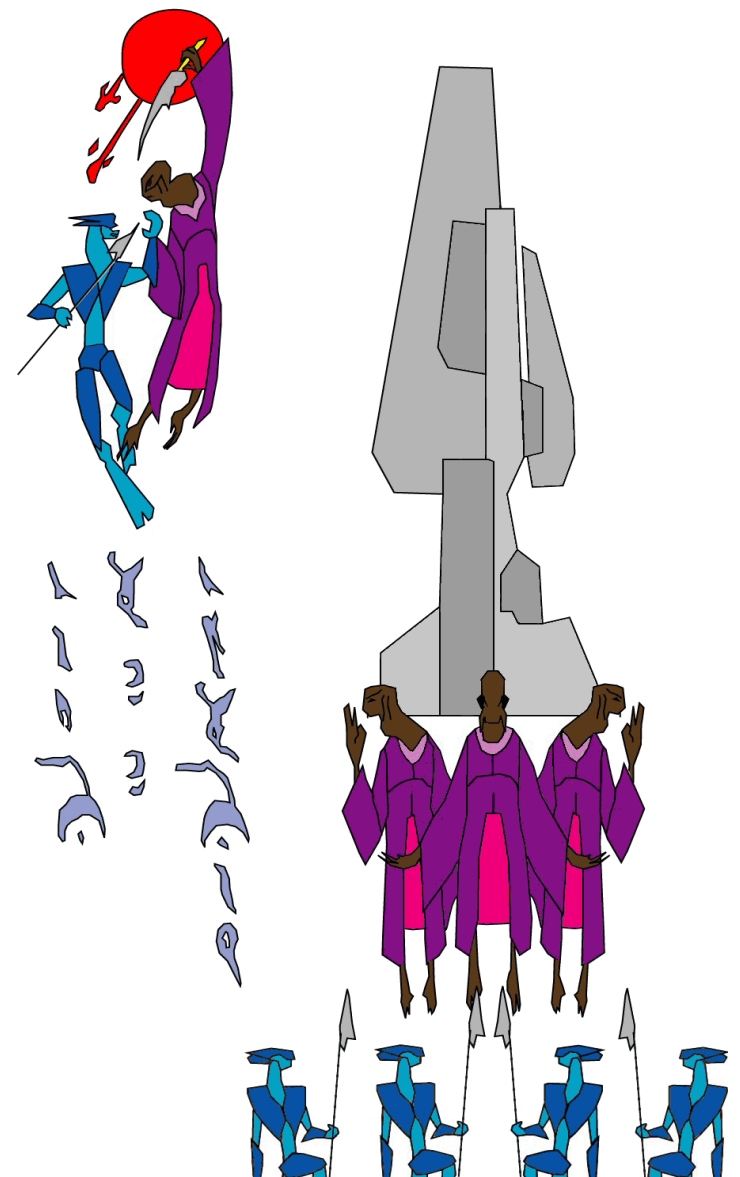
Great Schism

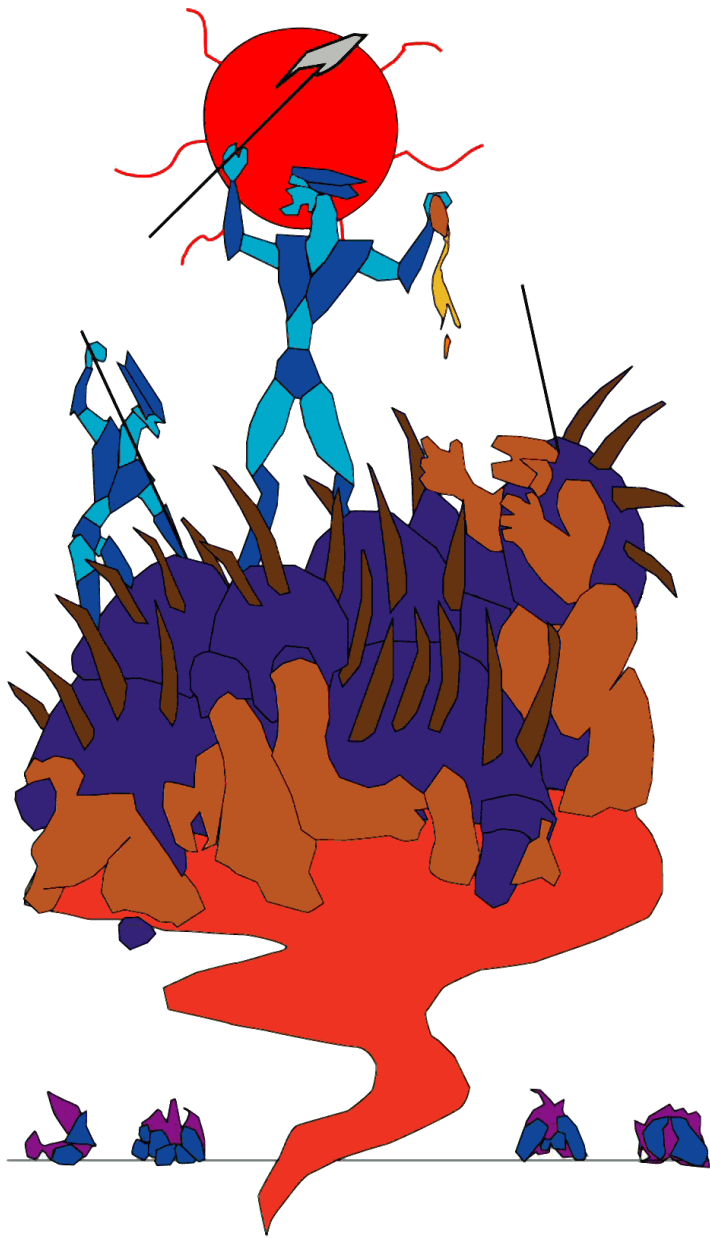
Following the death of the Prophet of Regret, the Prophet of Truth gave the Jiralhanae command over the Covenant's fleets. Once there were enough Jiralhanae in positions of power, Truth secretly ordered them to commit genocide on the Sangheili. The Sangheili Councilors, who had been summoned to the Control Room of Installation 05 to witness the commencement of the Great Journey, were either assassinated or imprisoned by Tartarus and his Jiralhanae. The rest of the Sangheili revolted, enlisting the help of some of the Mgalekgolo and Unggoy. A massive battle ensued within High Charity and the surrounding space, beginning a civil war known as the Great Schism.

Following the Great Schism and the death of the Prophet of Truth, the Covenant effectively splintered. Since then, the member species of the Covenant have fought a brutal civil war. Immediately following Truth's death, the San 'Shyuum sought to save themselves from the rage of the Sangheili, and so provided the Jiralhanae with new weapons, ships and other tools to aid in their protection.

During this period the Prophets, who already had been few in number, largely disappeared, leading to rumors that they had actually finally achieved the Great Journey.

Even amongst the Covenant Separatists their ancient religion held for millennia was not completely abandoned. As one Sangheili Shipmaster believed, "he knew his gods were out there, but he had no idea what they wanted." The species of the Covenant had always relied on the Prophets to lead them in spiritual matters. The devout Sangheili in particular had not had any need for their own religious leaders for centuries, and now found that no one among them had the knowledge or the ability to comprehend the will of the gods. For a people whose sole purpose had been enforcing their gods' will, this was terrifying.





Taming of the Hunters

After the formation of the Covenant, early experiments with the Luminaries reverse engineered from the Dreadnought in High Charity lead the Covenant to the planet Te. While the San 'Shyuum and Sangheili hoped to find a treasure trove of Forerunner artifacts, they instead found hives of Lekgolo were in orbital rings surrounding their planet. The rings were in fact the destroyed remains of an ancient Forerunner installation in orbit. The relics had been the Lekgolo's food for millennia, and the orbital rings around the giant were actually composed of digested-and-destroyed Forerunner relics that some of the Lekgolo had been consuming.

Strangely, the Lekgolo colonies had very differing diets, as some would eat only Forerunner alloys, while other would eat everything except Forerunner materials.

Appalled by this desecration, the Prophets ordered the Sangheili to exterminate the Lekgolo. Covenant fleet commanders soon found that indiscriminate destruction would have unacceptable consequences: since the Lekgolo lived in the sacred relics that the Sangheili were trying to preserve, simply annihilating the Lekgolo would have resulted in the destruction of some or all of those relics. The Arbiter that was created during this crisis suggested that they could be tamed and put to better uses as part of the Covenant Hierarchy.

Thus, those Lekgolo colonies which preserved Forerunner relics were incorporated into the Covenant, while those that destroyed relics were eradicated. This extermination campaign proved to be difficult, as the Lekgolo were able to combine into powerful Mgalekgolo; consequently, the Lekgolo won most, if not all, ground engagements. The Covenant's forces were completely overwhelmed by the sheer size and ferocity of their foes. On the verge of defeat, the Covenant took desperate measures, threatening to orbitally bombard the planetary surface of Te unless the Mgalekgolo surrendered.

Ages of the Covenant

The Covenant created its own means of connoting time, comprised of "Ages." The Covenant's history is broken up into multiple occurrences of seven types of Age, each representing the predominant theme that occurred during those periods of time. These ages do not necessarily follow one another in order, nor are they equal in quantity. As an example, there were significantly more Ages of Conflict and Doubt than Reclamation. Each Age is further broken into what is called Cycles. A Cycle is the Covenant version of a day and it represents one artificial day on High Charity. A Cycle contains approximately 265 units, which if translated into human time is one hour of time on Terra. The seven ages of the Covenant are:

- Age of Abandonment
- Age of Conflict
- Age of Discovery
- Age of Reconciliation
- Age of Conversion
- Age of Doubt
- Age of Reclamation

800.M36. - The San 'Shyuum Civil War begins

900.M36. - The San 'Shyuum Civil War ends, Reformists flee Janjur Qom.

938.M38 - The Sangheili are encountered by the San 'Shyuum, the Sangheili-San 'Shyuum War begins.

000.M39. - The Sangheili reluctantly begin using Forerunner technology to improve their warships, arms and armor.

148.M39. - The Sangheili-San 'Shyuum War comes to an end, and the Covenant is formed with the creation of the Writ of Union.

216.M39 - Taming of the Lekgolo: the Lekgolo are discovered and incorporated into the Covenant.

352.M39. - Janjur Qom is destroyed by a natural stellar collapse, and the Forerunner Dreadnought is made into the centerpiece of the new space station that will serve as the Covenant's capital, High Charity.

463.M40 - The Yanme'e are incorporated into the Covenant.

693.M40 - The Kig-Yar are discovered and form an alliance with the Covenant.

903.M40 - San'Shyuum begin searching for lifespan augmentation methods.

493.M41 - The Covenant incorporate the Unggoy into their society.

813.M41 - The Unggoy Rebellion occurs and ends, inaugurating the 29th Age of Doubt.

943.M41 - The Jiralhanae are discovered and incorporated into the Covenant.

991.M41 - First public appearance to humanity.

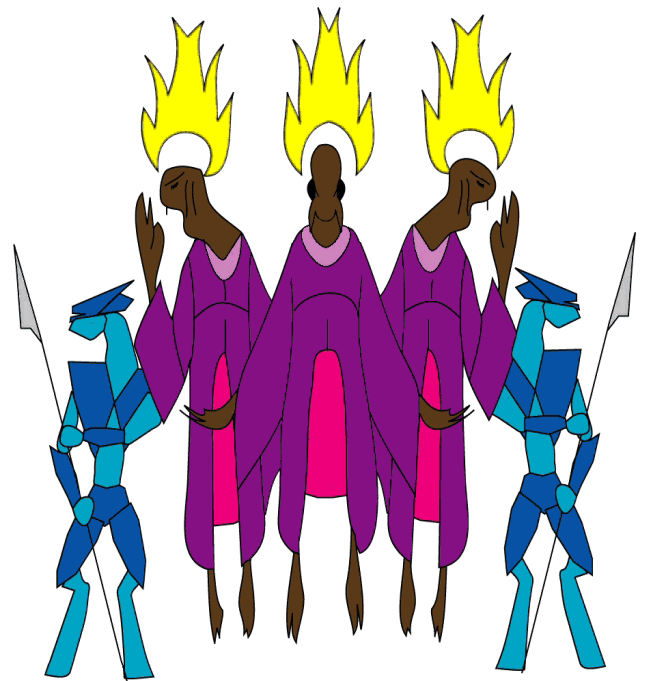
992.M41 - The Covenant glass Harvest, declaring a genocidal campaign against the so-called "heretics". The 9th Age of Reclamation begins.

998.M41 – The Covenant destroy the Praetors of Orpheus' recruitment world Reach.

999.M41 – Covenant forces led by the Prophet of Regret encounter the world of Corinthe, the first properly defended Imperial world and is repulsed by the Praetors of Orpheus space marine chapter. The Great Schism causes the Covenant to split up into two rival factions.

Legacy of the Forerunners

According to Covenant religion, the Forerunners, a race of enlightened beings regarded as nearly omniscient and all-powerful, discovered a way to transcend the physical world and became divine gods by activating the Halos, or "Sacred Rings" as referred to by members of the Covenant. When this happened, the Halos uplifted the Forerunners into trans-sentience, but left all lesser, unworthy races behind. The Covenant (or at least the San 'Shyuum) believe themselves to be the chosen inheritors of the Forerunners, and seek to reclaim their lost technology and use all the "gifts" they left behind.





About the Covenant

Religion and Culture

Covenant society had a distinct caste-based societal system which has a strong theocratic underpinning. There were three basic Covenant castes: The Religious caste, the Military or Warrior caste, and the Worker caste.

The Covenant's culture and religion was based solely on the worship and reverence of the Forerunners. Long ago, the San'Shyuum managed to decipher some of the data stored on terminals aboard the Forerunner Dreadnaught, thanks to the Forerunners' robust translation systems. However, even then they were unable to fully comprehend the subtle meanings of many Forerunner glyphs. The San'Shyuum incorrectly interpreted the activation of the Halo Array as a means of transcending mortality, a process they came to call the Great Journey. They did not understand that the Array had been designed to eradicate life by triggering a galactic holocaust and killing all sentient life within the galaxy. They arrived at the conclusion that the Forerunners had ascended to godhood and left other species of the galaxy to their fates. Because of this, the Covenant devoted itself to searching for and recovering of Forerunner artifacts. At several points in the Covenant's history, this desire to reclaim Forerunner technology has resulted in the hegemony declaring war against non-compliant species, the most recent instance being their war against humanity. In Covenant society, personal vendettas are not tolerated, although many conflicts in the Covenant's past have been sparked by vendettas.

The Covenant used commerce as a form of economy. As the Covenant's cohesion was grounded in its belief of working to obtain and sharing Forerunner technology, every member of the Covenant was given a form of employment or a service to fulfill in exchange for goods and necessities. In the Covenant's culture, service for salvation was the moral motivation for the entire population. Despite this, there is discrimination within the Covenant: The lesser species are treated as second-class citizens with little political or representative voice or power.

The Covenant is always eager to add new species to the faith, so long as they pledged allegiance to the San'Shyuum as their supreme leaders and the Great Journey as their religion. Client races are in all essence enslaved by the Covenant, forced to live a completely different way of life, and if unlucky enough, have their entire culture and history

erased. The client races are held together by a common belief; the slave races are driven by the religion which they had been forced to accept. Most races are only kept for their varying skills to be exploited, rather than to be a part of a flourishing empire.

Technology

Covenant technology is based largely on mimicry and reverse engineering of the leftover Forerunner artifacts they have discovered. While Covenant technology is far more advanced than most other race's technology, the Covenant leadership seems to be ignorant of how precise or powerful their technology can be. This is likely because the Covenant themselves possess only limited understanding of the Forerunner devices they reverse-engineer.

Like humans, Covenant ships can enter warp space and travel faster than light. However, the Covenant equivalent of the warp Engine is far more efficient and reliable. Covenant vessels do not suffer the "temporal fluidity" of the warp stream to such a degree as human vessels. However, after a warp jump (or slipspace jump by Covenant terms), Covenant ships generally experience a temporary power outage, leaving the ship vulnerable to attack. As a result, Covenant battle groups are much more efficient when acting as a coordinated group, and can strike more quickly and decisively.

Covenant starships use repulsor engines for propulsion in space, rather than traditional reaction drives. Covenant drive systems seem to be propelled by an unusual combination of gravity "waves" and some form of highly reactive plasma displacement, but the actual means and method of propulsion is currently beyond human understanding. Both starships and ground vehicles are equipped with various forms of anti-gravity technology, allowing ships to hover easily inside an atmosphere and allowing frictionless movement of vehicles across terrain.

Covenant architecture is known for its curved, organic and sophisticated looking style, likely for the aesthetic tastes of the higher-ranked castes. Constructed of distinctive purple or white metal, these colors are the main focus of Covenant design and distributed throughout their starships, vehicles, and weapons. The metal they use is unknown to the Imperium but is very strong and resilient.



Typical Kig-Yar 'Jackal', during the Arcadian conflict.



Unidentified: Possibly Covenant 'Sharquoi' 'Drinol', or indigenous species spotted on the world of Eridanus II.



Typical Sangheili 'Elite', during the Arcadian conflict.



Government

For the majority of its existence, the two ruling classes of the Covenant were the San'Shyuum and the Sangheili, though the San'Shyuum held greater sway over the Covenant due to their status as "the voice of the gods". On the outbreak of the Great Schism, the Sangheili were cast out and the Jiralhanae replaced the Sangheili as the secondary ruling class. The Covenant had ten echelons of government, the highest echelon being the High Council, which was responsible for making all important decisions.

Prior to the Great Schism, it was made up of 200 members of Sangheili and San'Shyuum, and was ruled by the three San'Shyuum Hierarchs. These Hierarchs were the highest political and religious authority in the Covenant. For each new Age, three new Hierarchs were appointed; in order for them to usher in a new age and assume power, they must receive a blessing from the Oracle of High Charity. This Oracle is a Forerunner Artificial Intelligence found within the Dreadnought which sat at the center of the capital. Until the events that led to the war against Humanity, the Oracle had not spoken for over a millennia, so the ascension of the Hierarchs is steeped with political bribes, blackmail and manipulation of the San'Shyuum Philologist.

The High Council consisted of San'Shyuum Councilors and Sangheili Councilors, who are extremely important to the Covenant society. The High Council served as the central theocratic and decision-making body of the Covenant. In addition to the High Council, there are three other Councils: the Council of Concordance, the Council of Deed and Doctrine and the Council of Masters. Below that numerous Ministries exist within the Covenant government, each of which dictates a single, but important role within the Governmental body of the Covenant.

In truth, however, the San'Shyuum and Sangheili had an uneasy coexistence, and political infighting was very common behind the scenes. This became an all-out war during the Great Schism.



Known Covenant Worlds

- Janjur Qom (San 'Shyuum Homeworld)

51 Pegasi System

- Pegasi Delta

K7-49

Salia System

- Joyous Exultation
- Malhiem (Satellite)

Urs System (with stars Fied and Joori as secondary stars)

- Sanghelios (Sangheili Homeworld)
- Yermo (Continent)
- Iruiru
- Qikost (Satellite)
- Suban (Satellite)

Tala System

- Balaho (Unggoy Homeworld)
- Buwan (Satellite)
- Padpad (Satellite)

Oth Sonin System

- Doisac (Jiralhanae Homeworld)
- Warial (Satellite)
- Solrapt (Satellite)
- Teash (Satellite)

Svir System

- Te (Mgalekgolo Homeworld)
- Rantu
- Uhtua
- 23 smaller satellites

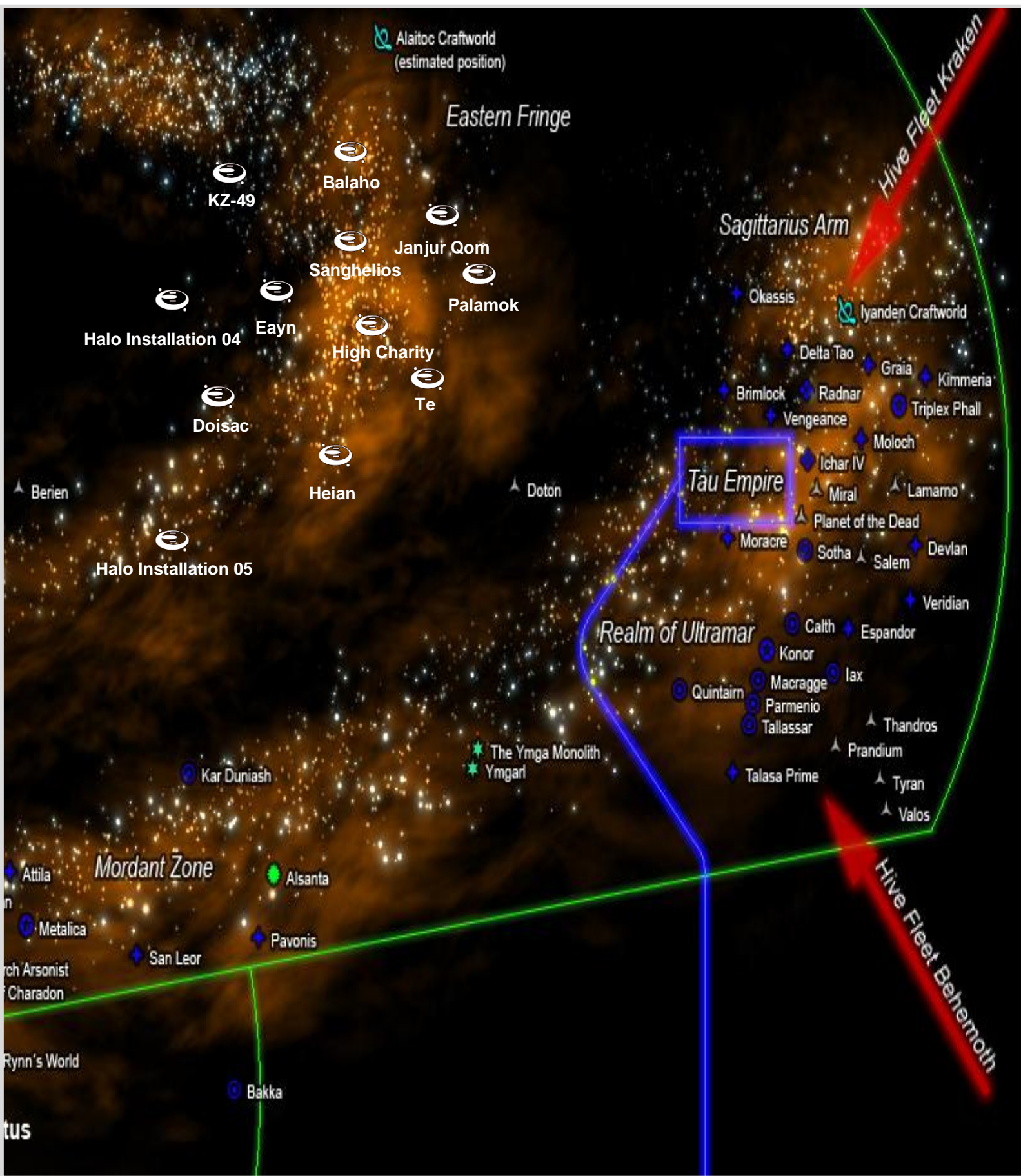
Napret System

- Palamok (Yanme'e Homeworld)
- Naxook (Satellite)
- Oquiu (Satellite)
- Ka'amoti (Satellite)
- Kami (Satellite)

Y'Deio System (HD 69830)

- Chu'ot
- Eayn (Satellite) (Kig-yar homeworld)

Weeping Shadows of Sorrow- Covenant Penitentiary world.





Enemies of the Covenant

The Covenant is always eager to add new species to the faith, so long as they pledged allegiance to the San'Shyuum as their supreme leaders and the Great Journey as their religion. While many have accepted these truths on fear of annihilation, there are many species in the galaxy that have rejected and fought against the Covenant; What follows bellow are those races in the galaxy who present a threat to the Covenant and how they interact.

Orks

Orks are a wide-spread and dangerous species throughout the Eastern Fringe. War-like, anarchist-minded, and savage, the Covenant has long warred with the Orks long before they ever encountered humanity. Their barbaric and simple-minded desire to fight has prevented the Covenant from indoctrinating them into their hierarchy and millennia of conflict have robbed them of any desire to do so. Officially, the Covenant has deemed the Orks an intolerable presence worthy of extermination; however, due to their wide-spread nature and penchant for growing stronger during extended conflict, Covenant fleets simply earmark Ork-held worlds and avoid confrontation when possible. Since Forerunner relics are rarely found on such worlds, this practice works well. Only when the Orks themselves launch attacks against Covenant worlds will they fight in earnest. It is not uncommon for Kig-Yar pirates to be found working in lieu with Ork Freebooterz during peace-time, but this action is considered heretical by the Hierarchs.

Eldar

The Covenant has only had brief encounters with the Eldar; primarily with rangers from the Alaitoc craftworld and unprompted attacks on unpopulated worlds. Two Covenant fleets intending to convert the Eldar were destroyed by Craftworld Alaitoc defenses in 745.M41 and 854.M41 respectively. All encounters between the two factions have ended in bloodshed as the truths offered by the Covenant have fallen on deaf ears. Between 855 and 856.M41 the Covenant fought a protracted ground campaign against Alaitoc forces on an unclaimed world which held Forerunner relics. Unwilling to abandon their holy relics, the Covenant fought off a war of attrition which eventually outlasted the Eldar resources, although the conflict proved to be costly. Since then the Covenant views the Eldar as witches and unholy creatures seeking to prevent their Great Journey.

Tau Empire

During the Third Sphere expansion of the Tau Empire, Tau probes entered Covenant controlled space in 997.M41 leading to their first encounter. The Tau found the hegemony of the Covenant to be promising in an increasingly hostile galaxy. Diplomatic relations began between the Hierarchs and the Water caste diplomats but it soon became apparent that both societies sought to convert each other and negotiations soon broke down; the Covenant demanded the Tau to convert to their faith, while the Tau equally demanded them to join the greater good. In a rash act of aggression, the Hierarchs order an attack on the diplomatic fleet leaving a single vessel to return to Tau space. This action earns the respite of the Tau Empire and conflict between the two empires begins. The Hierarchs deem the Tau as heathens, worthy of future conversion against the outspoken words of the Sangheili, who view the Tau as cowardly and weak warriors. The similarities in their social structure are highlighted by the San'Shyuum as purity of structure, but lacking the purity of faith.

Tyrannids

The Covenant has had only limited recorded engagements with the Tyrannids. As their war against humanity was declared on the onset of the Second Tyrannic War, only small fragments of the impending hive fleets were able to enter Covenant held space. Spared the true threat of the Tyrannids, the Covenant was able to deal with the nascent threat and falsely believe the invasion over, their enemy defeated...

Hrud

Hrud are found all over the galaxy, and the Eastern Fringe is no exception. The Covenant is quite aware of the devastation the Hrud are capable of inflicting upon their worlds, having destroyed several colonies in the millennia during their migrations. The Hrud are exceptional in Covenant history as a species that is nearly impossible to detect and equally difficult to repel once an invasion has begun. The only known strategy that seems to work against a Hrud infestation is to glass the planet once their migration is complete, dooming the world to years of sterility.

Necrons

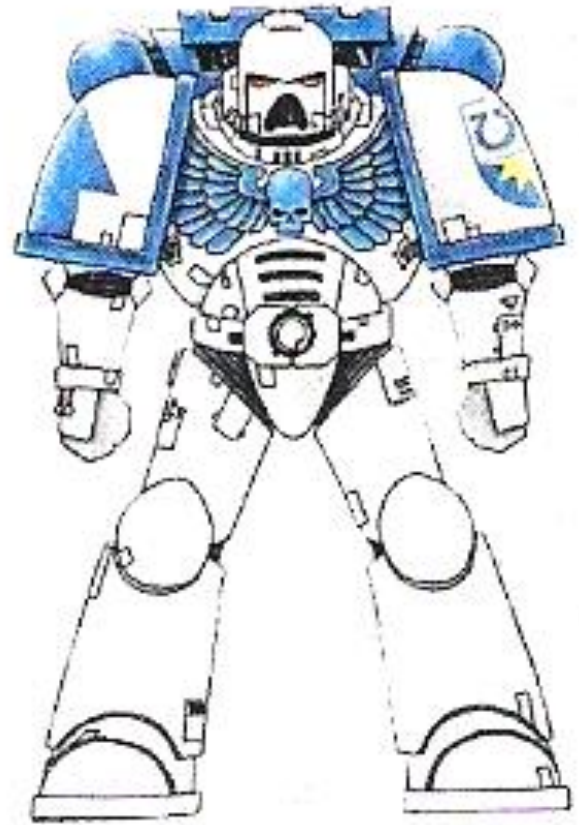
Necrons are an unknown threat lurking in the shadows. The Covenant to date has not encountered the Necrons, as their pursuits are guided by the Luminaries to seek Forerunner relics, which are never found on tomb worlds. What little evidence of the Necrons they have discovered has been largely avoided in fear; the Luminaries marking such sites as dangerous and unholy. The San'Shyuum has concluded from historical readings and consultations with the Oracle that the Necrons were enemies of the Forerunners, who waged an eternal war against the gods. As such, tomb worlds are quarantined by the Covenant in fear such beings shall rise again and wage war against the Forerunners chosen inheritors.

Chaos

As a largely non-psychic collection of races, the Covenant has largely eluded the attentions of Chaos. What little forces have attacked their space have lead to intense and bloody fire fights. In truth, the Covenant is largely ignorant of the scope and magnitude of the forces of Chaos.

Imperium of Man

The Imperium of Man is the greatest enemy of the Covenant. Spanning across the galaxy, and known to the Hierarchs as the true inheritors of the Forerunners, they are the true threat to the Covenant's sacred journey. Their discovery was timely for the Covenant; With the Imperium beset on all sides by xenos and chaos alike, the aggressive campaign against their frontier worlds was largely ignored in favor of the greater and imminent threat of the Tyranid invasion and the multitude of other emergent threats. Only when the Covenant attacked the world of Corinthe did the true strength of the Imperium become apparent; the Praetors of Orpheus and the might of the Imperial Guard bearing down on them. This proved to the largely ignorant Covenant that their enemy was more powerful than they had estimated. While the Covenant possesses largely superior technology, the sheer weight of numbers of the Imperium is able to bear is staggering. The Adeptus Astartes in particular have earned the enmity of the Hierarchy, and are whispered to be demons by all. The Praetors of Orpheus have sworn eternal retribution against the Covenant and since the fall of their recruitment world, have led an aggressive crusade against the Covenant. It seems likely the Covenant will be locked in an eternal war against the Imperium until they are destroyed outright now that they have made their presence known to Segmentum command.



The most vile and hated 'demons' of humanity

Covenant Separatist

The Covenant separatists are a breakaway faction of the Covenant, led by the Sangheili. It was officially formed after they learned the truth about the Halo Installations near the end of the Battle of Installation 05 in 999.M41. The Separatists no longer look to the Prophets for leadership, and thus have no defined leadership save for the surviving Councilors, although Arbiter Thel 'Vadam and a few other head Sangheili positions of power within their ranks. The Covenant separatists are made up of the Sangheili, Unggoy and Mgalekgolo castes within the Covenant's hierarchical society. The members of the faction were somewhat "united" at the beginning of the Great Schism, although the faction was "officially" formed when they learned the truth of the Halos and since both times, have been fighting the Covenant Loyalists, led by the San 'Shyuuum with Jiralhanae, Yanme'e, Kig-yar and some Unggoy and Mgalekgolo loyalists. The San'Shyuum have declared this heretical sect as equally worthy of destruction as humanity itself.

Forces of the Covenant

This section of the codex details the forces used by the Covenant – their weapons and the units you can choose. Each entry describes the unit and gives the rules to use them in your games of Warhammer 40,000.

The Forces of the Covenant section describes all of the troops and vehicles fielded by the Covenant. The Covenant armory, including details and rules for all the advanced and deadly weapons used by the Covenant, follows immediately afterwards.

Religious Fervor

The Covenant is, by definition, a zealous faction. Their purpose is to serve the Prophets, who in turn lead the Covenant on the Great Journey, when the activation of the Sacred Rings will cleanse them all, leaving the worthy to pass onto the next life, one of greatness, and destroy the unworthy. The various species of the Covenant believe in this ideal in one form or another, and will use that as a reason to go to war.

Whenever a unit with this rule passes a Morale Test, for the next turn they have +1 Leadership, up to a maximum of 10. This is not cumulative, so a Sangheili with Leadership 9 would only ever become Leadership 10 because of this rule. Units with Leadership 10 who pass a Morale Test become Fearless for the subsequent turn. Fearless units with this rule do not suffer from the No Retreat! rule when they have lost a round of close combat.

However, this rule has a flipside. Whenever a unit with this rule fails a Morale Test, for the next turn they have -1 Leadership, up to a minimum of 5. This is not cumulative, so a Sangheili with Leadership 9 would only ever become Leadership 8 because of this rule. Units with Leadership 5 who fail a Morale Test automatically break and cannot regroup in the subsequent round and will automatically be destroyed if in close combat.

*"But put an ear to the stones
Of this Holy City
Inside their voices echo still:
'Seven rings begin the journey!'"*

Unique Equipment

Some items of Covenant Wargear are unique to particular units, while more than one unit uses others. If an item is unique, it is detailed in the entry for its owning unit; otherwise it is detailed in the wargear section.



San'Shyuum

Originating from Janjur Qom, the San'Shyuum are the religious leaders and commanding caste of the Covenant hierarchy. They hold a vital position in the Covenant because they are responsible for studying the holy Forerunner artifacts and using them to develop new technologies, and also because they keep order in the Covenant. They are an integral part of the Covenant High Council, formerly sharing this responsibility with the Elites and later the Jiralhanae. At any given time, the covenant is headed by a triumvirate of Prophets. Prophets are extremely frail, possibly due to being adapted for a low-gravity environment, or due to age, or a combination of both.

It is known that they claim to have evolved on a former colony of an ancient race called the Forerunners which the Covenant reveres as their gods. Prophets derive their legitimacy as leaders as well as their colloquial names from

this connection. According to the Prophets their world was destroyed some 3200 years ago as the result of a natural stellar collapse; and because of this they have since elected to make their home on the mobile-planetoid High Charity. It is also known that they waged a fierce and bloody war against the Sangheili at some point, halted only by their realization that war would never come to an end. The two races united to learn their secrets, forming a mutually beneficial arrangement that would eventually become the Covenant. The Sangheili would become the protectors of the San'Shyuum while the San'Shyuum would dedicate themselves to studying their "gods" and learning the secrets behind the "ascension" they left on



	WS	BS	S	T	W	I	A	LD	Sv
San'Shyuum	2	2	3	3	2	2	1	9	-

Special Rules

The Great Journey, Cleansing Beam, Religious Fervor

Great Journey

The Prophet's quest in life is to guide the Covenant on the Great Journey, a mission to activate the Halo Rings, and be absolved of all sin and move on to the next life. Prophets lead their warriors on their great quest, with a depth of faith and self-belief unmatched by the lesser races. A prophet's presence inspires his troops to extraordinary acts of valor. While the Hierarch is alive, all Covenant units that have the Religious Fervor rule will gain +2 Leadership for a successful Morale test, rather than the original +1.

Cleansing Beam

Each Prophet is supported by a vast fleet; each is able to bring its firepower to bear, guided by the Prophet. Once per game, instead of moving or firing the Gravity Cannon, the Prophet may call down the Cleansing Beam. It is a shooting attack with the profile below.

Range: Unlimited Str:10 AP:1 Ordnance 1, Barrage*

*If a hit is rolled, the template scatters 2D6" in the direction shown by the arrow on the 'Hit' symbol. If an arrow is rolled, the template scatters an additional D6" (for a total deviation of 3d6". In either case, if the Prophet has line of sight to his target he then reduces the total distance scattered by his Ballistic Skill.

Forerunner Monitors

The Monitors are highly advanced Artificial Intelligence constructs created by the Forerunners 100,000 years ago to occupy special positions in Forerunner society and are known by the Covenant as Oracles. One of their main purposes was to service and maintain the Halo installations and to ensure that the virulent Flood remains imprisoned. Other purposes include the maintenance of Line Installations. Monitors are extremely intelligent, yet completely devoted to their original function, and are zealous about following their protocols; Monitors have been known to violently turn on their allies if they should attempt to violate their containment protocols.

The body of a Monitor consists of a roughly spherical shape, concave on three sides, with an illuminated photoreceptor (an eye) located on the "front" of the orb. A Monitor's silvery metal covering is reminiscent of other Forerunner constructs,

though their spherical shapes are a sharp contrast to the polygonal, angular shapes commonly seen in other Forerunner creations. The two Monitors seen so far speak in a tinny, but level, male voice.

Monitors' eyes are branded with a Forerunner symbol and tend to have a variable hue. Whether eye colors vary between Monitors, between their action- or emotional states, or both, is unknown. The color eye color be may a certain color due to whichever mode they are in, as so if a monitor is in a defensive or aggressive state it may become red, if in a calm state it may be blue.



	WS	BS	S	T	W	I	A	LD	Sv
Monitor	0	7	3	3	4	6	1	10	3+

Special Rules

Self-Repair, Adherence to Protocol, Eternal Warrior, Hit and Run

Self-Repair

Should a Monitor be damaged, it is capable of self-repair. During the Movement Phase, roll a D6; On a roll of 6+ it regenerate a single wound.

Adherence to Protocol

Monitors are completely devoted to their original function and are zealous about following their protocols. As long as a Monitor is present on the table, Forerunner units may use his Leadership Characteristic.

Rampancy

Rampancy is a terminal state of being for artificial intelligence constructs, in which the AI "develops delusions of godlike power", as well as utter contempt for its mentally inferior makers. If a Monitor suffers 75% wounds, it will enter a state of Rampancy and attack the nearest unit: friend or foe, as will all Forerunner units.

Wargear

Monitor Beam

The Monitor is equipped with a powerful beam that is capable of depleting energy shields and can mortally wound lesser armed beings. It has the following profile:

Range: 18" Str:7 AP:3 Heavy 1, Ignores Invulnerable

Sangheili

The Sangheili home world, Sanghelios, had at one point been visited by or had been in contact with the mysterious Forerunners. They revered the objects these "gods" had left, and considered tampering with them a heresy beyond any other. Eventually they encountered the San 'Shyuum (who would later be known as "Prophets" by Humans), a race who also worshiped the Forerunners as Gods, but had utilized Forerunner for their own needs, believing the technology had been left behind by the Gods as gifts for their children. This sparked a war between the two races over how to treat the relics. Even though the Sangheili were much more physically imposing and numerous, they suffered extreme casualties under the sheer power of the Prophets' Dreadnought, a surviving Key ship, and even the most devout had to admit their survival depended on the reconstitution of their own Forerunner technology. This, of course, led both sides to an agreement that ended with the decommissioning of the Forerunner Dreadnought and a shaky alliance that eventually expanded into the Covenant.



Being one of the few races in the Covenant to achieve space-faring status without outside intervention, the Sangheili interaction with the San 'Shyuum was initially strained due to memories of the recent war. However, the two sides later formed a prosperous relationship, eventually laying the foundation for the modern Covenant hegemony. During their membership in the Covenant, the Sangheili were technological and societal equals of the San 'Shyuum. However, for a significant period, they found themselves as the dominant military muscle for the entire Covenant structure - hardly surprising given the warlike, feudal nature of their home world, Sanghelios. What was surprising was the cyclical stability this feudal society was able to offer. Technological and medical advancement prospered, and the intelligent, aggressive Sangheili were peerless until they encountered the San 'Shyuum. With exchange of goods and ideas, the Sangheili adapted to and eventually embraced the Covenant religion, grafting its tenets to their own belief system.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+

Special Rules
Stubborn, Fleet, Evade, Duel-Wielding, Religious Fervor

Evade
Sangheili are adept at quickly rolling and maneuvering to evade enemy attacks. Enemy models with lower Initiative values subtract 1 from their Attacks characteristic for every point difference in close combat against a Sangheili, to a minimum of 1 if they are base contact. Sangheili who perform an evasion may only strike with one attack.

Dual Wielding
Sangheili are adept at using two of the same weapon, two Plasma Rifles, two Energy Swords, and so forth. If a Sangheili is equipped with two of the same weapons (i.e. two Plasma Rifles), they count as one twin-linked version of the weapon. For Energy Swords, they count as Master-Crafted.

Wargear
Combat Harness
The Sangheili's combat harness is worn by all ranks and generates a recharging energy shield that protects against both ballistic fire and plasma weaponry; however after taking enough damage the shields will collapse and the Elite will be vulnerable to further attacks. The Combat Harness confers a 4+ Armor save and an Invulnerable 4+ save.

Sangheili Honor Guard

The Honor Guard is a special unit of Covenant tasked with providing security for the High Council, consisting entirely of Sangheili. The highly ornate armor of the Honor Guard, a red and orange combination of jutting spikes and designs indicates that the Guard is not only meant for combat, but is also a great position of pride and honor. They are the most skilled of warriors and are hand-picked for the duty of protecting the High Prophets, as well as members of the High Council, from any danger.

Although a great honor, it is seen by some Sangheili and Jiralhanae as a merely ceremonial duty and a way to silence those who perhaps see a little too clearly in the Human-Covenant War. It is unknown how an Honor Guard ranks in comparison to the normal chain of leadership, but it is assumed they are equivalent to a Sangheili Ultra or slightly below the Arbiter.

Wherever a High Prophet is located, an Honor Guardsman is always by their side. There could be as many as 300 Honor

Guardsman for each Prophet, as a chamber within the Sanctum of the Hierarchs seems designed to hold 300 Honor Guards. It is known that both the Honor guard Sangheili and Jiralhanae are stronger than their average counterparts.

"According to our station! All without exception!"

"On the blood of our fathers, on the blood of our sons...we swore to uphold the Covenant!"

"Even to our dying breath!"

"Those who would break this oath are Heretics, worthy of neither pity, nor mercy!"



	WS	BS	S	T	W	I	A	LD	Sv
Honor Guard	4	4	4	4	2	6	3	10	4+

Special Rules
Stubborn, Fleet, Evade, Religious Fervor, Light of Sanghelios

Light of Sanghelios
Sangheili Honor Guard will protect their prophet to the last man, with intense zealotry and devotion. Any wound suffered in close combat are always allocated to the Sangheili, even if it would normally wound the Prophet.

Wargear
Sacred Armor
Sacred Armor is gifted only to those Sangheili that have personally been selected to guard their Hierarchs or join the High Council. Sacred armor functions exactly as a standard Combat Harness, with the additional benefit of allowing a re-roll to Armor saves.

Energy Stave
The Energy Stave is a Covenant melee weapon used exclusively by the Prophet's Honor Guard. It is a long metal staff, and has a forked tip with a series of orange panels. These weapons are long staves with a spear-like end that is similar in color to the "glowing armor panels" of their wielders. Energy Staves count as Witch-Blades that ignore Armor saves.

Sangheili Councilors

Councilors hold a very high position in Sanghelian society. They act as members of the Covenant High Council, along with the Lesser Prophets. Their power is derived directly from the High Council, under only the Hierarchs, making them some of the most important roles held in all of Covenant society. Councilors have been described as "Aristocrats" by lesser races, and the fact that they are permitted to wield Energy Swords prevents them from marrying, though they can still mate with any female they wish to, married or unmarried, to pass on the "swordsmen" genes. Councilors, while holding high positions, are still below even the lowliest of San'Shyuum.

Because the pursuit of honor in battle is the sole pursuit of Sangheili society, service in the Covenant Military was compulsory, with all pursuits secondary. As such, it is safe to assume that Councilors are, or have been, an important part of the Covenant Military, with their political and governmental

duties still held as a secondary duty. It is therefore likely that Councilors have killed a large amount of enemies.

Because warfare is the primary purpose of Sangheili participation in the Covenant, Councilors are extremely skilled warriors in almost all forms of armed and hand-to-hand combat. Councilors typically carry the iconic Energy Sword, which also serves as a symbol of their status as aristocrats. With only select few Sangheili military ranks, such as Zealots and Ultras, are permitted this and they are adept at close-combat with the sword. They are also, albeit infrequently, armed with Plasma Rifles, with their accuracy unmatched. Like an Ultra, they will let loose a war cry and switch to their Energy Sword if an enemy gets too close to them. In addition to their great skill in combat, Councilors are also equipped with an extremely durable Combat Harness, similar in appearance to the standard issue version, but with superior armor compared to that worn by lesser ranks.



	WS	BS	S	T	W	I	A	LD	Sv
Councilor	6	6	4	4	3	7	3	10	4+

Special Rules

Stubborn, Fleet, Evade, Religious Fervor, Duelist

Duelist
If Councilor is in base contact with an enemy Independent Character he must direct all of his attacks at that character and the character must direct all of his attacks at the Councilor. In addition, the Councilor may attempt a 'coup de grace' attack in lieu of his normal close combat attacks. If the coup de grace hits, it is resolved at a Strength of 6 and causes Instant Death, regardless of the wounded model's toughness.

Wargear
Councilor Combat Harness
The combat harness worn by a councilor is similar in appearance to those of lesser ranks, but it incorporates stronger and more durable systems and a large and ornate headdress. The Councilor Combat Harness functions exactly as a standard Combat Harness, but may re-roll either it's Armor Save or Invulnerable Save.

Sangheili Zealots

The Zealot is a Covenant command rank associated primarily with the Sangheili. They are extremely skilled in combat and are mostly seen using an Energy Sword, but take a more political role. Zealot is also a generic term for a Sangheili with official command responsibilities. Zealots hold the command offices of Ship Master, Fleet Master, Field Master, and Supreme Commander. The only known ranks above Zealot are Councilor, Arbiter, and Imperial Admiral.

Field Masters command entire armies, legion strength or greater. Unlike Human Generals, Field Masters take a much more active role in combat, as in charging into the battle with their troops rather than giving orders from an area away from the ongoing conflict. They are in charge of all warriors of any race within that army, as well as all armor, air support and

material utilized by that army.

The Field Marshall rank falls under the Zealot-class, but appears to outrank regular Zealots. Besides leading large-scale ground operations, Field Marshalls are known to lead small strike teams composed of Zealot officers. While other Zealots use the Energy Sword, the Field Marshall uses heavy weaponry such as the Fuel Rod Cannon and only uses an Energy Sword as a backup weapon.

Ship Masters command star ships within the Covenant but they still fall under the command of their Fleet's Supreme Commander and Fleet Master. A Fleet Master commands all of the ships in his particular fleet, in addition to his own vessel. Particularly large fleets are led by Supreme Commanders.



	WS	BS	S	T	W	I	A	LD	Sv
Zealot	4	4	4	4	2	6	2	10	4+

Special Rules
Stubborn, Fleet, Evade, Strategic Brilliance, Tactical Ingenuity, Religious Fervor, Orbital Bombardment, Intercept Reserves, Independent Character

Strategic Brilliance
Field Masters only. If a unit is eligible to arrive from reserve it may arrive on that turn or you may choose to deploy it in the next turn, with no other rolls needed. If a unit is entering play by Outflank you may always choose which board edge they enter from. If you choose to delay a unit and the Zealot dies before it arrives, the unit still automatically enters that turn.

Tactical Ingenuity
Field Marshalls only. Field Marshalls allow you to re-roll any roll to Seize the Initiative or Reserves rolls. In addition, Field Marshalls allow you to redeploy a single unit after normal deployment and before the start of the game. This unit may not be deployed outside its normal deployment zone, and it must be redeployed before Infiltrators and Scouts.

Orbital Bombardment
Fleet Masters only. Fleet Masters add an additional D3 strikes to a Prophet's Cleansing Beam attack.

Intercept Reserves
Ship Masters only. Whilst the Ship Master is alive, your opponent must subtract 1 from all of his reserve rolls. In addition, if any enemy units arrive using the Outflank rule, you may choose to make your opponent re-roll the dice used to determine which board edges these squads arrives from.

The Arbiter

The title of Arbiter is the highest possible honor bestowed upon a Covenant Sangheili by the Hierarchs during a time of need. It is the greatest religious rank in of the Sangheili, although the Councilor is superior in political and military rank. The Arbiter acts as a sort of field general, going on missions for the Prophets and during incidents such as the Taming of the Hunters, The Grunt Rebellion, the war with the Humans, and most recently, the threat of the Heretics. The Arbiter is sent on the most perilous and suicidal missions in times of when he is needed. On those missions, the Arbiter is expected to die and become another great martyr of the Covenant on their path to the Great Journey.

Originally, the title of Arbiter was a privilege and may have once been a rank. This however has changed, after the betrayal of Fal 'Chavamee, the Prophets gave the title of Arbiter to disgraced Elites in order for them to regain honor by suicidal missions. Many members of the Covenant, especially Unggoy (better known as Grunts), see an Arbiter

as their "Savior", and their peers consider him as the "Will of the Prophets" or, in his military role, the "Blade of the Prophets". Every Arbiter was "created and consumed in times of extraordinary crisis", and has been martyred in the undertaking of his momentous or most of the time suicidal tasks, as said by the Prophet of Mercy.

When an Arbiter is made, it is usually a highly skilled Sangheili. The rank of the Elite previous to becoming Arbiter most likely has no effect on the chance of becoming Arbiter, though higher-ranked Elites have better chances due to their extensive experience and superior skill. The rank of Arbiter can be considered a very prized reward.

Though considered a status of high command, he who wears the armor of the Arbiter is condemned to a life of suicidal missions to regain his honor. Other Sangheili join the Arbiter on his missions, though it seems they were both given the same task.



	WS	BS	S	T	W	I	A	LD	Sv
Arbiter	7	7	4	4	3	6	4	10	4+

Special Rules
Fearless, Fleet, Evade, Defiant Rage, Blade of the Prophets, Independent

Defiant Rage
Arbiters are pitted in the most suicidal missions to regain their lost honor and are expected to die and become another great martyr of the Covenant on their path to the Great Journey. In combat, all Arbiters are defined by their defiant rage against their enemies, valiantly and ferociously felling the enemy to his last breath. If the Arbiter loses his final wound to a non-Instant Death attack, 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.

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 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. Any unit he is joined to become Fearless, and will not suffer superfluous combat wounds in close combat if they lose, as if they were affected by the Religious Fervor rule.



Jiralhanae

The Jiralhanae, known by humans as Brutes, are the newest members of the Covenant. They are a large, bipedal, ape-like species from Doisac. The Brutes have a profound hatred of the Sangheili, unmatched by any other feud within the Covenant, fired by the Jiralhanae's natural aggressive nature and the Sangheili's attitudes of superiority. The Jiralhanae have always been feared by the Sangheili for their monomaniacal behavior.

Despite their savagery, Brutes have proved intelligent enough to achieve spaceflight and space-faring status, though their warlike nature meant they quickly collapsed into civil war, and quickly afterward, fell back to their former pre-space status and learned nothing from the experience. The Brutes had recently concluded a mechanized war of attrition in which the many Master Packs fought and pummeled each other back to a pre-industrial state. When the Covenant discovered them, they had just rediscovered radio and rocketry. In their primitive state they were quickly defeated and absorbed into the Covenant.

As part of the Covenant, Brutes were required as a prerequisite to convert to the Prophets' religion of worshiping the Forerunners. Previously, their culture revolved around the worship of totems and idols, but they made swift converts. The Brutes are now the most fanatical adherents to the Prophet's faith, although they seem to hold little concept of sanctity. Even at a glance, the Brutes are one of the most primitive members of the Covenant, at least technologically. Even though they employ Power Armor, and use a selection of the Covenant's weapons such as the plasma rifle, their native technology is crude; they often use weapons propelling spike-like or explosive projectiles. These weapons are often fitted with effective metal blades for melee combat.

Their warrior culture makes them formidable opponents, even for Space Marines, and they were incorporated into the Covenant to serve as fierce guards for the Prophets and as heavy infantry.



	WS	BS	S	T	W	I	A	LD	Sv
Jiralhanae	3	3	5	5	3	3	2	8	5+

Special Rules

Fearless, Berserk, Enmity, Religious Fervor

Berserk
Brutes are known to descend into a highly aggressive berserk killing-rage when all their pack mates have been killed. Their incredible physical strength coupled with a dogged self determination to kill their target makes a berserk Brute a force to be reckoned with, powerful enough even to kill Hunters. If a unit is reduced to a single model, or a single model unit is reduced to 1 wound, they gain Feel No Pain, Rage, and the Furious Charge universal special rules.

Enmity
Jiralhanae have an intense and pronounced dislike for the Sangheili because they believe they are better protectors of the San'Shyuum. This enmity is so strong that Covenant forces are generally segregated to keep the two races apart. As an effect, Sangheili characters cannot join Jiralhanae units, and vice versa. In addition, armies led by a Jiralhanae may not include Sangheili units. Likewise, an army led by a Sangheili may not include Jiralhanae units unless a High Prophet is present, then both races may be taken.



Jiralhanae Chieftains

The Jiralhanae Chieftain, also known as the Alpha Jiralhanae, is a Covenant Chieftain rank for the Jiralhanae race. It is one of the highest in the Jiralhanae hierarchy in social aspects and military rank. Chieftains serve the main purpose of commanding their pack in military actions as well as serving multiple other roles as the leader of a group of a half-a-dozen or more Jiralhanae as well as several lower caste species within a "pack." Apart from pack leadership position, the Jiralhanae Chieftains are also spiritual leaders.

Jiralhanae Chieftains will be closely guarded by two or more Jiralhanae Bodyguards as well as high numbers of Brutes of other ranks, only leaving the security of the pack when they feel it is tactically sound or simply when they thirst for blood. Chieftains generally hang back and allow their entourage of Jiralhanae to do the fighting, generally only charging forward to attack with their Gravity Hammers after several of their pack subordinates have been slain.



War Chieftains seem to be lower in rank than regular Jiralhanae Chieftains and are responsible for commanding much smaller packs than Jiralhanae Chieftains. Despite this, War Chieftains are more often seen guarding smaller outposts. They are commonly commanders of Scarabs, and always perform tasks with a crew only featuring Jiralhanae, rather than being warlords of packs.

War Chieftains usually carry Plasma Cannons or Fuel Rod Guns into battle and Spikers as side-arms, striking their enemies from afar while their subordinates close in and engage. This gives them considerable ability to suppress their enemies, allowing their own forces to move freely. If within range, they will often deploy a Power Drain to eliminate enemy shields. They may also throw a Flare to blind their opponents, and can use their weapons to devastating effect while their opponents are unable to see.

	WS	BS	S	T	W	I	A	LD	Sv
Chieftain	4	4	5	5	3	3	3	9	3+

Special Rules

Fearless, Berserk, Enmity, The Pack Will Feast on You!, Indomitable Will, Religious Fervor

The Pack will Feast on You!

If a Chieftain leads a pack of 8 Jiralhanae at the start of the game, you may elect to split it into two four-model combat squads. They are always deployed simultaneously, but after deployment, they are treated as separate units from that point onwards.

Indomitable Will

On a player turn in which he assaults, a Chieftain and all members of any Jiralhanae squad he has joined can re-roll failed rolls to hit.

Wargear

Brute Energy Shield

The Brute Energy Shield confers the user with a brief period of invulnerability and is much stronger than its Sangheili equivalent, though it has a greatly reduced duration time. When activated the Jiralhanae is covered in shining bands. It is known to be generally only possessed by Jiralhanae Chieftains, giving them a brief period of time where they may chase after their enemies with their Gravity Hammers unhindered, giving them a significant tactical advantage. During one turn per game, the Brute Chieftain has an invulnerable save at 3+.

Chieftain of the Jiralhanae

The Chieftain of the Jiralhanae is the central political and military leader within the Jiralhanae contingent of the Covenant responsible for representing their interests in the Covenant. A Chieftain of the Jiralhanae has requirements and functions beyond those of regular Chieftains. He represents the Jiralhanae as a populace and operates as a centric emissary on the Covenant's behalf, likely to the Ministry of Concert, and is also the Jiralhanae Commander in Chief of his entire race. Past Chieftains of the Jiralhanae have been given tasks deemed important by the Prophets - Maccabeus was tasked with recovering the "relics" at Harvest, and later, Tartarus was given the task of recovering the Index from Installation 05 and activating the installation.

It is likely that the title of Chieftain of the Jiralhanae is a title and designation that is passed through a specific "royal" family. The most recent Chieftain of the Jiralhanae, Tartarus, for example, inherited the title from his uncle, Maccabeus, who in turn inherited it from his own father; however, it could

be a more Ape-like leadership, with one challenging the leader, for control of the family. And with a large number of clans, clan warfare for society roles would be common.

"The First Age: Ignorance and Fear

The Second Age: Rivalry and Bloodshed.

The Third Age: Humility and Brotherhood

The Fourth Age: Wonder and Understanding.

The Fifth Age: Obedience and Freedom.

The Sixth Age: Faith and Patience.

The Seventh Age: Journey and Salvation.""

-Maccabeus and the Jiralhanae of the Rapid Conversion.



	WS	BS	S	T	W	I	A	LD	Sv
J. Chieftain	5	5	5	5	3	3	3	10	3+

Special Rules

Berserk, Religious Fervor, Enmity, Independent Character, Birthright (Unstoppable, Titanic Might, Brutal Cunning)

Birthright

The Chieftain of the Jiralhanae may select one of the special rules listed below:

Unstoppable

The Chieftain of the Jiralhanae is a rank obtainable only by defeating and killing the previous title-bearer in ritual combat. Only the strongest rise to this position and only the most cunning keep it. Each Chieftain of the Jiralhanae may choose to have the Eternal Warrior or the Feel No Pain universal special rule.

Titanic Might

The Chieftain of the Jiralhanae can re-roll all failed attempts to wound with his shooting or close combat attacks.

Brutal Cunning

The Chieftain of the Jiralhanae can choose whether to pass or fail any Morale check he is called upon to make. Whilst he is on the table, all Jiralhanae units lose the Fearless rule and can also choose whether to pass or fail any Morale check they are called upon to take.

Jiralhanae Body Guard

Bodyguards are responsible for the protection of their pack's Chieftain as well as for the enforcement of tribal law and/or military law. Whenever there is a Chieftain nearby, their Body Guard will be found nearby, which look very similar to Captains. Brute Chieftains are typically accompanied by between two and four Body Guard.

Jiralhanae bodyguards seem to favor Covenant weapons such as the Plasma Rifle and Carbine rather than their own native technology, but they have been seen wielding the powerful and deadly Brute Shot and the Mauler.

The Jiralhanae Body Guard took the place of the Sangheili Honor Guardsmen as the loyal Protectors of the Hierarchs after the murder of the High Prophet of Regret. This Changing of the Guard was the beginning of the Civil War of the Covenant also known as the Great Schism. The Sangheili were incensed that their role of protecting the Prophets, which they had faithfully executed for a

millennium, had been now delegated by these new upstarts and genetic rivals.

Jiralhanae Body Guards fight with their own weapons, which include the Jiralhanae Plasma Rifle, the Brute Shot and sometimes the Covenant Carbine. They always work in Pairs or Packs of two to three Jiralhanae and will go berserk when all but one are killed. They wear the same armor as the Sangheili Honor Guards but with slightly different plating's. These plates have a yellow and red alternating pattern, bordered by black. This yellow/red alternating pattern is also seen on the thrones of the High Prophets.

"The Great Journey has begun, and the Jiralhanae, not the Sangheili, shall be the Prophets' escort!"



	WS	BS	S	T	W	I	A	LD	Sv
Body Guard	4	4	5	5	3	3	2	8	3+

Special Rules
Fearless, Berserk, Enmity, Together we Kill!, Together we Die!, Religious Fervor

Together we Kill!
Jiralhanae Body Guardsmen must be ready to challenge any enemy in protection of the Chieftain or Prophets and all his training is bent to this goal. In an Assault, the Body Guardsmen always re-rolls any failed rolls to hit and to wound.

Together we Die!
If the Chieftain or Prophet they serve dies, the Jiralhanae Body Guardsmen will automatically berserk (as according to their special rule), even if there are more than one Jiralhanae still present in the pack. Whilst a Body Guard is alive, each time the squad is wounded by the enemy, up to two wounds allocated to the Chieftain or Prophet are instead resolved against the Body Guard(s).

Jiralhanae Choppers

The Brute Chopper is a heavily-armored, one-man assault vehicle, kept aloft by a repulsor array on its rear seating and propelled by a massive pair of wheels in the front. The Chopper is designed for a variety of roles, from reconnaissance to anti-armor assaults. Its powerful 35mm autocannons can take down most light ground vehicles with ease, and the large blades on the front can instantly destroy any light armored vehicle by ramming into it. It is capable of short bursts of increased speed up to 120 kph, thanks to a pair of booster vents located on either side of the wheel.

The Chopper is both heavily armored and surprisingly fast. In the front is a massive cyclical engine, which drives the vehicle's wheels and other propulsion systems. Directly connected to it at the back is a small, exposed cockpit that provides the rider little protection. The only defense is offered by the sheer bulk of the wheels, which are large enough to protect a pilot from frontal fire. The wheels are protected by bladed cowlings, which can withstand high-

speed collisions with other vehicles. The blades on the wheel are strong enough to take down and cut through any vehicle with the boost except large ones like the Wraith, Land Raider, and Monolith. Even if it does not destroy the vehicle, a boosted impact may inflict severe damage. Despite their savagery,.

The Chopper is frequently described as an "anti-anything" vehicle; its powerful autocannons can destroy most vehicles (except for heavily armored targets) with relative ease, and their projectiles explode with enough force to send targets reeling. The Chopper's heavily armored chassis and boost ability allow it to ram and obliterate other vehicles of equal size or smaller, including other Choppers. A correctly timed boost will destroy most vehicles with a single hit.



	WS	BS	S	T	W	I	A	LD	Sv
Chopper	3	3	5	6	3	3	2	8	3+

Special Rules
Fearless, Berserk, Enmity, Religious Fervor, Ramming Targe

Ramming Targe
The Chopper's wheel is adorned with vicious blades and coupled with its sturdy and bulky build allow it to impact light vehicles with impunity. A Chopper squadron may elect to ram a vehicle as if it were a vehicle with a front armor value of 10. Whenever a Chopper squadron receives a hit-back from this ram attack, the unit suffers a wound for every point of higher AV the enemy vehicle has.

Wargear
Brute Chopper
The Brute Chopper is a large and stubborn vehicle, basically one massive engine strapped to the front-end of an otherwise tiny frame. The Brute chopper counts as a bike (benefits are included in the profile above). They are armed with a Brute Cannon.

Brute Cannon
The Brute Cannon is a massive, turret mounted rocket-propelled grenade launcher. It has the following profile:

Range: 18" Str:7 AP:4 Heavy 2

Mgalekgolo

When the Mgalekgolo home world of Te was discovered by the Covenant, intent on mining its riches, they faced, instead, heavy resistance from what the Humans known as "Hunters". Their physiology gave them a tremendous and unexpected advantage in combat, not only hampering, but even halting the Covenant's advance and killing an Arbiter. The Covenant were further infuriated by the Lekgolo's destruction of Forerunner artifacts during the Mgalekgolo's routine feedings. In ground combat campaigns they were mostly victorious, despite the valiant effort of the Sangheili. The Covenant was forced to rely on orbital bombardment, a strategy against which the Mgalekgolo had little to no defense. Thus, to save themselves from extinction, their only choice was to agree to join the Covenant. This later came to be known as the Taming of the Hunters. Terms for their induction into the Covenant were eventually met, despite communication difficulties (which hampered the process).



When a single colony of Mgalekgolo becomes too big, the colony will divide in half to create two independent Mgalekgolo colonies. These colonies will share an extremely close and mysterious bond, referred to only as being "bond brothers", or "mates". The armor and Assault Cannons used by the Mgalekgolo were given to them by the Sangheili after the former joined the Covenant. Mgalekgolo that have split into "bond brothers" are recognized by spiked appendages that rise from their shoulders, which means that they are bonded to another Mgalekgolo. Bonded Mgalekgolo colonies are dropped into battle together by the Covenant, as their enemies quickly learn: where you find a Mgalekgolo, there is always another close by. If one of the bonded colonies is killed, the other will go into a frenzied state, much like the berserk state of a Jiralhanae, or the suicidal charge of an Unggoy.

	WS	BS	S	T	W	I	A	LD	Sv
Mgalekgolo	4	4	6	6	4	3	3	10	3+

Special Rules
Fearless, Slow and Purposeful, Eternal Warrior, Monstrous Creature, Vulnerable to Blasts/Templates

Bonded Pairs
Each Hunter is made up of thousands of worm-like organisms Lekgolo, and each Hunter forms a close knit bond with the other. If one hunter is killed, the other enters a berserk rage, attacking whatever comes close. When one Hunter is removed as a casualty, the other gains the Furious Charge and Rage special rules.

Wargear
Hunter Assault Cannon

This weapon is incredibly heavy, making it suitable only for the Hunters, as no other races could carry such a massive load, showing the immense strength of the Hunter. The only known instances of it are fused directly to the Hunter's armor, located on the right "arm" of the colony, built into the Lekgolo that make up that limb. The Assault Cannon is a variant of the standard Fuel Rod Gun utilized only by the Mgalekgolo. It has two variants, one of which is all but identical to the normal weapon, the other of which is closer to the vehicle variant and fires a continuous beam. Each pair of Hunters must choose one firing mode for the duration of the game.

Range: 24" Str:8 AP:2 Heavy 2
Range: 24" Str:8 AP:2 Heavy 1, Melta

Yanme'e

The Yanme'e are human sized, insectoid creatures that are covered in a natural chitinous exoskeleton, which affords them limited protection against modern weaponry. They are referred to by Humans as Drones or Buggers. Yanme'e typically mount small antigravity devices on their exoskeleton to assist them in flight. It seems, like the other Covenant species, that Yanme'e shares a ranking system from the colored plates of their exoskeletons. They do not interact with the other species except to trade and serve in a military capacity and their exact position in the Covenant Hierarchy is relatively unknown, although it is reasonable to believe that they are higher in rank than Unggoy and Kig-yar, but lower in rank than Sangheili and Jiralhanae. They are usually used as mechanical crews on ships when Huragok are not available, though they aren't as effective as the Engineers.

Yanme'e are a eusocial species, meaning their society usually consists of a single reproductive queen, reproductive males and non-reproductive female workers and/or soldiers.



Because of this, they can be dogmatic and hive minded; something that may have made for an easy conversion into the Covenant hierarchy. They were one of the newest races to join the Covenant. They are respected by the other Covenant species for their natural intelligence, obedience, and technological skill. Their skills with technology have brought them into an often violent rivalry with the Huragok.

Much like the Unggoy and the Mgalekgolo, they are a conquered race that was forced into service by the Covenant. They strictly follow the Covenant religion and obey any command without question, yet do not partake in social norms due to communication difficulties with other species. They view the Prophets as "Queens", a remnant of their former hive lifestyle. The Queens of the Drones have been described as "enormous" and had to be supported by multiple wingless Drone males. The Drones' language is a cacophony of high-pitched clicking or whining from the rubbing of their waxy, leaf like wings.

	WS	BS	S	T	W	I	A	LD	Sv
Yanme'e	3	3	3	3	1	3	1	7	-
Queen	3	0	5	5	3	3	2	8	5+

Special Rules

Hit and Run, Counter-Assault, Surprise!, Strength in Numbers, Skilled Fliers, Religious Fervor

Surprise!

The Drones attack without warning, diving into the vulnerable areas of the opponents formations, their speed making it extremely difficult to get a bead on them. If Yanme'e Deep Strikes, they gain a 4+ Cover Save until their next Movement Phase to represent the difficulty of hitting them.

Strength in Numbers

Drone Swarms must start deployed with at least one model within 12" of each other at the start of the battle, or Deep Strike within 12" of another unit if possible. Drone Swarms deep striking within this radius of another unit do not scatter.

Skilled flyers

Yanme'e are skilled at negotiating dangerous obstacles whilst fighting to full effect. They may re-roll failed Dangerous Terrain tests

Huragok

Huragok, known to Humans as Engineers, are a race of biological supercomputers that was created by the Forerunners. They are the only known non-combatant race of the Covenant, though some are rigged to explode like suicide bombers.

While it is generally held that only the San 'Shyuum are high enough in the Covenant Hierarchy to handle and manage Forerunner research and technology, in reality it is the Huragok who must excavate, unlock, and transport Forerunner artifacts (a fact only known to higher ranked officers and leaders within the Covenant, due to its sensitive nature), though the San 'Shyuum insist that any admission of that fact is heresy. These remarkably helpful and docile aliens are exceedingly patient, rarely communicate with other species, and are almost single-mindedly devoted to their work.



Huragok are the scientific and engineering backbone of the Covenant and its economy. They float via bladders that contain a mixture of gas lighter than air, and their four tentacles are able to split into many fine cilia, with which they are able to manipulate machinery on a near-microscopic level. Engineers are capable of quickly learning the functionality of new technology.

Huragok have little interest in taking sides in conflict; they appear to draw no real distinction between friend and foe, preferring to spend their time inspecting or repairing technology, although they will utter a high-pitched keening sound whenever a Forerunner artifact is under any sort of threat. They are apathetic to any sort of combat, and tend to just float along with a single goal: to fix.

	WS	BS	S	T	W	I	A	LD	Sv
Huragok	2	2	3	3	1	3	1	7	-

Special Rules

Overshield, State of Grace

Overshield
Huragok can provide an overshield to any Covenant allies within a certain radius around each Huragok. Though two Huragok or more can shield each other, they are still defenseless alone, making it a primary objective to take them out as soon as possible. Any Covenant unit within 12" of a Huragok may re-roll their Invulnerable save.

State of Grace
Huragok have little interest in taking sides in conflict; they appear to draw no real distinction between friend and foe, preferring to spend their time inspecting or repairing technology. Whenever a Huragok is within 6" of a damaged or immobilized vehicle, it will immediately attempt to inspect and fix it, be it friend or foe. On a roll of 4+ (made by the vehicles owning player) a destroyed weapon or immobilized damage result will be repaired.

Wargear
Rigged Explosives
To prevent the incredibly useful Huragok from falling into enemy hands, their armor can be designed to self-destruct in the event that the entire squad they were attached to is wiped out. A Huragok that comes within 2" of enemy infantry will explode D6" with a strength of 4 and armor penetration value of 5.

Kig-Yar Jackals

The Kig-Yar are a saurian specie which serve the Covenant, as mercenaries and privateers. There are two distinct races of Kig-yar, which Humans have termed Jackals and Skirmishers. In combat, Kig-yar Jackals typically serve as snipers and scouts within the Covenant due to their excellent senses of sight, smell, and hearing.

During their early history, Kig-yar society was divided into clans that sailed across Eayn's seas as pirates, raiding the encampments and settlements of rival clans. Eventually, the clans united, and the Kig-yar species worked together in developing space-travel technology. Shortly afterward, they established colonies on many small asteroids around Chu'ot. Some Kig-yar continued their ancient ways of life and became pirates once more, preying upon merchant starships. These groups of pirates were the Kig-yar's only effective response to the overwhelming Covenant military juggernaut that arrived in the Kig-Yar home system



The war between the Covenant and Kig-yar forces culminated in sieges of redoubts on the asteroids surrounding their world. Eventually, in order to survive, they accepted Letters of Marque: commissions from the Ministry of Tranquility to engage in the services of the Covenant, though often this was merely used as an excuse to continue their plundering lifestyle. The Kig-yar would spend much of their time preying on the ships of the Covenant's enemies, such as humanity.

Kig-yar are around the same level as the Unggoy in the Covenant hierarchy, although the Kig-yar despise the Unggoy and believe themselves to be superior. The Kig-yar species is divided into at least two subspecies: the lighter "Jackals" and the more muscular "Skirmishers". Each subspecies exhibits distinct variations in appearance and physiology.

	WS	BS	S	T	W	I	A	LD	Sv
Kig-Yar	2	6	3	3	1	3	1	7	-

Special Rules
Scouts, Acute Senses, Move through Cover, Marksman, Religious Fervor

Marksman
Kig-Yar are commonly deployed as long range snipers and assassins because of their heightened senses. Kig-Yar with the Marksman rule can allocate wounds caused by firing a ranged weapon instead of the opponent.

Wargear
Point Defense Gauntlet
Point Defense Gauntlets, also known as Jackal Shield Units, are arm-held energy shields mainly used by the Covenant Kig-Yar for protection from enemy fire or close- to mid-range explosions. They confer a 5+ Cover save.

Particle Beam Rifle
The particle beam rifle or 'beam rifle' is the Covenant equivalent of the human sniper rifle. Generally only used by Jackal Snipers, it is a two-handed weapon with the following profile:

Range: 36" Str: X AP:6 Heavy 2, Sniper



Kig-Yar Skirmishers

Kig-Yar Skirmishers are of the same species as the more common, lightly built Jackals, but they are much faster, stronger and more agile than ordinary Kig-yar. In addition they sport manes of feathers rather than quills. A Skirmisher's voice is more raspy and guttural - this is because they have an expanding voice chamber on their throat. Skirmishers serve as Covenant shock troops, while the more lightly built Jackals see deployment as dedicated ranger or sniper units. However, their superior movements to the Jackals are strange as they appear more heavily-built. Mixed units are not uncommon however, as their skills are complimentary to each other.

The Covenant uses Skirmishers as close-range combatants, attacking in packs and using flanking tactics (as opposed to Jackals, who are often used as defensive and long range combatants and assassins). Physically, they seem to be similar to regular Jackals,

though in combat they do not wield large rounded energy shields like the Jackals. High-ranking Skirmishers do wear point defense gauntlets or wrist medium sized ovular shields strapped on to their wrists, to help them deflect bullet and light plasma fire. Their head shape appears to be more avian than their cousins; their skin tone is noticeably darker and not yellowish. They also run much faster than Jackals and can jump incredible heights. Their eyes are also yellow with slitted pupils, as opposed to bulbous and pale, Skirmishers are dangerous both in long range and short range combat. Like their Jackal cousins, they tend to be very accurate shots. Their most distinguishing feature is their speed; they can outrun any other Covenant species. They can leap up into buildings to escape enemy fire or to assault their occupants, and rush to capture strategic locations on the battlefield. Their armor can withstand some small-arms fire; making head shots the most effective means of killing them.



	WS	BS	S	T	W	I	A	LD	Sv
Skirmisher	3	6	3	3	1	4	2	8	6+

Special Rules
Scouts, Move Through Cover, Fleet, Acute Senses, Religious Fervor

Wargear
Holographic Decoy
Some Skirmishers, particularly Commandos, utilize advanced Holographic Decoys that produces an identical holographic copy of the user. A model with Holographic Decoys may always ignore the first wound caused to it during any round of shooting or close combat.

Special Operations Division

The Special Operations is a subgroup of the Covenant Special Warfare Group. Its personnel are typically dispatched on covert and high-risk operations, although they are also seen as part of routine forces on low-risk sentry or defense operations as well. The Covenant Special Operations Division is comprised of Sangheili and Unggoy.

The title of Special Operations Commander is the highest office attainable by a Sangheili in the Covenant Special Operations division. They hold considerable amount of political and military authority in the Covenant Army; a Special Operations Commander is placed in command of all the personnel and material of a special operation and has a unique honor of speaking directly to the High Prophets and relaying their messages to the High Council.

Beneath the Commanders is Special Operations Sangheili. Sangheili of this rank are extremely skilled warriors and are sent in to accomplish some of the most dangerous and

difficult missions.

Supporting the battle-hardened Sangheili the ranks of the Special Operations Division are the Special Operations Unggoy. Normally, Unggoy are poorly trained for combat and are usually deployed in massive numbers as cannon fodder. However, if Unggoy are given proper training they can acquire specialized roles and provide excellent support to Spec Ops teams. Generally tougher, smarter, and certainly more aggressive than their lesser brethren, Spec Ops Unggoy are always deployed with Spec Ops Sangheili team leaders and specialized equipment and sometimes will be led by Unggoy Ultras. These resilient, loyal, and dangerous operatives are not to be underestimated under any circumstances.



	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+
Unggoy	2	2	3	3	1	2	1	6	6+

Special Rules

Disciplined, The Mission Most Holy, Tactical Strike, Stubborn, Religious Fervor, Deep Strike

Disciplined
If a Special Operations Unggoy's leading Sangheili is killed, rather than panicking and fleeing, they will often seek revenge, finding cover and sending plasma grenades and plasma bolts accurately at the opponent who killed their commander. When the last Sangheili model is removed, the Unggoy will fire in the subsequent round with Ballistic Skill 3.

The Mission Most Holy
Special Operation squads are sent in with specific objectives to achieve. They know when to stand, when to withdraw and when to strike with every weapon at their command to fulfill this goal. All Special Operations squads can choose to automatically fail any Morale check it is called upon to take.

Tactical Strike
Whether deploying from Phantoms or deep striking with the use of covenant drop pods, the Special Operations squads will work in concert with each other to deliver a tactical, and oft-times devastating strike. All Special Operations units arrive from reserves together (roll one dice for all units and their transports).

Unggoy

The Unggoy are a species of small, squat bipedal arthropods in the unified races of the Covenant. They are the lowest-ranking species in the hierarchy, and are frequently mistreated by almost every higher-ranking race (Sangheili, Jiralhanae, Kig-yar). Unggoy are primarily used as laborers or, in combat situations, cannon fodder. They are one of the later races to be introduced into the Covenant, and were the third Covenant species to be encountered by humans. They are referred to as Grunts by humans, mainly because they are considered weak compared to their superiors and also because they perform the majority of the labor required by the Covenant.

While they are essentially a slave race, the Unggoy have managed to largely retain their cultural identities, and have rebelled in the past more than once. Being the lowest-ranked species of the Covenant, they are bitter rivals with the Kig-yar (Jackals), who are also low-ranked. The higher-ranking

races of the Covenant have often ignored this rivalry. The breaking point came when a junior staffer in the Ministry of Concert discovered evidence of the Kig-yar planning to poison recreational narcotics the Unggoy enjoyed, which would have left them sterile, but the High Council refused to investigate the matter. The rising tensions with the Kig-yar and the general disinterest from the other Covenant races led to an Unggoy Rebellion. During this rebellion, the Unggoy proved to be surprisingly strong in numbers and could be deadly when sufficiently motivated. During this rebellion, the Unggoy home world was nearly glassed. After the uprising's conclusion, as was their tradition, the Sangheili forgave the surviving Unggoy and allowed them to enter the Covenant Military as armed infantry units, rather than the unarmed cannon fodder as which they had previously served.



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

Special Rules

When in Doubt, Flee!, Cannon Fodder, Kamikaze!, Religious Fervor

When in Doubt, Flee!

When witnessing their commanders eliminated during a battle, they often go into a panic and scatter in random directions. If a Sangheili or Jiralhanae attached to a unit of Unggoy is destroyed, the squad must take a Morale Test immediately. If the test is failed the squad disperses in a frenzy and is quickly destroyed by the enemy unit.

Cannon Fodder

Covenant forces generally utilize the Unggoy as cannon fodder, willing to throw their lives away against the enemy. If led by a Sangheili or Jiralhanae, a unit containing Unggoy will take leadership tests on 3D6 and discard the highest. In addition, units containing Unggoy never benefit from the 'Stubborn' special rule (from Sangheili models).

Kamikaze!

Some Unggoy are different as they immediately light their plasma grenades and charge at the enemy rather than shooting or running away like most other. Whenever a model with this rule is in close combat and has failed a morale test, it will detonate. Place the small blast template over the Suicide Grunt: All models beneath it suffer a strength 3 hit, be it friend or foe.

Unggoy Deacon

As the name suggests, a Deacon serves primarily for morale and religious purposes rather than combat. The rank of Deacon only exists within the Ministry of Tranquility, and is the lowest rank available. A Deacon is sent to help reinforce the spirituality of ships in which little is present. They are taught in the religion of the Covenant and work to increase faith in others. Deacons are also learned in the "Sacred Glyphs" that the Forerunners use in their machines.

Deacon is the only title in the Ministry of Tranquility that is open to Unggoy, likely making the rank the only governmental position that Unggoy can hold. Deacon is also one of the few jobs Unggoy can get that does not involve hard manual labor or military service. It is noted that Unggoy Deacons are quite rare due to the intelligence that the job requires - whether other races can also hold the title is uncertain. Unggoy Deacons command more respect than

the rank and file Grunts, but are still held in low esteem. Unggoy Deacons do not command as much authority as even a Kig-Yar Minor, and so it is unlikely that they minister to any of the other races.

Another duty given to Unggoy Deacons is to ensure that the Kig-Yar crews of the Ministry missionary ships obey Ministry laws and regulation. Given their low rank, the piratical nature of the Kig-Yar, and the contempt in which Kig-Yar hold Unggoy, this is a largely hopeless endeavor.

Appearance-wise, Unggoy Deacons wear the white armor of Grunt Ultras but are also garbed in a ceremonial tunic



	WS	BS	S	T	W	I	A	LD	Sv
Deacon	2	2	3	3	1	2	1	7	6+

Special Rules

Inspiring Presence, When in Doubt, Attack!, Religious Fervor

Inspire Presence

Deacons raise morale and inspire their fellow Unggoy with sermons and covenant scriptures. If attached to a unit containing Unggoy, all Unggoy models raise their Leadership characteristic by 1.

When in Doubt, Attack!

When witnessing their commanders eliminated during a battle, Unggoy often go into a panic and scatter in random directions. If an Unggoy Deacon is present, this will not occur. The 'When in Doubt, Flee!' special rule does not take effect and the Unggoy will abide by the normal combat resolution and morale rules. In addition, if a Deacon is present any Suicide Grunts may perform their 'Kamikaze' attack at any time; they do not need to wait until their unit has failed a morale test.

Ghost Squadrons

The Ghost is a one-man gravity-effect vehicle, primarily used in a reconnaissance and close infantry support or rapid attack role. Known for its speed and maneuverability as well as its near silent anti-gravity propulsion system the Type-32's use in the field by the Covenant is varied but can adjust very quickly and easily for any role required at any moment. From a design standpoint the Type-32's design is a sleek winged vehicle design more akin to an insect or an aircraft than a ground vehicle. The Ghost is composed of two major components, the fuselage, which contains the Type-32's hardware including its energy weapon system, its anti-gravity propulsion system, imaging, control and guidance systems and fuel as well as its two stabilizing fins. The second part of the vehicle is the seating and guidance section, this multi-joint piece of the vehicle is connected to the pilot's seat and is connected to the fuselage by a ball joint, this aids the pilot

in controlling, as the vehicle is controlled as much by weight distribution as it is by steering by use of two joysticks.

The Ghost has been in service to the Covenant for several centuries, and has served in countless engagements during the Human-Covenant War. Throughout the war the Covenant deployed Ghosts during ground campaigns to escort larger vehicles, provide reconnaissance and to engage military and civilian targets at first sight. In 995.M41 during the first assault on the colony world Arcadia, Ghosts were used to escort larger Wraith tanks to destroy human held positions, killing and causing panic among civilians attempting to flee the Covenant invasion. The Ghosts assisted their forces in suppressing infantry and scouting enemy locations to target. In addition the vehicles were used against Imperial military forces attempting to assist with evacuation efforts.



	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	5	2	6	2	9	3+
Unggoy	2	2	3	4	1	2	1	6	3+

Special Rules

Boosted Ram, Strafe, Scouts, Religious Fervor

Boosted Ram

Ghost pilots are adept at using the high speeds capable of their craft to ram into enemy infantry with deadly precision. If a unit of Ghosts does not fire in Shooting phase, it may benefit from the Furious Charge special rule in the Assault Phase.

Strafe

Ghosts are incredibly quick and highly maneuverable. If the unit is Tank Shocked by an enemy unit, it may dodge the attack completely on a roll of 4+. However, by doing this they forfeit the chance of performing a Death or Glory attack.

Wargear

Ghost Jetbike

The Ghost is a small, single-seat, ground-attack vehicle. Though the Ghosts are formidable in combat, they offer little protection to the pilot and can be destroyed, discouraging reckless attacks. The Ghost counts as a jetbike in all respects (adding +1 to the Toughness characteristic and 3+ Armor Save is already included the profile above) and is armed with a Twin Plasma Cannon.

Forerunner Sentinels

Built contemporaneously with the construction of the Halo Array, Sentinels were utilized as all-purpose workers and guards on Forerunner stations. Following the construction of the Halo Installations, Sentinels were reconfigured to be the first line of defense against Flood outbreaks and other external intruders. The mechanical nature of the Sentinels make them ideal combat units against an enemy that could convert conventional biological infantry into biomass - by deploying the Sentinels en mass, the Forerunners could battle the parasite without contributing to its numbers. Controlled by their own basic AI functions, as well as their Installation's Monitor, Sentinels patrol the Halo rings tirelessly and attack as their protocol demands.

When not in combat Sentinels serve as basic repair, maintenance and security drones for Forerunner installations and facilities where Flood samples are kept, working in conjunction with Constructors and Enforcers to ensure that the facility remains in working order. Sentinels are viewed

by the Covenant as "Holy Warriors of the Sacred Rings," machines meant to be worshiped and respected by all who believe in the path.

Sentinels are grayish white in color and have two arm-like appendages with two grapple fixtures at the end of each arm and a central "head," curved undercarriage containing an offensive Sentinel Beam. The form of a Sentinel may differ depending on the situation of their Installation. Their powerful offensive beam weapons and defensive energy shield make them very effective in combat against intruders or foreign objects that present themselves as threats. Their smaller lasers are used for both repairing damaged Forerunner constructs, and self-repair should the Sentinel be damaged in combat. Sentinels are propelled by both an anti-gravity unit located on the undercarriage and small engines on the back of the unit; they are capable of traveling at high speeds but cannot sustain long range travel.



	WS	BS	S	T	W	I	A	LD	Sv
Protector	3	3	3	3	1	3	1	5	6+
Sentinel	3	3	3	3	1	3	1	5	6+
Watcher	3	3	4	4	1	3	1	5	6+

Special Rules

EMP, Protection Protocol, Hit and Run

Protection Protocol
A Protector Sentinel is charged with the repair and protection of combat Sentinels. They grant a unit of Sentinels the Feel No Pain special rule.

Wargear
Sentinel Energy Shield
The Sentinels energy shield is the primary defense mechanism, once taken down the Sentinel is susceptible to any type of small arms fire. The Sentinel ignores wounds from weapons with strength less than their Toughness value, up to a maximum of wounds equal to their Initiative characteristic.

Sentinel Beam
The Sentinel Beam is capable of effectively cutting through organic matter such as unarmored combatants, although continuous contact will rip through armor just as equally. Its strength is equivalent to the Sentinel's Strength characteristic:

Range:18" Str:X AP:6 Heavy 1, Ignores Invulnerable

Forerunner Constructors

Constructors are small flying machines built by the Forerunners. Their only function is to repair Forerunner structures that appear to be damaged. Sentinels will come to their aid if they are attacked, as they have no weapon systems of their own to defend themselves. They are roughly the size of a Covenant Plasma pistol or Plasma Rifle.

The Construction Beam is fired from the top half of the Constructor; however some variants fire their beams from the bottom. Sentinel Constructors also play another role as a security grid. When a Constructor is attacked, an unknown signal causes the Sentinel Launchers to begin deploying Sentinels. Constructors form an excellent security perimeter.

Constructors are devices similar to Sentinels in design, that mainly repair damage to any Forerunner structure they can find, using weak energy beams similar to Sentinel Beams. The beams are small and blue, and are harmful if they come into contact with an organism. Sentinels will come to a Constructor's aid if it is being attacked, as Constructors are

ill-suited for combat, having no weapon systems of their own.

The Strato-Sentinel is a Forerunner Sentinel variant. They were designed to perform terraforming projects, such as strip mining resources. They are also used to help construct Forerunner Installations. They are generally not considered to be a combat form sentinel and, like their smaller, diminutive cousins, will simply perform their functions without regard to danger; they will simply allow other sentinels to protect them from harm.



	WS	BS	S	T	W	I	A	LD	Sv
Constructor	0	0	3	3	2	3	0	5	-
Strato	0	0	5	5	3	3	0	5	5+

Special Rules

Swarms, Construction Beam, Hit and Run, Mining Laser

Construction Beam
The Construction beam is a type of energy beam used exclusively by Sentinel Constructors. It is super-heated, similar to the Sentinel Beam, and is used strictly for the purpose of repairing Forerunner facilities. Their beams allow them to repair damaged structures and ruined buildings. If they are within ruins they may repair it on a base roll of 6+. If they are within an intact building, they may bolster its defenses to provide a better cover save (+1, to a maximum of a 3+ cover save). For every swarm base in the unit, the roll is modified by +1 (to a maximum of +3)

Mining Laser
A Mining Laser fires a focused beam of pure heat at its target, ideal for melting through solid rock. A Strato-Sentinel can turn its laser on buildings or terrain to clear the field. Instead of shooting or moving, the Strato-Sentinel can focus the Mining Laser to destroy one piece of terrain, During the Shooting phase, a roll on a 4+ the terrain piece is removed and counts as dangerous terrain instead. Reinforced Buildings and Bunkers suffer a Strength 10, AP: 1 hit instead (until destroyed, then it may be removed as normal).

Forerunner Shieldworld Sentinels

Shieldworld Sentinels are a Forerunner-created machine designed to protect and maintain the Forerunner artificial Shieldworlds. These Sentinels are a more deadly and versatile variant of the standard Sentinel design found on other Forerunner installations.

Shieldworld Sentinel share a vaguely similar appearance to a Monitor - a round metallic sphere a quarter meter in diameter, with a central "eye" that glows golden. Hovering around this sphere are three meter-long cylindrical spars or "booms", which are suspended in midair at equidistant points around the sphere. These booms could change position for various purposes, and would rapidly "pop" into place to form a triangular plane when the sentinel's shields were active. The central eye is the weaponry and offensive capability of the sentinel as it charges and unleashes what appears to be a devastating array of energy.



A Shieldworld Sentinel is also equipped with an anti-gravity device, similar to that of the Monitors. These Sentinels can even reach escape velocity and fly into outer space; in ground operations, it normally engages its targets at a height of three meters, working a "higher ground" battle mentality. It is also able to attenuate its booms to the various signals, such as that of Imperial vox channels. The sentinels are also equipped with Forerunner translation technology and can actually speak the human archaic language and root language of High Gothic.

Shieldworld Sentinels are one of the deadliest sentinel variants encountered to date, and are a powerful combatant on both the ground and in space. Unlike the shields of ordinary sentinels, which can be disrupted by conventional gunfire, Shieldworld Sentinels are protected by a spherical gold-colored energy shield that resistant to nearly all projectiles.

	WS	BS	S	T	W	I	A	LD	Sv
Shieldworld	4	4	4	4	2	4	1	5	5+

Special Rules

EMP, Reconfiguration, Hit and Run

EMP
When the Sentinel has been damaged beyond repair the Sentinel explodes violently and releases a powerful EMP blast. Any model within 6" of a Sentinel that is destroyed must test for pinning.

Reconfiguration
Shieldworld Sentinels can merge together, re-arranging their central spheres and orbiting booms into new, combined forms. These configurations can serve a variety of purposes; a pair of Sentinels can combine so that one can project a shield while the other fires, while a large group of Sentinels can form a cluster that can fire a single, devastatingly powerful beam of energy. Every turn, instead of firing individually, they may focus their sentinel beams into a singular, cohesive shot. This increases the strength and lowers the armor penetration value by every Shieldworld Sentinel present.

Forerunner Enforcers

Enforcers are massive robotic automatons that were designed to prevent mass Flood outbreaks on the Halo Rings, and were seen guarding key locations such as the entrances to the Sentinel Wall and the Library on Installation 05. Enforcers were produced by a hovering Sentinel Production Facility.

Enforcers have three Energy Shields; the larger two are split in half (for their guns to fire through), and the small upper shield protects the 'eye' of the Enforcer. The shields only protect the front side of the machine. Enforcers are armed with Pulse Beams and Missiles. They are also equipped with large claw-like arms which are able to pick up and rip apart most, resulting in death of all occupants riding in the vehicle.



The Unggoy Rebellion

In what is now known as the second Age of Conflict, the Unggoy population burgeoned rapidly, threatening the Kig-Yar with whom they shared many habitats. The overwhelming Unggoy forced many Kig-Yar to relocate, destroying many of their eggs in the process. In an effort to exact revenge, the Kig-Yar poisoned many Unggoy infusion resources, which would quickly ignite into a full conflict.

The High Council rejected the Minister of Fortitude's request to have the matter further investigation. The battles quickly escalated into a short, but aggressive war, forcing the High Council to act. During the righteous pacification of the heretical insurgence, an Arbiter was elected to end the uprising. It would prove ineffective as the Arbiter was consumed by the insurrection. Only the immediate repositioning of the Covenant fleet to glass the Unggoy home world, Balaho, would end the conflict.

	WS	BS	S	T	W	I	A	LD	Sv
Enforcer	3	3	5	5	3	3	1	5	4+

Special Rules

EMP, Hit and Run

Wargear

Pulse Beam

Due to the sheer amount of projectiles fired at once, and due to the sharpness of the projectiles, the Pulse beam projectiles easily penetrate flesh and most armor, making it an effective weapon. It has the following profile:

Range: 18" Str:4 AP:4 Heavy 4, Lance

Forerunner Missile Launcher

Fired in an upward arc, not unlike the Wraith's plasma mortar, it is highly destructive, and has seemingly unlimited ammunition. It has the following profile:

Range: 24" Str:7 AP:3 Heavy 1, Ordnance

Covenant Ground Vehicles

Covenant vehicles use advanced anti-gravity technology for propulsion, and are well armored and well-armed. Though often faster than their counterparts, Covenant vehicles are more unstable over uneven terrain where the sudden changes affect its handling. All Covenant vehicles are made from a purple or dark blue type of metal, said to be much more advanced than any alloy known to Humans, and all Covenant vehicles are nicknamed after some kind of supernatural entity, except for Scarabs and Locusts. Recently, Brute vehicles and technology have been incorporated into the Covenant's arsenal. Though more primitive, they serve the Brutes' need for power. Brute vehicles are not named after spiritual entities, and rather than being a series of Covenant vehicles are regarded as native Jiralhanae technology.

The Revenant is a light infantry support vehicle. It is armed with a single Light Plasma Mortar, which is essentially a downscaled version of the plasma mortar mounted on the Wraith. The Spectre is a multi-sized, multi-troop armored

transport vehicle of the Covenant military. The Spectre, like many other Covenant vehicles, has the ability to rapidly increase its speed with the aid of propulsion drive, but at the cost of great maneuverability.

The Shadow is a dedicated troop transport vehicle of the Covenant. As such, it is not an offensive vehicle, and due to its low speed, it can be characterized as slow and cumbersome. However, it possesses a powerful defensive plasma turret, which is used solely for defense. The Wraith is the primary armored fighting vehicle used by the Covenant. The Covenant deploy the Wraith as a first-strike ground assault vehicle in tactical ground engagements, they use the vehicle as a weapons platform to bring down structures in the way of ground forces attempting to advance in an area, as well as to destroy enemy armor possessing a threat to their own infantry. In addition the Wraith is used to break infantry rank by both physical and physiological force.



	BS	Front	Side	Rear
Revenant	3	10	10	10
Spectre	3	10	10	10
Shadow	3	11	11	10
Prowler	3	11	11	10
Wraith	3	12	12	10

Wargear

Gravity Propulsion Drive

The Gravity Propulsion Drive is an anti-gravity generation device that, when activated creates an electrically charged anti-gravity field that will lift an object off the ground and propel it. Most Covenant ground and air vehicles are propelled by this technology, allowing the vehicle to skim above the ground while it is activated. Vehicles equipped with this drive also have the ability to divert power from other non-critical hardware to increase speed for either short, or infinite amounts of time. In lieu of shooting, a vehicle with the Gravity Propulsion Drive may make an additional move (including tank shocks and/or ram movements).

Prowler Blades:

The Prowler has two large blades mounted on the front. Like most other Brute vehicles, it is an effective battering ram. When a Prowler Tank Shocks (or Rams) the target takes D6 S5 hits. If a unit declares to attempt Death or Glory, the unit takes a further D6 S5 hits.

Covenant Air Vehicles

The Banshee is an atmospheric vehicle that is typically used for reconnaissance, ground support, and ground attack missions. It is lightly armored and, while not particularly vulnerable to small arms, can be brought down by concentrated fire from infantry.

The Spirit is a moderately large craft. Capable of powered flight and hovering, the drop ship appears quite cumbersome and awkward to pilots based on battlefield observations but has been known to reach speeds of 350 kilometers per hour while cruising and has a suspected maximum speed of 1,100 kph. Spirits are angular, tuning fork shaped spacecraft with two parallel personnel bays along the exterior of each "prong." The Spirits are dedicated transports for infantry and vehicles.



Superior to its Covenant counterpart, the Spirit drop ship, the Phantom sports a more threatening arsenal, consisting of up to three defensive weapons that each offer 360-degree rotary capabilities, and is capable of maneuvering effectively in all atmospheric conditions, including space. All in all, the Phantom serves as a dedicated troop carrier and gunship, succeeding its counterpart the Spirit drop ship in maneuverability and firepower.

The Vampire is a Covenant aircraft and it is primarily designed for engaging enemy air units. It is armed with a heavy needler turret which it fires at an extremely fast rate.

	BS	Front	Side	Rear
Banshee	3	10	10	10
Vampire	3	11	11	11
Spirit	3	10	12	12
Phantom	3	13	13	12

Special Rules

Aerial Assault, Scouts, Deep Strike, Scout

Aerial Assault

A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

Wargear

Impulse Drive

Impulse Drives are propulsion systems and used by Seraphs and Banshees. Impulsive drives appear to be capable of short warp jumps and are known for the long trails they leave behind. A vehicle with Impulse Drives that moves flat out may move up to 36"

Stasis Canon

The Stasis Canon, when fired, disables the targeted enemy aircraft, rendering it unable to move or fire. Once per game, it may be used by rolling a D6 (it has a range of 24"):

Roll	Result
1-4	Hit: The enemy suffers an automatic glancing hit, rolled on a D3.
5	Stasis Drain: The enemy suffers an automatic Immobilized result on the vehicle damage chart
6	Stasis Bomb: The enemy suffers an automatic penetrating hit with a +2 modifier.

Seraph Starfighter

The Seraph features a piscine, teardrop-like design, fitting with the overall design elegance the Covenant are known for. Seraph fighters are mostly stored in the hangar bays of Covenant ships or stations when they are not in battle or escorting a ship. Seraphs have two movable flaps on either side of their hull, and their twin "tails" are articulated to aid with directing exhaust. These features give the Seraph superior turning capabilities in zero-gravity environments.

As the Covenant's main space-based attack fighter, the Seraph is highly maneuverable while in a vacuum, and can easily keep pace with enemy fighters. Though not specifically intended for in-atmospheric use, Seraphs still are significantly faster than the Banshee while flying at low altitude. They have even been shown to fly in the hurricane force winds of the gas giant Threshold. The Seraph also appears to be able to power down and become invisible to enemy ship sensors. This has proven extremely useful for sneaking past ship defenses undetected and hitting vulnerable areas.



Seraphs have demonstrated that they are a very effective counter-weapon against enemy Interceptors unless the latter attacks from the side or behind. Seraphs usually attack in formations of ten, their assaults on enemy ships range from simple harassment, to full out strafing attacks. They have also been seen patrolling in pairs. Unlike the Banshee or Phantom, Seraphs are equipped with energy shields, but these are only a fraction of the strength of those on Capital Ships and are easily depleted with sustained fire. It is assumed that Seraph fighters can be piloted by a single Sangheili, succeeded by the Jiralhanae after the Great Schism.

The Seraph is armed with a variety of weapons. Seraphs are seen firing a heavy plasma cannon, and are also armed with a pulse laser and plasma charges for strafing and bombing runs. A Seraph's bombing runs are very deadly.

	BS	Front	Side	Rear
Seraph	3	12	12	10

Special Rules

Aerial Assault, Scouts, Deep Strike, Scout

Aerial Assault

A vehicle with the Aerial Assault rule that moves at cruising speed may fire all of its weapons.

Wargear

Pulse Laser

The pulse laser turret is a light Covenant ship-to-ship weapon system. These pulse weapons are known to have been mounted on most Covenant ships and star fighters. It has the following profile:

Range: 54" Str: 9 AP:3 Heavy 1, Lance

Plasma Charge

The Plasma Charge is a Covenant air-to-ground plasma weapon utilized by Seraphs for ground bombardment. They are initially focused pillars of superheated gas, but quickly lose integrity and billow out into destructive conflagrations that can overwhelm even Space Marine power armor. They have the following profile:

Range: 18" Str: 8 AP:3 Ordnance 1, Large Blast

Locusts

The Locust is a smaller counterpart to the Scarab walker, possessing one rotating turret which hosts a single large plasma cannon. It does not share the Scarab's spiked "feet", though it has been seen using its legs to climb over obstacles in a similar manner to its larger cousin. Its central turret looks similar to a Banshee's cockpit. It fires a straight purple-pink beam, which is a useful weapon against ground and air targets. It has a very long and effective range and can hit enemy forces when even their longest-ranged units cannot strike back. The Locust also has a shield that wears down after heavy enemy fire. Once the shield is down, it stays down. The vehicle is about as large as a standard tank.

The Locust, like the Scarab, is a mining unit that has been refitted for combat. It has the longest effective range of any Covenant ground unit. The Locust is specifically designed to take down static targets, and is only able to open fire when

stationary. The Locust is able to divert energy from its shield generator to its main cannon.

As a long-range tool known as the "building killer", the Locust is largely used to attack an enemy's defenses from a safe distance. This is a useful alternative to a direct confrontation, which would result in casualties for the attacker. A small group of Locusts can be used to assist a smaller force of ground troops making it far easier for the group to destroy enemy ranks and armor.



	WS	BS	S	A	I	Front	Side	Rear
Locust	2	3	5	2	3	13	13	11

Special Rules

Overdrive

Overdrive
The Locust has the ability to drain its shield's power to increase the destructive capability of its main armament. During any Shooting Phase it may elect to add 1 to the strength and armor penetration value of its Plasma Beamer. However, it may not benefit from its Energy Shields for the rest of the game turn.

Wargear
Shield Amplifier
The Locusts can be equipped with Shield Amplifiers that allow its energy shields to regenerate at a much faster rate. A Locust with a Shield Amplifier has the same effects as an Energy Field, but may reroll Penetrating hits against it as well.

Plasma Beamer
This powerful weapon was originally designed to be a mining tool, but, as the Great War escalated, the Covenant decided to use it for military purposes. The Locust fires it only when stationary, possibly because of the power it requires. The Plasma Beamer has the following profile:

Range: 60" Str: 9 AP:2 Heavy 1, Ordinance

Deacon Dadab

Dadab was an Unggoy with the rank of Deacon onboard the Covenant missionary ship Minor Transgression under the command of Kig-Yar Ship-mistress Chur'R-Yar. He was one of the small number of Unggoy able to apply for a Deaconship because of his intelligence.

While Dadab was on board the Minor Transgression, they attacked several Human vessels, a course of action that resulted in the Minor Transgression's destruction. Dadab was the first member of The Covenant to see a human, and was being beat by the lone captain on the ship This End Up, however, Lighter Than Some killed the human with a rock that the Huragok was given by Dadab. Their attacks on Human vessels had attracted the attention of the Imperium Segmentum Fleet and made an attack on the Covenant vessel. Dadab escaped the ship's destruction along with his friend, the Huragok, Lighter Than Some, who risked his own life to produce

breathable methane for Dadab, to keep him alive on their journey. Dadab and Lighter Than Some were rescued by the Brute-controlled ship Rapid Conversion. While on board, Dadab was the ship's Deacon, preaching to the other Grunts on board the ship. He befriended one of the most promising members of his ministry, Bapap. His message of salvation through the Great Journey was not accepted by all the other Grunts, as he was often at odds with the grizzled Grunt Flim. He and Bapap fought the Humans on the Tiara, with Dadab staying by Bapap's side after he was injured. After Tartarus arrived and rescued Dadab, he asked Tartarus to help save his wounded comrade, who responded by shooting a spike into Bapap, killing him. This unexpected betrayal shocked the Deacon and began to instrument his hatred towards the Chieftain.



	WS	BS	S	T	W	I	A	LD	Sv
Dadab	2	2	3	3	2	2	1	7	6+

Special Rules

Inspiring Presence, Spirit of the Martyr, The Passion, Religious Fervor, When in Doubt, Attack!, Independent Character

Sprit of the Martyr

Dadab's hymns take on an undertone of relief and acceptance. Having commended each other's souls to the Great Journey they are filled with an inner peace of unsurpassed purity; the Forerunners will take their souls when they will it, and the Unggoy are more ready than ever before. Once per game, a unit of Unggoy that Dadab is attached to counts as Fearless.

The Passion

Dadab's eyes burning and pronouncing litanies of condemnation in one single voice with his brothers filled with preternatural dread, the faithful become vessels of the Covenant's wrath; they leap forward and strike down their foes with a divine strength and speed that defies their physique. Once per game, a unit of Unggoy that Dadab is attached to counts as having their Strength characteristic increased by 1 and their Initiative by 2, until the start of your next turn.

Tartarus

Tartarus started life as the nephew of a venerable and religious pack leader known as Maccabeus. He took on the childhood nickname of "Tartar". Wearing the scarlet armor of a Brute Captain, the young Tartarus was part of his uncle's crew of one of the few Brute-controlled ships in the Covenant, the Rapid Conversion. The Sangheili did not approve of a Jiralhanae controlling a ship and had disabled many of its key features such as some of its plasma weaponry, gravity lifts, and other useful mechanics, but Maccabeus' faith in the Great Journey helped him turn a blind eye to this unfair treatment. Soon the Grunt Deacon Dadab and his companion Lighter Than Some (a Huragok) found themselves on board the Rapid Conversion after escaping the destruction of their ship, the Minor Transgression, a Kig-yar pirate ship

Maccabeus summoned Tartarus at the pair's explosive arrival and would later become a protector of the Engineer when the resentful Yanme'e on board set out to kill it for taking their job: repair and maintenance of the vessel. He

journeyed to Harvest during the first contact between the Jiralhanae and the Humans, in a staged offer of peace that soon erupted into battle. Tartarus found himself aboard a DX-class Drop ship that was soon destroyed, although he did not evacuate until he had tried everything to save Ritul, a young pack mate of his, from the destruction. Ritul burned to death before Tartarus could save him

After being attacked by the Humans in a trap, the Rapid Conversion was left severely damaged with Maccabeus on board. After Tartarus returned to the crippled ship he confronted Maccabeus about the legitimacy of their search for holy artifacts. Tartarus then challenged his uncle in the ritualistic manner of Jiralhanae to a fight to the death. He made concession to his wounded opponent by allowing Maccabeus to keep his weapon and removing the ammunition from his own. He successfully killed Maccabeus and received his uncle's weapon, the Fist of Rukt. Through this fight, Tartarus began his ascent to the upper echelons of power.



	WS	BS	S	T	W	I	A	LD	Sv
Tartarus	6	6	5	5	3	4	4	10	5+

Special Rules
Berserk, Religious Fervor, Eternal Warrior, Independent Character, Brutal Cunning, Our Time is Now!

Our Time is Now!
Once per game, at the start of your turn, Tartarus may rally his comrades and issue a stirring war cry, eager to prove to the Prophets that they are worthy of protecting them. Every Jiralhanae unit on the table gains Fleet for the remainder of the turn.

Wargear
Fist of Rukt
The Fist of Rukt is the symbol of the Chieftain of the Jiralhanae. A vast weapon based on the Gravity Hammer, the Fist is much more powerful and, in the hands of Tartarus, is able to decimate anything in his way. The Fist of Rukt is a master-crafted Gravity Hammer.

Invincibility Shield
Tartarus is protected by a shield not used by other troops. Even the Prophets use a weaker shield than the Chieftain. The shield is strong enough to render Tartarus nearly impervious to harm. Tartarus' shield gives him a 3+ Invulnerable save and one failed save may be re-rolled per game.

Supreme Commander ‘Thel Vadumee

Thel was born Thel 'Vadam to the Vadam family, rulers of the powerful State of Vadam on Sanghelios. As a young Sangheili, Thel was trained in the ways of the warrior by his relative Lak 'Vadamee. He joined the Covenant military, earning him the right to use the "-ee" suffix, which is added to a Sangheilian name upon joining the military. Thel fought alongside the Covenant when they attacked Madrigal. Soon, Thel gained the rank of Shipmaster and earned the title of Kaidon through voting by Vadam's elders

Thel's life as Kaidon was important for the Vadam family, as he was tasked with continuing the reign of the powerful state of Vadam. Early in his rule, he was attacked by three Sangheili assassins wielding Energy Swords. He managed to kill all three without even being scratched, but reported that he left one alive in order to determine who ordered the attack. He then killed one of the Vadam elders, Koida, for ordering the failed assassination.



At some point in his career, Thel's exceptional leadership and combat prowess earned him the rank of the Fleet of Particular Justice's Supreme Commander. The title Supreme Commander is used in the Covenant Navy. The title has only been known to be issued to Sangheili commanding large fleets and armadas.

"It is a poor soldier who insists on seeing things not as they are, but as he wants them to be. One day reality hits, and his illusions fail him, and he dies stupidly. What honor is there in that?"

-Thel 'Vadamee

	WS	BS	S	T	W	I	A	LD	Sv
‘Thel Vadumee	5	5	4	4	3	6	3	10	4+

Special Rules
Stubborn, Fleet, Evade, Religious Fervor, Intercept Reserves, Orbital Bombardment, Supreme Commander, Independent Character

Supreme Commander
‘Thel Vadumee is the Supreme Commander of the Fleet of Particular Justice, and can co-ordinate his forces with unerring accuracy. Any unit Deep Striking within 6” of another unit on the table does not scatter.

Wargear
Doarmir Cloak
Soon after being promoted to Shipmaster, Thel suffered an injury in the training ring due to a mistake. His family hushed up the incident, as well as the resultant visit by a doctor, due to Sangheili culture equating the loss of blood and medical operation by a doctor with a loss of honor. During his convalescence, Thel handmade an old-fashioned doarmir-fur Shipmaster's cloak, wearing it always to remind him that he could make grave mistakes if he let his guard down. ‘Thel Vadumee may ignore the effects of Instant Death as long as it is not a result of a double toughness wound.

Heretic Sesa 'Refumee

Sesa 'Refumee commanded an Artifact Retrieval Group attached to the Covenant fleet at the first discovered Halo ring, Installation 04. Early in the battle, a Minor Prophet ordered 'Refumee's detachment to investigate a Forerunner mining facility in the upper atmosphere of the gas giant Threshold. 'Refumee's commanding officer, Thel 'Vadamee disapproved of the action, and ordered that the rest of the Covenant military forces engage the humans.

Due to this, he was fortunate enough not to be on the Ring world when it was destroyed. Sesa 'Refumee first encountered Installation 04's Monitor, 343 Guilty Spark, a few days after the Halo's destruction. The Monitor told him of the true nature of Halo, the fate of the Forerunners, and the origins of the Flood. This knowledge inspired 'Refumee and the Sangheili and Unggoy under his command to revolt against the Prophets. He also began to preach the truth to other Sangheili and Unggoy in hopes that others would rally to their cause, which infuriated the High Prophet, Truth.



Sesa was branded a traitor and Heretic by Truth, who sent the new Arbiter to execute 'Refumee. At first, 'Refumee tried to protect himself by releasing the Flood in specific areas to kill the Arbiter and his strike team in the Gas Station, as a perilous and lethal storm raged outside. To force 'Refumee out of hiding, Thel cut the cable that prevented the station from falling into the gas giant. As he attempted to make his escape in a Seraph fighter, Thel found him and engaged him in battle. Despite his clever use of Holo-Drones, the Arbiter successfully dispatched 'Refumee and retrieved the Oracle from the station.

With the death of the Heretic Leader and most of his followers at the hands of the Arbiter, 343 Guilty Spark in the hands of Tartarus and the Hierarchs, the Heresy was quelled. However, its ideals were later revived during the Great Schism by the Covenant Separatists.

	WS	BS	S	T	W	I	A	LD	Sv
Sesa 'Refumee	4	4	4	4	2	6	2	9	4+

Special Rules
Stubborn, Fleet, Heretics, Evade, Without Faith, Independent Character

Without Faith
Heretic's faith in the Covenant is non-existent, and Sesa 'Refumee is no different. Any army led by Sesa may not include San'Shyuum and Jiralhanae, or Sangheili HQ units.

Wargear
Holo-Drones
Holo-Drones are small, mobile, spherical drones capable of remote use, using anti-gravity generators for propulsion, used for the creation of high-quality holographic real time images. In combat, the Holo-drone field projects several hololight images of the wearer, all identical in aspect and moving independently. When the bearer is in combat, roll a D3 at the beginning of each round of combat to represent how many holographic images are in effect. The result is the number of hits upon the bearer that he may completely nullify that round, just before the roll to wound. The bearer may choose which attacks are nullified. Once the roll to wound is made, though, there's no going back, so choose which attacks to nullify carefully!

Heretic Lance

Originally, the Heretics were a Covenant artifact retrieval team attached to the Fleet of Particular Justice and led by Sesa 'Refumee. They were investigating a gas mine on the planet Threshold when their enemies crashed on Installation 04. When the Halo was destroyed, the team was spared from death, unlike their compatriots on the ring.

A few days later, the retrieval team located the Monitor of Installation 04, 343 Guilty Spark, floating adrift in the wreckage of Halo. Spark promptly took command of the Sentinels running the gas mine and cheerfully informed the artifact retrieval team of the true purpose of the Halo Array, utterly destroying their faith in the promised "Great Journey."

Disillusioned with the lies of the Prophets and their Great Journey, 'Refumee initiated an open rebellion against the Prophet leadership and the basis of the Covenant.

Having abandoned the inclusive culture and ideals of the Covenant entirely, Sesa 'Refumee decided to carry a new banner for his troops: the beige and gold colors of the original Sangheili home world. The Sangheili and Unggoy donned new armor of these colors as well as outfitting's to help them survive in the hydrogen atmosphere of the Threshold gas mine. The armor, although protective, appears to be much more ornate and ceremonial than the Covenant standard issue armor, although the armor also may be re-painted and stripped down from the original Covenant armor. It appears, however, that the armor resembles greatly that worn by some Sangheili clans. It is plausible that the "Heretic armor" is in fact a clan-based armor that the Elites use outside of the Covenant military structure.



	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	8	4+
Unggoy	2	2	3	3	1	2	1	6	6+

Special Rules

Heretics

Heretics

In the eyes of the Covenant, those who follow Sesa 'Refumee are heretical traitors not fit to live in the same universe. If facing any of the forces of the Covenant, the opponent has "Preferred Enemy" when assaulting a Heretic unit.

Prophet of Truth

The High Prophet of Truth, born Ord Casto, and formerly known as the Minister of Fortitude, was the leader of the three Prophet Hierarchs who led the Covenant High Council during the Ninth Age of Reclamation. Fortitude found himself involved in a conspiracy when the Vice Minister of Tranquility, later known as the Prophet of Regret, informed him of the massive trove of "Forerunner artifacts" (which was actually the human population of Harvest) that a Luminary had discovered on that planet. Tranquility planned to use these artifacts to spring himself into a position of high power, as a Hierarch of the Covenant, and offered the same for Fortitude. This marked the first alliance between the Prophets and the Jiralhanae, as Tranquility wisely decided to use them to retrieve these artifacts, rather than upset the fine balance of power by allowing the Sangheili to gain the treasures. Before their coup, the Prophets visited an "Oracle" within the Forerunner Dreadnought. When the Luminations of Tanis were inserted into its matrix, it suddenly reactivated and

revealed that the symbols had been misinterpreted - that Humans stood as equals to the Forerunners, that the hallowed "Reclamation" glyph actually meant "Reclaimer," and that the Covenant had been mistaken in their beliefs that all of the Forerunners had transcended when they initiated the Great Journey. This was a massive revelation with great implications for the whole Covenant: If humans were the chosen successors of the Forerunners yet had not transcended when the Sacred Rings were last activated, then that meant that the Halos would not necessarily provide godhood to all who walked the divine path. This knowledge, if revealed to the masses of Covenant followers, would lead to revolt, the collapse of the entire Covenant Hierarchy, and the Prophets being deposed as divine leaders. Fortitude chose the name "Truth" as a reminder to himself of the truths he must never tell and the lies he would have to spin in order to prevent the Covenant from fragmenting upon his ascension as a Hierarch.



	WS	BS	S	T	W	I	A	LD	Sv
Truth	2	2	3	3	2	2	1	9	-

Special Rules

Great Journey, Cleansing Beam, The Voice of the Covenant, With my blessing, the Brutes now lead our fleet, My Presence is all you Need

With my blessing, the Brutes now lead our fleet

Truth holds doubts to the loyalty and reliability of the Sangheili, viewing them as a species splintered by heresy and derision, even amongst their own ranks. Sangheili units may not be taken in an army led by truth, and Jiralhanae Body Guard units become an Elites choice.

The Voice of the Covenant

If Truth is ever removed as a casualty, every Covenant model on the table with line of sight must take an immediate morale check if they are not in close combat or falling back. All Jiralhanae units on the field immediately berserk according to their special rule. All Unggoy and Kig-Yar units must, from then on; take a morale check at the start of every turn from then on, as the horrible reality of the situation comes crashing down.

My Presence is all you Need

All Covenant units within line of sight of Truth count as being Fearless. If Night-Fighting is in effect, roll to see if they can see the Prophet.

Prophet of Mercy

The Prophet of Mercy was elected to the High Council before either of his fellow Hierarchs, the Prophets of Truth and Regret, were even born. His tenure was marked by several tense debates with Sangheili High Councilors over the proper dispensation of Forerunner artifacts. During that time, he was considered one of the last of the Old Guard, as he publicly questioned the wisdom of the San 'Shyuum's demilitarization at the close of the Sangheili-San 'Shyuum War. This brand of thinking may have contributed to his later willingness to help replace the Sangheili with the Jiralhanae.

He had apparently given up politics in order to more effectively indulge his spiritual side. He served as the Philologist on the Forerunner Dreadnought, where he led the priests prior to his ascension to Hierarch. He was present when the Minister of Fortitude and the Vice Minister of Tranquility came to ask the Oracle of the Dreadnought to give its blessing to their intent to become the next Prophet Hierarchs.



Because the Philologist had heard the Oracle's secrets, which would shatter the Covenant if they became known (it was thought that the Forerunners had transcended when they activated the Halo Array; if the humans had been left behind, that meant that not all who walked the divine path would necessarily gain the same transcendence upon the coming of the Great Journey), the other two Prophets offered for him to be their third Hierarch. The Philologist agreed, if perhaps reluctantly; he was later seen picking irritably at his new robes during the Hierarch initiation ceremony. With his help (doubtlessly his former career as a member of the High Council was very helpful for their campaign), the three San 'Shyuum successfully rose to the mantle of Hierarch. The Philologist procured the name the Prophet of Mercy.

	WS	BS	S	T	W	I	A	LD	Sv
Mercy	2	2	3	3	2	2	1	10	-

Special Rules

Great Journey, Cleansing Beam, The Philologist, Truth's Right Hand

The Philologist
Mercy has a deep sense of propriety, and he is very perceptible and an authority on the Forerunners and their knowledge. All Forerunner Sentinels, Enforcers, and Shieldworld Sentinels included in an army led by the Prophet of Mercy count as scoring. Note: The army must still include a Forerunner Monitor to select such units.

Truth's Right Hand
Whereas Truth and Regret often clash, there appears to be no sign of conflict between Mercy and Truth (or even between Mercy and Regret, for that matter). As the Covenant Civil War began, Mercy still supported Truth's actions, even as it seemed that Truth was unraveling the very foundations of the Covenant. This indicates that Mercy was fully involved in Truth's machinations from the beginning, something that even Regret failed to completely achieve. When Truth is chosen in the same army list as the Prophet of Mercy, Mercy does not take a slot on the Force Organization Chart and acts as an Advisor to Truth instead (see the rules for Advisors in the San'Shyuum wargear section).

Prophet of Regret

Rash, ambitious, immature, and naive compared to the other Prophets, Regret originally served as Vice Minister of Tranquility, where he worked frequently with Sangheili and had adopted some of their personal traits, such as a preoccupation with honor and personal arms. However, he also exhibited traits of alcoholism and smoking. Still, Regret was intelligent and fiercely opposed to Humanity through the course of the Great War and expected his soldiers to obey him without question.

During the 23rd Age of Doubt, Regret held the post of Vice Minister of Tranquility. He was unique among the Prophets for his confrontational demeanor, a trait he gained from working with the Sangheili. He informed the Minister of Fortitude about the existence of Harvest and what they believed to be a vast repository of Forerunner artifacts, which were the Reclaimers on the planet. After conspiring with Fortitude to gain these artifacts for their own use, he helped him by pretending to sympathize with those

blacklisted from reproducing due to inbreeding, which included the Prophet of Restraint. After pretending to be the father of two children Restraint had unlawfully fathered, Tranquility blackmailed Restraint into stepping down from his position as High Prophet.

Fortitude, Tranquility, and the Philologist made the decision to disconnect the Oracle from the ship when it was revealed humans were the Reclaimers and decided to eradicate humanity before any of the Covenant learned that the most basic premise of their faith was false, and that "living gods" would probably replace the Prophets. As such, their ascension was made, taking the names of Truth, Regret and Mercy.

"The Journey requires Sacrifice! Set the charges. Return to us! Our patience is not infinite!"



	WS	BS	S	T	W	I	A	LD	Sv
Regret	3	3	3	3	3	3	2	10	-

Special Rules

Great Journey, Divine Absolution, Regret's Condemnation, Independent Character

Divine Absolution

The Prophet of Regret is rash, impulsive, and overly aggressive for a San'Shyuum, which may be due to his relative young age. He will not hesitate to bring forth the great strength of the Covenant against its enemies. He may use the Cleansing as all Prophets, but has an additional D3 strikes when it is used.

Regret's Condemnation

The Prophet of Regret is ruthless and holds no regrets for his actions and expects his orders to be obeyed. If any unit within 18" of him fails a morale test (including any unit he is attached to), the player may sacrifice a model to automatically pass the test.

Wargear

Ancestral Perversions

Regret has dual protector units that hover near him and protect him. This grants Regret the Feel No Pain special rule, which cannot be circumvented by power weapons or weapons with AP1.



COVENANT WARGEAR

This section of Codex: Covenant lists the deadly weapons and equipment used by Covenant armies, along with all the details you'll need for using them in your games of Warhammer 40,000. Note that weapons and equipment that may be used by more than one type of model or unit are detailed here, while equipment that is unique to a single model or unit is detailed in the appropriate entry in the Forces section. We have included page numbers for quick reference.

Ranged Weapons

Plasma Pistol

Commonly used amongst the lowest of the rank and file, the Covenant Plasma pistol is a deadly weapon. Nominally set on a low setting, it can be overcharged to emit a much more powerful shot. It has the following profiles:

Range: 12" Str:2 AP:6 Pistol 2

Plasma Rifle

Unlike most plasma weapons, this weapon cannot be overcharged without special modification, although as with all plasma weapons will overheat after several shots are fired in succession and be useless once the plasma is used up. It has the following profile:

Range: 18" Str:3 AP:6 Rapid Fire 2

Needler

The Covenant Needler uses a small, football-shaped crystal that seems to function as the 'clip'. Firing semi-homing crystal shards that explode approximately two seconds after they come in contact with an organism or ten seconds after being launched, enough of these deadly rounds can make a mockery of most forms of personal shielding. The Needler is a two-handed weapon and has the following profile:

Range: 18" Str:3 AP:- Rapid Fire 2, Rending

Covenant Carbine

The Covenant Carbine is a high-powered midrange projective weapon. While its origins remain unconfirmed, it is sufficiently different from most other Forerunner and Covenant weapons that it can be assumed to be a Sangheili design. It is a two-handed weapon with the following profile:

Range: 24" Str:4 AP:5 Rapid Fire 2

Fuel Rod Gun

The Fuel Rod Gun is used by both the strongest and weakest of the Covenant species. It is carried on the shoulders of many Grunts, and a modified version is directly attached on the right arm of Hunters. The Fuel Rod Gun is a two handed weapon and has the following profile:

Range: 24" Str:8 AP:2 Heavy 1

Needle Rifle

The Needle Rifle fires unconventional, long and sharp projectiles similar to the Needler. The projectiles detonate several seconds after impacting on soft tissue.

Range: 30" Str:3 AP:5 Rapid Fire 2, Rending

Focus Rifle

The Focus Rifle is a Covenant sniper-style weapon that, despite its visual similarities to the Particle Beam Rifle, functions quite differently from its counterpart. It fires a continuous yellow-tinted beam, similar in operation to a Sentinel Beam. The weapon is believed to be battery-powered

Range: 36" Str: 4 AP:4 Heavy 1, Sniper

Concussion Rifle

This weapon fires explosive bolts of superheated plasma. When the plasma bolt hits a surface, it produces area-of-effect damage and a small "kick" to its users and objects. It has the following profile:

Range: 24" Str:5 AP:- Rapid Fire, Blast, Pinning

Plasma Repeater

The weapon is capable of launching up to four large explosive plasma grenade-like bolts at a single target; these can be fired individually or all at once if charged for a short time.

Range: 36" Str: 6 AP:3 Rapid Fire 2, Blast, Barrage

COVENANT WEAPONRY SCALE CHART



BRUTE SHOT
Length: 183.8cm



BEAM RIFLE
Length: 132.3cm



CARBINE
Length: 122.8cm



PLASMA SWORD (H2)
Length: 131.7cm



PLASMA SWORD (H1)
Length: 126.5cm



PLASMA RIFLE
Length: 66cm



BRUTE PLASMA RIFLE
Length: 66cm



FUEL ROD GUN (H2)
Length: 129.5cm



FUEL ROD GUN (H1)
Length: 112cm



NEEDLER (H1)
Length: 66.8cm



NEEDLER (H2)
Length: 57.9cm



PLASMA PISTOL
Length: 34cm



HONOR GUARD PIKE
Length: 427.5cm

PLASMA GRENADE
Length: 15.2cm



**FIST OF RUKT
GRAVITY HAMMER**
Length: 268.2cm



PORTABLE PLASMA CANNON
Length: 131.7cm



Other Equipment

Active Camouflage

This stealth technology is often utilized by the Covenant, offering a great deal of protection. Upon activation, energy envelops the wearer and bends light around their skin, armor, or shielding, conforming to their form and rendering them almost invisible. Units using the Active Camouflage are able to use it temporarily in the middle of combat to evade and surprise the enemy, as well as to sneak up on the enemy position. The Active Camo gives the unit Hit and Run and Stealth special rules. In addition, each time an enemy unit fires at a unit with Active Camouflage it must check if it can see them. Roll 3d6 and multiply the result by 3. This is the number of inches the unit can be spotted at, and if the unit is within this range then firing is conducted normally. A unit which fails to detect the unit misses its chance to fire at an alternative target in the confusion.

Plasma Grenade

The Covenant plasma grenade has an unknown internal mechanism, which enables it to distinguish between scenery and opponents. These count as plasma grenades in all respects.

Armor Lock

Armor Lock envelopes its operator into a powerful energy shield, rendering them virtually impervious to all damage for a short period of time. As its biggest drawback, the device also generates a local gravitic effect that immobilizes the operator. After a five-second period of continuous use, the device deactivates and releases an electromagnetic pulse. A model with Armor Lock may benefit from a 2+ Invulnerable save, but must Go to Ground.

Unggoy Combat Harness

The Unggoy Combat Harness is a type of body armor and environmental suit issued to the Covenant's Unggoy warriors. It provides basic protection from hostile fire and the elements and is also equipped with a breathing apparatus for the Unggoy. It confers a 6+ armor save and the Swarms universal special rule.

Mgalekgolo Combat Shield

Hunters carry an enormous, and nearly impervious metal shield made of an unknown alloy derived from the same material that forms Covenant warship hulls, and weighing approximately two tons. This shield protects them from almost every form of plasma-based or ballistic weaponry available to Covenant and human infantry alike. The Mgalekgolo may Go to Ground as regular infantry, but gain a 4+ cover save.

Radar Jammer

The Radar Jammer scrambles nearby motion sensors by creating a multitude of false targets, making it much harder to accurately identify enemy units, making it a favorite of scout forces. A unit shooting at a model equipped with a radar jammer will suffer a -1 to their ballistic skill for every 12" distance between the two units. The Radar Jammer may be used once per game.

Regenerator

The Regenerator emits a green field of energy, which restores a unit's shield as well as an enemy's. There is, however, a small delay before beginning the recharge, which means those utilizing this device are still vulnerable for a short period. The Regenerator can only be used once per game. Announce you are using it whenever the unit is shot at or assaulted. For the duration of the turn the unit may reroll any failed Invulnerable saves.

Power Drain

The power drain creates a short-range magnetic induction effect, which causes disastrous failure of powered field systems within a set radius, and is designed primarily to interfere with common varieties of field-based shielding, vehicle and power generation. It also has a damaging effect on biological systems and can wound or kill most bipeds in its resulting explosion. The Power Drain can only be used once per game. Announce you are using it whenever the unit shoots or assaults another unit. For the duration of the turn the target unit may not benefit from Invulnerable saves.



Flare

The Flare merely creates a blinding white light rather than causing damage, debilitating enemy troops. Flares count as Defensive Grenades as described by the Warhammer 40,000 rulebook.

Cloaking Device

In appearance, it resembles a large deactivated energy sword handle (albeit one that glows and has a slightly bluish smoking effect) when not being used. Once activated, it has the same function as Active Camouflage for one game turn. The Cloaking Device can be used only once per game.

Incendiary Grenades

Better known as the Firebomb, this is a weapon exclusive to the Jiralhanae. A glowing orange cylinder, the Firebomb explodes on impact, releasing flaming explosive gel from its insides. Against open-topped vehicles, incendiary grenades will always cause a penetrating hit (even if it would otherwise be glancing). They can be thrown with the following profile:

Range: 12" Str:5 AP:5 Assault 1, Blast, Ignores Cover

Trip Mines

The Trip Mine can be detonated by weapons fire or the close proximity or impact of infantrymen. It does not use a remote trigger, however. The mine will explode after ninety seconds if not detonated before then. It is apparently capable of detecting the anti-gravity generators found on many vehicles.

Each Covenant squad equipped with Trip Mines can booby-trap one piece of area terrain before the game begins. At the start of the game, after terrain is placed, declare that your unit have placed booby-traps and secretly write down the piece(s) of area terrain that have been booby-trapped in this fashion. Each terrain piece can only be booby-trapped once.

Trip mines are automatically triggered the first time a unit (friendly or enemy) moves in the booby-trapped terrain. When triggered, the Trip mine inflict 2d6 hits on the unfortunate unit once it has finished its move. These are treated as shooting hits and use the following profile:

Range: NA STR:4 AP:- No Cover Saves

If a vehicle triggers the Trip mines, the hits are always resolved against rear armor, to represent the munitions striking at its weaker under-armor. Once the effects of the Trip mines have been resolved, they are assumed to have been expended and have no further effect.

Drop Shield

The Drop Shield is an anti-artillery and personal defense device that can protect Covenant forces from nearly all incoming fire. It lasts for around 20 seconds, but that is more than enough time to regroup in an active war situation. A Drop Shield can be used once per game. Announce you are using it whenever the unit is shot at; the unit is immune to Instant Death for that round of wound allocation.

Melee Weapons

Energy Cutlass

The energy cutlass is a covenant melee weapon. It is a shard of glass-like crystal and is pink in color. The Jackals use them primarily to dispatch enemies in close-quarters fights, especially when boarding an enemy ship. These blades house a complex chemical mixture within them that causes the knife to explode into shards when embedded into a soft target, similar to a Needler round. These are close combat weapons with the Rending special rule.

Support Weapons

Some Unggoy squads operate sophisticated support weapon platforms. These gun batteries mount exotic artillery pieces to provide covering fire. Though the devastating weapons they carry are transported on anti-grav carriages, they are so large they must remain stationary to fire.

Plasma Cannon

The mounted plasma cannon, also known as the portable plasma cannon, utilizes magnetic coils to direct the usually unstable plasma energy. The mounted plasma cannon has the following profile:

Range: 36" Str:7 AP:3 Heavy 1, Blast, Barrage

Shade Turret

The Shade is a stationary gun turret, which can fire three fairly slow, high-powered bolts of plasma, which can travel long distances before cooling. Extremely effective against most opponents, but can be risky to use against large numbers of enemies. The Shade turret has the following profile:

Range: 24" Str:7 AP:3 Heavy 3



Vehicle Upgrades

The Covenant adapts their vehicles for particular roles on the battlefield. Vehicles have these upgrades listed in their profile in their army list's entry.

Internal Guidance System

A Lekgolo community resides within the vehicle; helping to control its movement. A vehicle with an Internal Guidance System may choose to fire at Ballistic Skill 4 as long as the vehicle has not moved more than 6".

Stabilizers

A vehicle with stabilizers ignores Shaken and Stunned results altogether.

Plasma Missile Launcher

The Covenant have learnt to imitate many forms of technology which far surpasses that of other race, and it is this knowledge that allows them to make wide use of plasma missiles. The plasma missile has the following profile:

Range: 48" Str:6 AP:4 Heavy 3

Advanced Propulsion

The vehicle has a number of secondary engines that can be used to boost to greater speeds. A model with Advanced Propulsion can move an additional 2d6", though passengers may not disembark that turn, and the vehicle and its passengers may not shoot in the following Shooting phase.

Heavy Needler

The Heavy Needler is a much larger and more powerful version of the Covenant Needler found on certain vehicles and turrets. The Heavy Needler's primary use is to assault ground troops, but it is also quite effective in taking out enemy aircraft as well. It has the following profile:

Range: 36" Str:6 AP:5 Rapid Fire 2, Rending

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. Vehicles with Combat Hatches counts as Open-Topped as long as it moves at Combat Speed for that movement phase.

Searchlight

Searchlights are used where the night fighting rule is in effect. If a vehicle has a searchlight it must still use the night fighting rules to pick a target but, having acquired a target, will illuminate it with the searchlight. For the rest of the Shooting phase, any other unit that fires at the illuminated

unit does not use the night fighting special rule. However, a vehicle that uses a searchlight, can be targeted during the following enemy turn, as if the night fighting rules were not in effect, as the enemy can see the searchlight.

Energy Field

An energy field protects the vehicle. Whenever the vehicle suffers a glancing hit you may force your opponent to reroll the result on the Vehicle Damage tables. However, you must accept the second result, even if it is worse!

Fuel Rod Cannon

The Fuel Rod Cannon is simply a larger, mounted version of its more compact relative. It has the following profile:

Range: 36" Str: 8 AP:2 Heavy 1, Lance

Plasma Mortar

The plasma mortar is too large and dangerous for covenant infantry to handle, but is a perfect complement to the Wraith. It has the following profile:

Range: 48" Str:8 AP:2 Ordinance, Large Blast

Light Plasma Mortar

The Light Plasma Mortar is essentially a downscaled version of the plasma mortar mounted on the Revenant. While charging, the plasma possesses a bluish tinge, though it is red when it is fired. The weapon has a less pronounced parabolic arc than its larger cousin. It has the following profile:

Range: 36" Str:6 AP:4 Ordinance, Large Blast

Prowler Gun

Prowler Guns are essentially larger versions of the Brutes preferred weapon, the Spiker. It has the following profile:

Range: 24" Str:4 AP:- Heavy 4

Twin Plasma Cannons

The class-2 energy weapon is a Directed Energy Weapon that is mounted onto small Covenant craft and is a newer Plasma-based projectile weapon system. It has the following profile:

Range: 24" Str:6 AP:4 Rapid Fire 2



San'Shyuum Wargear

Gravity Throne

Senior Prophets utilize special mobility devices that strongly resemble thrones. The model equipped with a Gravity Throne counts as being equipped with a Jet Pack, Gravity Cannon, and Prophet Energy Shield.

Gravity Cannon

Only used by High Prophets, this weapon is mounted to the front of a Prophet's Gravity Throne. There are two mounted in the front. Each fires a reddish-gold beam similar to a fuel rod gun. It is twin-linked and has the following profile:

Range: 18" Str:8 AP:2 Heavy 1, Pinning

Antigrav Belt

The Antigrav Belt is a device worn by lesser San'Shyuum of the Covenant. Less advanced and less ornate than a High Prophets' Gravity Throne, Antigrav Belts are worn around the waist of the Prophet. A model equipped with an Antigrav Belt ignores difficult terrain.

Antigrav Chair

Due to their frail physiology, the San 'Shyuum make their lives more comfortable by using levitating chairs for transport instead of walking. While antigravity belts are sometimes worn instead, most mature San 'Shyuum use anti-gravity chairs of varying kind. A model equipped with an Anti-gravity Chair ignores difficult terrain and may re-roll dangerous terrain tests.

Advisors

Advisors count as separate models in all respects, except the Prophet that purchases them does not lose its status as an Independent Character. If more than three Advisors are chosen, then the Advisors and the Prophet form a singular unit (See Advisory Council entry for more details).

Oracle Master

Oracle Master is an office of duty amidst the Covenant High Council; customarily, a Sangheili particularly knowledgeable in religious and political affairs is made the personal adviser of a Hierarchy or a high-ranking military official. Oracle Masters also serve aboard ships, serving as data gatherers, advisors/mentors, and religious leaders. A Prophet in the company of an Oracle Master may use his Cleansing Beam with the Oracle Master's Ballistic Skill. Oracle Masters count as Sangheili armed with a Plasma Pistol and a Curveblade.

Unggoy Merchants

Well respected Unggoy in the Covenant are merchants and their presence is not uncommon in the throng of the Hierarchs. If the Prophet is the company of Unggoy Merchants, his army may take additional Unggoy Mobs for each Merchant present. These units are not scoring and do not take a slot on the Force Organization Chart (Unggoy Mobs are Covenant Infantry Lances composed entirely of Unggoy). Unggoy Merchants count as Unggoy armed with a Plasma Pistol.

Kig-Yar Shipmaster

Kig-yar Shipmasters, under the Ministry of Concert, can be found in the presence of a Hierarchy. If the Shipmaster does not shoot in the Shooting phase, one model in his unit is Ballistic skill 5 for that turn. Kig-Yar Shipmasters count as Kig-Yar armed with Energy Cutlasses, Point Defense Gauntlets and a Plasma Pistol.

Yanme'e Queen

A Yanme'e Queen is the leader of a Yanme'e hive. Little is known about them, besides the fact that they are extremely large, with elongated abdomens, requiring the support of subservient males carrying them on cushioned litters for transport. The Queen is a strong telepath and grants a 4+ Invulnerable save against enemy psychic powers that affect the unit. A Yanme'e Queen has the statistics listed in the Yanme'e profile for Queen and counts as a Monstrous Creature.

San'Shyuum Cleric

San 'Shyuum Clerics perform religious and medicinal duties. They only warrant stone gravity thrones. A Prophet in the company of a San'Shyuum cleric gains the Feel No Pain special rule. The Cleric has the statistics of a San'Shyuum and is equipped with a Plasma Pistol and Antigrav Chair.

Sacred Icons

A Sacred Icon is a holy symbol of the Covenant that embodies the faith and resolution of the Covenant. A Sacred Icon confers +1 to their Religious Fervor special rule to all models within 12" of a model bearing it.

Prophet Energy Shield

The shielding used by the Prophets far surpasses the standard issue shields given to the Elites. It is a subtle shield but it is extremely potent, based on Forerunner technology. It grants the Prophet a 3+ Invulnerable save.



Sangheili Wargear

Energy Garrote

The Energy Garrote is a weapon occasionally used by Covenant Special Ops Elites in order to kill enemies quickly and quietly. It is a small, two-piece cylinder that splits apart in the middle. A green energy arc appears between the two cylinders and is used to choke and burn an enemy quietly from behind. The energy garrote counts as a close combat weapon in all respects.

Antigravity Pack

Antigravity packs are used by Sangheili to maneuver in low-gravity or zero gravity situations. It provides extreme mobility, and in no way hinders their combat effectiveness. There are also variants that use their equipment to give them a tactical advantage planet side, flying above and shooting from the air, confusing and demoralizing the enemy. A model equipped with an Antigravity pack counts as being equipped with a Jet Pack and may Deep Strike in missions that allow it.

Sangheili Assault Harness

Much like the Combat Harness, it is also designed to be intimidating and damage the enemy's psyche and morale. The armor was restricted from general use when the Sangheili joined the Covenant, due to its startling effectiveness. It confers a 3+ armor save and a 4+ invulnerable save.

Armor of the Arbiter

The very nature of the Arbiter means that they are sent on dangerous, often suicidal missions, where recovery of the corpse and the armor it wears may be impossible. However, the technology used in the suit is usually the same, with no improvements in the design to improve its capabilities. It may be that this is intentional, in order to test the Arbiter's skills, or due to the tradition. The armor contains an early prototype of Active-Camo that only grants the Hit and Run special rule and functions as a standard Combat Harness.

Sangheili Commando Harness

This armor is the standard harness of the Commandos, (a branch of the Special Warfare Group) unit based upon pre-contact ground forces. Lightweight construction materials and advanced internal components increase overall performance making the wearer more deadly in combat. It functions as a combat harness with the additional benefit of increasing the wearer's initiative characteristic by 1.

Curveblade

The Curveblade is a Sangheili melee weapon resembling a steel single-bladed energy sword. This weapon is often used as a hunting knife and for personal defense, becoming the standard in those roles before the formation of the Covenant, though it continued to be used thousands of years later. A Curveblade is a close combat weapon that adds +1 to the strength of the wielder.

Special Operations Harness

The Special Operations Harness is a Covenant combat armor designed for the Sangheili Special Operations operators of the Covenant Army. It seems to be capable of maintaining active camouflage over very long periods of time, even when the wearer is moving quickly. However, once its shields have been lowered, the harness cannot cloak its wearer until the shields have recharged. The Special Operations Harness confers a 4+ armor save and a 5+ invulnerable save and incorporates a built in active camouflage.

Energy Dagger

The Energy Dagger looks like a miniature Energy sword with a single blade. It is mounted to a device worn on the wrists of the user. It is about half of the size of the Energy Sword. The Energy Dagger is a close combat weapon that ignores invulnerable saves.

Energy Sword

While the blade is composed of plasma, the sword's hilt is a magnetic field generator that projects two envelopes of magnetic energy, which contain the sword's plasma. A plasma sword is a power weapon.

Jiralhanae Wargear

Spiker

Also known as the Spike Rifle, Brutes almost always use this weapon, due to its heavy weight, although some Jackals have been known to use the weapon as a midrange rifle. The Spiker also utilizes two knife-like blades attached below the barrel. A model equipped with a Spiker counts as having two close combat weapons. It is a two-handed weapon with the following profile:

Range: 24" Str:4 AP:- Assault 1

Mauler

The Mauler is a mixture of a revolver and a shotgun. The Mauler is a lighter weapon that only requires one hand to wield and fires a spread-shot blast. Unfortunately, this means that it is generally ineffective at longer ranges. It has the following profile:

Range: 12" Str:5 AP:- Assault 1

Brute Shot

The Brute shot is a rocket-propelled grenade launcher exclusive to the Brutes. The Brute shot has a massive blade attached where the stock would be on human weapons, which is used for melee attacks. A model equipped with a Brute shot counts as having two close combat weapons. It has the following profile:

Range: 12" Str:5 AP:4 Assault 1, Blast

Brute Plasma Rifle

A special modification of the normal Plasma Rifle used only by the Brutes. Over-charged and modified to fire rapidly it will overheat quicker, but is substantially more powerful. It has the following profile.

Range: 18" Str:3 AP:4 Assault 4, Gets Hot!

Brute Jump Pack

The Brute jump pack is a piece of equipment used by the Jiralhanae, which allows for accurate and precise jumps from location to location, giving the Brutes the mobility and tactical flexibility that they often lack. Unlike the Antigravity Packs used by Elites these do not provide them with a permanent airborne presence or the ability to accurately fight and hover. It is designed for use on a terrestrial environment where after the initial jump they can rely on gravity to bring them back to ground, whereas in Zero Gravity environments they would simply be blown out into space. A model equipped with a Brute Jump Pack becomes Jump Infantry.

Spike Grenades

The Spike Grenade is a high-powered grenade packed with high explosive. These count as Frag Grenades in all respects.

Gravity Hammer

The Gravity Hammer is a large hammer that serves as an excellent and powerful melee weapon. It is a highly symbolic Brute weapon that is analogous to the Elite's Energy Sword. This powerful weapon can also be used to manipulate gravity, allowing it to push opponents away or pull them towards the wielder, as well as deflecting incoming projectiles. The Gravity Hammer is a Power weapon that doubles the user's strength but reduces its initiative by 2.

Jiralhanae Power Armor

Power Armor serves as extra protection to the Jiralhanae. Unlike Sangheili, it is more of a deflection armor and provides protection from all ballistic and plasma weaponry, and even light shrapnel/explosive protection, until failure of the shielding. It also provides light protection from the environment and other elements. A Jiralhanae with power armor has a 3+ armor save.



Headquarters

Prophet of Truth: 185 points. Truth may be joined by a Jiralhanae Body Guard unit, forming a single unit.

	WS	BS	S	T	W	I	A	LD	Sv
Truth	2	2	3	3	2	2	1	9	-

Unit Composition:

- 1 Prophet of Truth (Unique)

Unit Type:

- Infantry

Wargear:

- Gravity Throne
- Sacred Icon

Special Rules:

- Great Journey
- The Voice of the Covenant
- With my blessings, the Brutes now lead our Fleet
- My Presence is all you Need
- Cleansing Beam
- Religious Fervor
- Independent Character

Prophet of Mercy: 135 points. Mercy may be joined by an Advisory Council, forming a single unit.

	WS	BS	S	T	W	I	A	LD	Sv
Truth	2	2	3	3	2	2	1	10	-

Unit Composition:

- 1 Prophet of Mercy (Unique)

Unit Type:

- Infantry

Wargear:

- Gravity Throne

Special Rules:

- Great Journey
- The Philologist
- Truth's Right Hand
- Cleansing Beam
- Religious Fervor
- Independent Character

Prophet of Regret: 195 points. Regret may be joined by a Sangheili Honor Guard, forming a single unit.

	WS	BS	S	T	W	I	A	LD	Sv
Truth	3	3	3	3	3	3	2	10	-

Unit Composition:

- 1 Prophet of Truth (Unique)

Unit Type:

- Infantry

Wargear:

- Gravity Throne
- Ancestral Perversion

Special Rules:

- Great Journey
- Divine Absolution
- Regret's Condemnation
- Cleansing Beam
- Religious Fervor
- Independent Character

Unggoy Deacon Dadab: 75 points

	WS	BS	S	T	W	I	A	LD	Sv
Dadab	2	2	3	3	2	2	1	7	6+

Unit Composition:

- 1 Dadab (Unique)

Unit Type:

- Infantry

Wargear:

- Plasma Pistol

Special Rules:

- Inspiring Presence
- Spirit of the Martyr
- The Passion
- When in Doubt, Attack!
- Religious Fervor
- Independent Character

Tartarus: 260 points.

	WS	BS	S	T	W	I	A	LD	Sv
Tartarus	6	6	5	5	3	4	4	10	5+

Unit Composition:

- 1 Tartarus (Unique)

Unit Type:

- Infantry

Wargear:

- Fist of Rukt
- Invincibility Shield

Special Rules:

- Brutal Cunning
- Our Time is Now!
- Enmity
- Berserk
- Eternal Warrior
- Religious Fervor
- Independent Character

Options:

- Tartarus may be fielded with a personal Phantom for +250 points. This Phantom has vastly improved shielding and as a result has an Armor Value of 14 all around.

Jiralhanae Body Guard: 60 points per model. A unit of Body Guard may be chosen for every Jiralhanae Chieftain, Chieftain of the Jiralhanae, or Tartarus taken in the army.

	WS	BS	S	T	W	I	A	LD	Sv
Body Guard	4	4	5	5	3	3	2	8	3+

Unit Composition:

- 3-9 Jiralhanae

Unit Type:

- Infantry

Wargear:

- Spiker
- Spike Grenades
- Jiralhanae Power Armor

Special Rules:

- Berserk
- Fearless
- Enmity
- Together we Kill!
- Together we Die!
- Religious Fervor

Options:

- Any Jiralhanae may exchange his Spiker for one of the following:
 - Mauler.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Brute Plasma Rifle.....+10 points per model
 - Brute Shot.....+10 points per model
- The entire unit may take one of the following:
 - Bubble Shield.....+5 points
 - Regenerator.....+10 points
 - Power Drainer.....+15 points
- If led by the Prophet of Truth, the Body Guard may exchange their Spikers for Energy Staves for +10 points per model.

Supreme Commander 'Thel Vadumee: 245 points.

	WS	BS	S	T	W	I	A	LD	Sv
Thel Vadumee	5	5	4	4	3	6	3	10	4+

Unit Composition:

- 1 'Thel Vadumee (Unique)

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Plasma Pistol
- Plasma Grenades
- Combat Harness
- Doarmir Cloak

Special Rules:

- Intercept Reserves
- Orbital Bombardment
- Supreme Commander
- Stubborn
- Evade
- Fleet
- Religious Fervor
- Independent Character

Heretic Sesa 'Refumee: 120 points. An army led by Sesa replaces Covenant Infantry Lances with Heretic Lances.

	WS	BS	S	T	W	I	A	LD	Sv
Sesa Refumee	4	4	4	4	2	6	3	9	4+

Unit Composition:

- 1 Sesa 'Refumee (Unique)

Unit Type:

- Infantry

Wargear:

- Duel-Wielded Plasma Rifles
- Holo-Drones
- Antigravity Pack
- Combat Harness

Special Rules:

- Without Faith
- Stubborn
- Evade
- Fleet
- Independent Character

Heretic Lance: 60 points.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+
Unggoy	2	2	3	3	1	3	1	6	6+

Unit Composition:

- 2 Sangheili
- 6 Unggoy

Unit Type:

- Infantry

Wargear:

- Sangheili (Covenant Carbine, Combat Harness)
- Unggoy (Unggoy Combat Harness, Needler)
- Plasma Grenades

Special Rules:

- Sangheili (Fleet, Evade, Stubborn)
- Unggoy (Cannon Fodder, Kamikaze)
- Heretics

Options:

- Up to three additional Sangheili may be added to the squad for +20 points per model.
- Up to six additional Unggoy may be added to the squad for +5 points per model.
- Up to three Sangheili may be given Energy Swords for +10 points per model.
- Up to three Unggoy may be upgraded to Suicide Grunts for +5 points per model.
- Up to three Unggoy may exchange their Needlers for one of the following
 - Plasma Cannon.....+20 points per model
 - Fuel Rod Cannon.....+25 points per model

Dedicated Transport:

- A Heretic Lance may take a Shadow APC, a Spirit Dropship, or a Phantom for a dedicated transport vehicle.

San'Shyuum Prophet: 80 points

	WS	BS	S	T	W	I	A	LD	Sv
San'Shyuum	2	3	3	3	2	2	1	9	-

Unit Composition:

- 1 San'Shyuum

Unit Type:

- Infantry

Wargear:

- Antigrav Belt
- Plasma Pistol

Special Rules:

- Great Journey
- Cleansing Beam
- Religious Fervor
- Independent Character

Options:

- A Prophet may exchange his Antigrav Belt for one of the following:
 - Antigrav Chair.....+5 points
 - Gravity Throne.....+45 points
- A Prophet may take any of the following:
 - Sacred Icon.....+15 points
 - Prophet Energy Shield.....+30 points

Advisory Council: Variable/Points per model. An Advisory Council may be chosen for every Prophet, forming a single unit. Up to three Advisors may be chosen by a Prophet as wargear, using the costs listed below.

	WS	BS	S	T	W	I	A	LD	Sv
Cleric	2	3	3	3	2	2	1	9	-
Oracle Master	4	4	4	4	2	6	2	9	4+
Ship-Master	2	6	3	3	1	3	1	7	-
Merchant	2	2	3	3	1	3	1	5	6+
Queen	3	0	5	5	3	3	2	8	5+

Unit Composition:

- 4-9 Models (Variable)

Unit Type:

- Infantry

Wargear:

- Variable

Special Rules:

- Advisors (See page XX for more details)
- Religious Fervor

Options:

- The unit may include up to three Unggoy Merchants for +15 points per model.
- The unit may include up to three Kig-Yar Ship Masters for +15 points per model.
- The unit may include up to one Sangheili Oracle Master for +35 points.
- The unit may include up to one San'Shyuum Cleric for +35 points.
- The unit may include a Yanme'e Queen for +45 points per model.

Sangheili Honor Guard: 40 points per model. A single unit of Honor Guard may be chosen for every San'Shyuum Prophet, forming a single unit.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	5	5	4	4	2	6	2	10	4+

Unit Composition:

- 5-10 Sangheili

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Sacred Armor
- Plasma Rifle

Special Rules:

- Stubborn
- Evade
- Fleet
- Religious Fervor
- Light of Sanghelios

Options:

- The entire unit may exchange their Plasma Rifles for Covenant Carbines for +5 points per model.
- The entire unit may exchange their Energy Swords for Energy Staves for +5 points per model.

Sangheili Councilor: 80 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Councilor	6	6	4	4	3	7	3	10	4+

Unit Composition:

- 1 Councilor

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Plasma Pistol
- Councilor Combat Harness
- Plasma Grenades

Special Rules:

- Stubborn
- Evade
- Fleet
- Duelist
- Independent Character
- Religious Fervor

Options:

- The Councilor may exchange his Plasma Pistol for one of the following:
 - Plasma Rifle.....+5 points
 - Covenant Carbine.....+10 points

Special Operations Commander of the Covenant: 65 points. This unit does not take a slot on a FOC. Special Operations Squads become a Troop Choice in an army that includes a Special Operations Commander of the Covenant.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+

Unit Composition:

- 1 Sangheili (Unique)

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Plasma Pistol
- Special Operations Harness
- Plasma Grenades

Special Rules:

- Stubborn
- Evade
- Fleet
- Independent Character
- The Mission Most Holy
- Religious Fervor

Options:

- The Sangheili may exchange his Plasma Pistol for one of the following:
 - Plasma Rifle.....+5 points
 - Covenant Carbine.....+10 points
- The Sangheili may have Armor Lock for +10 points.

Arbiter: 120 points.

	WS	BS	S	T	W	I	A	LD	Sv
Arbiter	7	7	4	4	3	6	4	10	4+

Unit Composition:

- 1 Arbiter (Unique)

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Plasma Pistol
- Armor of the Arbiter
- Plasma Grenades

Special Rules:

- Fearless
- Evade
- Fleet
- Defiant Rage
- Blade of the Prophets
- Independent Character

Options:

- The Arbiter may Duel-Wield a second Energy Sword for +20 points.

Kig-Yar Pirate Prince: 45 points. An army led by a Kig-Yar Pirate Prince allows Kig-Yar Skirmishers to become scoring and all units lose the Religious Fervor special rule.

	WS	BS	S	T	W	I	A	LD	Sv
Kig-Yar	2	6	3	3	1	3	1	7	-

Unit Composition:

- 1 Kig-Yar

Unit Type:

- Infantry

Wargear:

- Needle Rifle
- Energy Cutlass
- Point Defense Gauntlets

Special Rules:

- Scouts
- Acute Senses
- Marksmen
- Independent Character

Options:

- The Kig-Yar Pirate Prince may exchange his Needle Rifle for one of the following:
 - Covenant Carbine.....Free
 - Focus Rifle.....+10 points per model
 - Particle Beam Rifle.....+15 points per model
- The Kig-Yar Pirate Prince may choose any of the following:
 - Flares.....+2 points
 - Cloaking Device.....+5 points
 - Trip Mines.....+10 points
 - Holographic Decoys.....+15 points
 - Radar Jammer.....+20 points

Sangheili Zealot: 120 points. A Sangheili Zealot allows Sangheili Commandos to be taken as Troops.

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

Unit Composition:

- 1 Zealot

Unit Type:

- Infantry

Wargear:

- Energy Sword
- Energy Dagger
- Combat Harness
- Plasma Pistol
- Plasma Grenades

Special Rules:

- Stubborn
- Evade
- Fleet
- Strategic Brilliance
- Tactical Ingenuity
- Religious Fervor
- Independent Character

Options:

- A Zealot may exchange his Plasma Pistol for a Plasma Rifle for +5 points.
- A Zealot may exchange his Plasma Sword and Plasma Pistol for one of the following:
 - Concussion Rifle.....+10 points
 - Plasma Launcher.....+20 points
 - Fuel Rod Gun.....+25 points
- A Zealot may be armed with any of the following:
 - Armor Lock.....+5 points
 - Radar Jammer.....+10 points
 - Drop Shield.....+10 points
 - Power Drain.....+15 points
 - Regenerator.....+15 points
 - Active Camouflage.....+20 points
 - Ghost.....+25 points.
- The Zealot **must** be given one of the following Ranks:
 - Field Master.....+20 points
 - Field Marshal.....+30 points
 - Ship Master.....+20 points
 - Fleet Master.....+30 points



Jiralhanae Chieftain: 135 points. Covenant forces led by a Jiralhanae Chieftain make Brute Packs scoring.

	WS	BS	S	T	W	I	A	LD	Sv
Chieftain	4	4	5	5	3	3	4	9	3+

Unit Composition:

- 1 Chieftain

Unit Type:

- Infantry

Wargear:

- Gravity Hammer
- Spiker
- Spike Grenades
- Jiralhanae Power Armor

Special Rules:

- Fearless
- Berserk
- Enmity
- Religious Fervor
- The Pack will Feast on You!
- Indomitable Will
- Independent Character

Options:

- A Jiralhanae Chieftain may exchange his Spiker for a Mauler for free, or exchange it for one of the following:
 - Brute Shot.....+15 Points
 - Brute Plasma Rifle.....+15 Points
- A Jiralhanae Chieftain may be armed with one of the following:
 - Brute Chopper.....+10 points
 - Brute Energy Shield.....+20 points
 - Brute Jump Pack.....+25 points.
- A Jiralhanae Chieftain may be given any of the following:
 - Flares.....+2 points
 - Incendiary Grenades.....+10 points
 - Power Drain.....+15 points
 - Regenerator.....+15 points

Chieftain of the Jiralhanae: 210 points. Covenant forces led by the Chieftain allow Brute Packs to be taken as troops.

	WS	BS	S	T	W	I	A	LD	Sv
J. Chieftain	5	5	5	5	3	3	3	9	3+

Unit Composition:

- 1 Chieftain of the Jiralhanae (Unique)

Unit Type:

- Infantry

Wargear:

- Gravity Hammer
- Spiker
- Spike Grenades
- Jiralhanae Power Armor
- Armor Lock

Special Rules:

- Berserk
- Religious Fervor
- Enmity
- Birthright
- Independent Character

Options:

- A Jiralhanae Chieftain may be armed with one of the following:
 - Brute Chopper.....+10 points
 - Brute Energy Shield.....+20 points
 - Brute Jump Pack.....+25 points.
- A Chieftain of the Jiralhanae may be given any of the following:
 - Flares.....+2 points
 - Incendiary Grenades.....+10 points
 - Power Drain.....+15 points
 - Regenerator.....+15 points
 - Radar Jammer.....+15 points
 - Active Camouflage.....+20 points

Elites

Special Operations Lance: 80 points

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+
Unggoy	3	4	3	3	1	2	1	6	6+

Unit Composition:

- 2 Sangheili
- 2 Unggoy

Unit Type:

- Infantry

Wargear (Sangheili):

- Carbine
- Energy Garrote
- Plasma Grenades
- Special Operations Harness

Wargear (Unggoy):

- Needler or Plasma Pistol
- Active Camouflage
- Plasma Grenades
- Unggoy Combat Harness

Special Rules:

- Disciplined
- The Most Holy Mission
- Stubborn
- Evade (Sangheili Only)
- Religious Fervor

Sangheili Commandos: 20 points per model

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	7	2	9	4+

Unit Composition:

- 4-8 Sangheili

Unit Type:

- Infantry

Wargear:

- Plasma Rifle
- Energy Sword
- Plasma Grenades
- Commando Harness

Special Rules:

- Stubborn
- Evade
- Fleet
- Religious Fervor

Options:

- Up to six additional Unggoy may be added for +8 points per model. Up to two additional Sangheili may be added for +30 points per model.
- Any Sangheili may replace his Energy Garrote for an Energy Sword for +10 points per model.
- Any Sangheili may exchange his Carbine for one of the following :
 - Plasma Rifle.....Free
 - Needle Rifle+5 points per model
 - Particle Beam Rifle.....+5 points per model
- Any Unggoy may exchange his Needler or Plasma Pistol for one of the following :
 - Plasma Cannon.....+10 points per model
 - Plasma Launcher+15 points per model
 - Fuel Rod Cannon.....+25 points per model
- A Special Operations Lance may select one of the following:
 - Flares.....+2 points
 - Power Drain.....+15 points
 - Regenerator.....+15 points
 - Radar Jammer.....+15 points
 - Active Camouflage.....+20 points

Options:

- Any Sangheili may replace his Energy Sword for a second Plasma Rifle for +5 points per model.
- Up to four Sangheili may exchange their Plasma Rifles for one of the following :
 - Needler.....+5 points per model
 - Needle Rifle+5 points per model
 - Particle Beam Rifle.....+5 points per model
 - Covenant Carbine.....+5 points per model
- One Sangheili may exchange his weapons for:
 - Fuel Rod Gun.....+25 points per model
 - Plasma Repeater.....+30 points per model

Transport:

- Sangheili Commandos may take a Shadow for a dedicated transport vehicle

Stealth Sangheili: 40 points per model. Stealth Sangheili are chosen together, but are deployed and act independently.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	4+

Unit Composition:

- 1-3 Sangheili

Unit Type:

- Infantry

Wargear:

- Plasma Rifle
- Combat Harness
- Active Camouflage

Special Rules:

- Stubborn
- Evade
- Fleet
- Infiltrate
- Religious Fervor

Options:

- Any Sangheili may exchange his Plasma Rifle for an Energy sword for +10 points per model.
- Any Sangheili may Duel-Wield an additional Plasma Rifle for +5 points.

Jiralhanae Pack: 35 points per model

	WS	BS	S	T	W	I	A	LD	Sv
Jiralhanae	3	3	5	5	3	3	2	8	5+

Unit Composition:

- 3-9 Jiralhanae

Unit Type:

- Infantry

Wargear:

- Spiker
- Spike Grenades
- Gravity Hammer (War Chieftain only)
- Brute Energy Shield (War Chieftain only)

Special Rules:

- Fearless
- Berserk
- Enmity
- Religious Fervor

Transport:

- A Brute Pack may take a Shadow for a dedicated transport vehicle.

Options:

- The entire pack may given any of the following:
 - Jiralhanae Power Armor.....+10 points per model
- Up to three Jiralhanae may exchange their Carbines for one of the following:
 - Plasma Rifle.....Free
 - Brute Plasma Rifle.....+10 points per model
 - Carbine.....+5 points per model
 - Particle Beam Rifle.....+5 points per model
 - Brute Shot.....+10 points per model
 - Concussion Rifle.....+10 points per model
 - Concussion Shot.....+15 points per model
 - Mauler.....+5 points per model

Character:

- One Jiralhanae may be upgraded to a War Chieftain for +15 points, exchanging his Carbine for a Gravity Hammer.
- He may exchange his Gravity Hammer for one of the following:
 - Fuel Rod Cannon.....+20 points
 - Plasma Repeater.....+20 points
- The War Chieftain may be given any of the following:
 - Flare.....+2 points
 - Power Drain.....+15 points

Huragok: 25 points per model. Huragok are chosen together, but are deployed and act independently.

	WS	BS	S	T	W	I	A	LD	Sv
Huragok	2	2	3	3	1	3	1	7	-

Unit Composition:

- 1-3 Huragok

Unit Type:

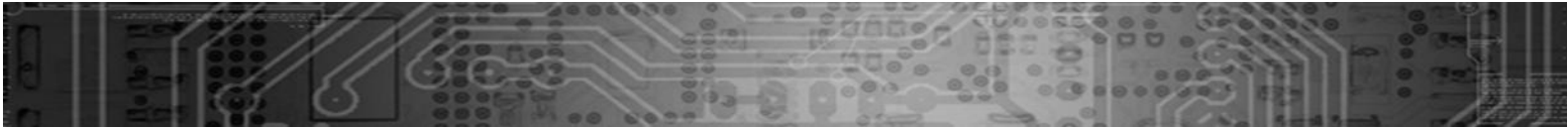
- Infantry

Wargear:

- Rigged Explosives

Special Rules:

- State of Grace
- Overshield



Kig-Yar Snipers: 15 points per model. Kig-Yar Snipers are chosen together, but are deployed and act independently.

	WS	BS	S	T	W	I	A	LD	Sv
Kig-Yar	2	6	3	3	1	3	1	7	-

Unit Composition:

- 4-6 Kig-Yar

Unit Type:

- Infantry

Wargear:

- Needle Rifle

Special Rules:

- Scouts
- Acute Senses
- Move through Cover
- Marksmen
- Religious Fervor

Options:

- Any Kig-Yar Sniper may exchange his Needle Rifle for one of the following:
 - Covenant Carbine.....Free
 - Focus Rifle.....+10 points per model
 - Particle Beam Rifle.....+15 points per model

Jiralhanae Stalkers: 55 points per model. Jiralhanae Stalkers are chosen together, but are deployed and act independently.

	WS	BS	S	T	W	I	A	LD	Sv
Jiralhanae	3	3	5	5	3	3	2	8	3+

Unit Composition:

- 1-3 Jiralhanae

Unit Type:

- Infantry

Wargear:

- Spiker
- Incendiary Grenades
- Cloaking
- Radar Jammer
- Jiralhanae Power Armor

Special Rules:

- Fearless
- Berserk
- Enmity
- Infiltrate
- Religious Fervor

Options:

- Any Jiralhanae may exchange his Spiker for one of the following:
 - Brute Plasma Rifle.....+5 points per model
 - Brute Shot.....+10 points per model
 - Mauler.....+15 points per model

Kig-Yar Skirmishers: 12 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Skirmisher	3	6	3	3	1	4	2	8	6+

Unit Composition:

- 4-6 Kig-Yar Skirmishers

Unit Type:

- Infantry

Wargear:

- Plasma Pistol
- Combat Harness
- Active Camouflage

Special Rules:

- Scouts
- Acute Senses
- Move Through Cover
- Fleet
- Religious Fervor

Options:

- Up to three Skirmishers may exchange their Plasma Pistols for one of the following:
 - Needler.....+5 points per model
 - Needle Rifle.....+10 points per model
 - Focus Rifle.....+10 points per model

Character:

- One Skirmisher may be upgraded to a Champion for +10 points, gaining a holographic decoy. He may also purchase:
 - Point Defense Gauntlets.....+5 points

Troops

Covenant Infantry Lance: 5 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Unggoy	3	3	3	3	1	2	1	6	6+
Deacon	3	3	3	3	1	2	1	7	6+
Kig-Yar	2	6	3	3	1	3	1	7	-
Sangheili	4	4	4	4	2	6	2	9	4+
Jiralhanae	3	3	5	5	3	3	2	8	3+

Unit Composition:

- 10-20 Unggoy

Unit Type:

- Infantry

Unggoy Wargear:

- Plasma Pistol
- Unggoy Combat Harness

Kig-Yar Wargear:

- Plasma Pistol
- Point Defense Gauntlets

Sangheili Wargear:

- Plasma Rifle
- Plasma Grenades
- Combat Harness

Jiralhanae Wargear:

- Spiker
- Spike Grenades
- Jiralhanae Power Armor

Unggoy Special Rules:

- When in Doubt, Flee!
- Cannon Fodder
- Kamikaze (Suicide Grunts only)
- Religious Fervor

Kig-Yar Special Rules:

- Acute Senses
- Move through Cover
- Religious Fervor

Sangheili Special Rules:

- Stubborn
- Religious Fervor

Jiralhanae Special Rules:

- Fearless
- Enmity
- Religious Fervor

Transport:

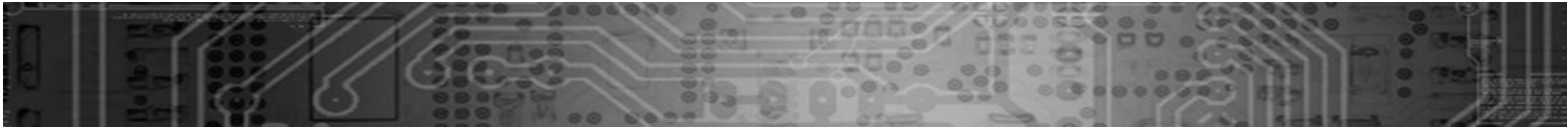
- A Covenant Infantry Lance may take a Shadow APC or Spirit Dropship for a dedicated transport vehicle.

Options:

- The entire unit may be armed with Plasma Grenades for +2 points per model.
- For every ten Unggoy, two Unggoy may exchange their Plasma Pistols for Needlers for +5 points per model.
- One Unggoy may exchange his Plasma Pistol for a Fuel Rod Gun for +25 points.
- Up to three Unggoy may be upgraded to Suicide Grunts for +5 points per model.
- One Unggoy may be upgraded to a Deacon for +5 points.
- Up to seven Kig-yar may be added to the Lance for +8 points per model.
- Kig-Yar may exchange their Plasma Pistols for:
 - Plasma Rifle.....+5 points per model
 - Needler.....+10 points per model

Characters:

- Covenant Infantry Lances may be led by up to three Sangheili or Jiralhanae.:
 - Sangheili.....+20 points per model
 - Jiralhanae.....+40 points per model
- Sangheili may dual-wield an additional Plasma Rifle for +5 points per model or exchange their Plasma Rifles with:
 - Needler.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Needle Rifle.....+10 points per model
 - Plasma Repeater.....+20 points per model
- Jiralhanae may exchange their Spikers with:
 - Brute Plasma Rifle.....+5 points per model
 - Brute Shot.....+10 points per model
 - Mauler.....+15 points per model
 - Concussion Rifle.....+15 points per model
 - Fuel Rod Gun.....+25 points per model



Yanme'e Swarm: 8 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Yanme'e	3	3	3	3	1	3	1	7	-

Unit Composition:

- 10-30 Yanme'e

Unit Type:

- Jump Infantry

Wargear:

- Plasma Pistol

Special Rules:

- Surprise!
- Hit and Run
- Counter-Assault
- Strength in Numbers
- Religious Fervor

Options:

- For every five Yanme'e, one may exchange his Plasma Pistol for a Needler for +5 points per model.
- One Yanme'e may exchange his Plasma Pistol for a Plasma Rifle for +10 points.

Kig-Yar Scouts: 8 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Kig-Yar	2	6	3	3	1	3	1	7	-

Unit Composition:

- 4-6 Kig-Yar

Unit Type:

- Infantry

Wargear:

- Plasma Pistol
- Point Defense Gauntlets

Special Rules:

- Scouts
- Acute Senses
- Move through Cover
- Religious Fervor

Options:

- The entire unit may exchange their Plasma Pistols for one of the following:
 - Needler.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Plasma Rifle.....+10 points per model

Shadow APC: 35 points. A Shadow APC is a Dedicated Transport vehicle.

	BS	Front	Side	Rear
Shadow	3	11	11	10

Unit Composition:

- 1 Shadow

Unit Type:

- Skimmer, Open-Topped

Transport Capacity:

- A Shadow may transport a single unit of infantry of up to 12 models. Brutes count as 2 models.

Wargear:

- Turret-mounted Plasma Cannon
- Energy Field
- Gravity Propulsion Drive

Spirit Dropship: 65 points. A Spirit Dropship is a Dedicated Transport Vehicle.

	BS	Front	Side	Rear
Spirit	3	10	12	12

Unit Composition:

- 1 Spirit

Unit Type:

- Skimmer, Fast

Transport Capacity:

- A Spirit may transport a single unit of infantry of up to 30 models. Brutes count as 2 models.

Wargear:

- Light Plasma Mortar or Plasma Missile Launcher
- Combat Hatches

Special Rules:

- Scout
- Deep Strike

Fast Attack

Sangheili Rangers: 25 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Sangheili	4	4	4	4	2	6	2	9	3+

Unit Composition:

- 4-8 Sangheili

Unit Type:

- Infantry

Wargear:

- Plasma Rifles (Twin-linked)
- Assault Harness
- Antigravity Pack

Special Rules:

- Stubborn
- Evade
- Fleet
- Religious Fervor

Options:

- Up to four Sangheili may exchange their Plasma Rifles for one of the following:
 - Needle Rifle.....+5 points per model
 - Focus Rifle.....+10 points per model

Jiralhanae Trackers: 40 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Jiralhanae	3	3	5	5	3	3	2	8	3+

Unit Composition:

- 3-9 Jiralhanae

Unit Type:

- Jump Infantry

Wargear:

- Spiker
- Spike Grenades
- Brute Jump Pack
- Jiralhanae Power Armor
- Radar Jammer
- Flare

Special Rules:

- Fearless
- Berserk
- Enmity
- Religious Fervor

Options:

- The entire pack may be given Trip Mines for +15 points.
- Up to three Jiralhanae may exchange their Spikers for one of the following:
 - Plasma Rifle.....Free
 - Brute Plasma Rifle.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Brute Shot.....+10 points per model
 - Mauler.....+15 points per model
- One Jiralhanae may exchange his Spiker for a Fuel Rod Gun for +20 points.

vehicle.

Kig-Yar Rangers: 10 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Kig-Yar	2	6	3	3	1	3	1	7	-

Unit Composition:

- 4-6 Kig-Yar

Unit Type:

- Jump Infantry

Wargear:

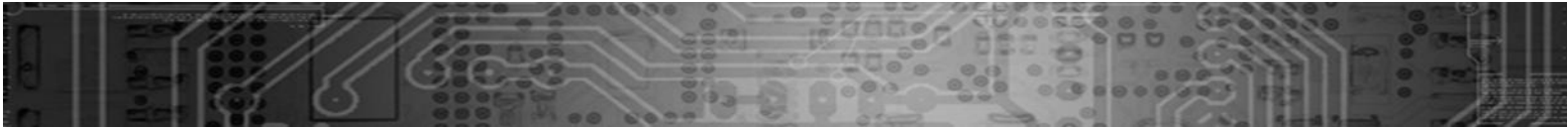
- Plasma Pistol
- Point Defense Gauntlets

Special Rules:

- Scouts
- Acute Senses
- Religious Fervor

Options:

- The entire unit may be given:
 - Energy Cutlass.....+3 points per model



Ghost Squadron: 25 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Unggoy	3	3	3	4	1	2	1	6	3+
Sangheili	4	4	4	5	2	6	2	9	3+

Unit Composition:

- 1-9 Unggoy

Unit Type:

- Jetbikes

Wargear:

- Ghost Jetbike

Special Rules:

- Boosted Ram
- Strafe
- Scouts
- Religious Fervor

Options:

- A Sangheili may join the squadron for every three Unggoy riders present for +25 points per model.
- The Sangheili is armed with a Plasma Pistol and a Ghost Jetbike. He may exchange his Plasma Pistol for:
 - Needler.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Energy Sword.....+10 points per model

Chopper Squadron: 65 points per model.

	WS	BS	S	T	W	I	A	LD	Sv
Chopper	3	3	5	6	3	3	2	8	3+

Unit Composition:

- 3-9 Choppers

Unit Type:

- Bikers

Wargear:

- Spiker
- Spike Grenades
- Brute Chopper
- Jiralhanae Power Armor

Special Rules:

- Fearless
- Berserk
- Religious Fervor
- Enmity
- Ramming Targe
- Furious Charge

Options:

- Up to three Jiralhanae may exchange their Spikers for one of the following:
 - Plasma Rifle.....Free
 - Brute Plasma Rifle.....+5 points per model
 - Covenant Carbine.....+5 points per model
 - Brute Shot.....+10 points per model
 - Mauler.....+15 points per model

Revenant Squadron: 55 points per model

	BS	Front	Side	Rear
Revenant	3	10	10	10

Unit Composition:

- 1-3 Revenants

Unit Type:

- Skimmer, Open-Topped

Wargear:

- Turret-mounted Light Plasma Mortar
- Gravity Propulsion Drive

SpectreSquadron: 45 points per model

	BS	Front	Side	Rear
Spectre	3	10	10	10

Unit Composition:

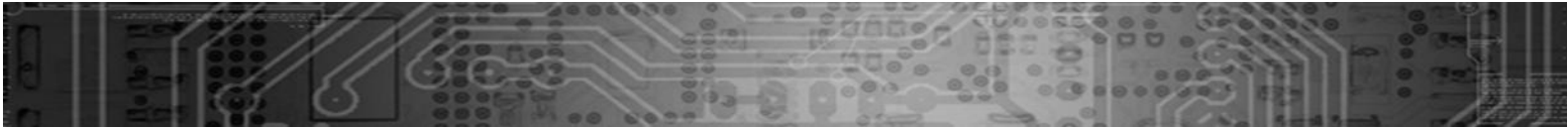
- 1-3 Spectres

Unit Type:

- Skimmer, Open-Topped

Wargear:

- Turret-mounted Plasma Missile Launcher
- Gravity Propulsion Drive



Banshee Squadron: 45 points per model

	BS	Front	Side	Rear
Banshee	3	10	10	10

Unit Composition:

- 1-3 Banshees

Unit Type:

- Skimmer, Open-Topped

Wargear:

- Twin Plasma Cannons
- Twin-Linked Fuel Rod Cannon
- Gravity Propulsion Drive

Special Rules:

- Aerial Assault

Banshee Interceptor Squadron: 65 points per model

	BS	Front	Side	Rear
Banshee	3	10	10	10

Unit Composition:

- 1-3 Banshees

Unit Type:

- Skimmer, Fast

Wargear:

- Twin Plasma Cannons
- Twin-Linked Fuel Rod Cannon
- Impulse Drive

Special Rules:

- Aerial Assault

Seraph Starfighter: 120 points per model

	BS	Front	Side	Rear
Seraph	3	12	12	10

Unit Composition:

- 1 Seraph

Unit Type:

- Skimmer, Tank, Fast

Wargear:

- Heavy Plasma Cannon
- Pulse Laser
- Plasma Charge
- Impulse Drive

Special Rules:

- Aerial Assault

Vampire: 155 points

	BS	Front	Side	Rear
Vampire	3	11	11	11

Unit Composition:

- 1 Seraph

Unit Type:

- Skimmer, Tank, Fast

Wargear:

- Heavy Needler
- Stasis Cannon
- Twin-Linked Plasma Cannon
- Gravity Propulsion Drive

Special Rules:

- Aerial Assault

Heavy Support

Mgalekgolo: 85 points

	WS	BS	S	T	W	I	A	LD	Sv
Mgalekgolo	4	4	6	6	4	3	3	10	3+

Unit Composition:

- 1 Mgalekgolo

Unit Type:

- Monstrous Creature

Wargear:

- Hunter Assault Cannon

Special Rules:

- Fearless
- Slow and Purposeful
- Vulnerable to Blasts/Templates
- Eternal Warrior

Options:

- An additional Mgalekgolo may be added for +95 points. Together they gain the “Bonded Pair” special rule.

Support Weapon Battery: 20 points + cost of weapons

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

Unit Composition:

- 1-3 Support Weapons (three Unggoy per weapon)

Unit Type:

- Artillery

Wargear:

- Plasma Pistol
- Unggoy Combat Harness

Special Rules:

- When in Doubt, Flee!
- Cannon Fodder
- Religious Fervor

Options:

- The entire unit may be armed with Plasma Grenades for +2 points per model.
- For every 3 Unggoy, one Unggoy may exchange their Plasma Pistols for Needlers for +5 points per model.
- One Unggoy may exchange his Plasma Pistol for a Fuel Rod Gun for +25 points.
- One Unggoy may be upgraded to a Deacon for +10 points.
- All of the support weapons must be armed with the same type of weapon from the following list:
 - Plasma Missile Launcher.....+10 points per model
 - Shade Turret.....+15 points per model
 - Plasma Cannon.....+20 points per model

Prowler Squadron: 55 points per model

	BS	Front	Side	Rear
Prowler	3	11	11	10

Unit Composition:

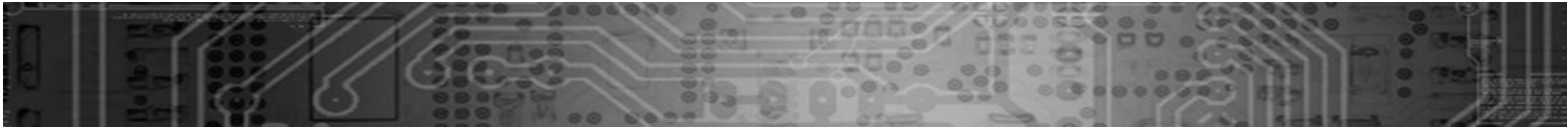
- 1-3 Prowlers

Unit Type:

- Vehicle, Open-Topped

Wargear:

- Turret-mounted Plasma Cannon or Prowler Gun
- Prowler Blades
- Stabilizers
- Advanced Propulsion



Wraith: 140 points

	BS	Front	Side	Rear
Wraith	3	12	12	12

Unit Composition:

- 1 Wraith

Unit Type:

- Skimmer, Tank

Wargear:

- Plasma Mortar
- Internal Guidance System
- Twin-Linked Plasma Cannon

Options:

- The Wraith may exchange its Plasma Mortar for two Twin-Linked Fuel Rod Cannons for +30 points. These Fuel Rod Cannons have the AA weapon rule.
- The Wraith may exchange its Twin-Linked Plasma Cannon for a Plasma Turret for +15 points.

Phantom Dropship: 180 points

	BS	Front	Side	Rear
Phantom	3	13	13	12

Unit Composition:

- 1 Phantom

Unit Type:

- Skimmer, Tank, Fast

Transport Capacity:

- A Phantom may transport a single unit of infantry of up to 24 models. Brutes count as 2 models and Hunters count as 10.

Access Points:

- 2 (Sides)

Fire Points:

- None

Wargear:

- Heavy Plasma Cannon
- Two side-mounted Plasma Cannons
- Combat Hatches

Special Rules:

- Aerial Assault
- Deep Strike

Options:

- The Phantom may exchange its side-mounted Plasma Cannons for Four Plasma Turrets for +80 points. Doing so removes its transport capacity completely.
- The Phantom may be given a Searchlight for +5 points.

Locusts: 80 points per model

	WS	BS	S	A	I	Front	Side	Rear
Locust	2	3	5	2	3	13	13	11

Unit Composition:

- 1-3 Locusts

Unit Type:

- Walker

Wargear:

- Plasma Beamer
- Internal Guidance System
- Energy Shield

Special Rules:

- Overdrive

Options:

- The Locust may be upgraded with a Shield Amplifier for +20 points per model.

FORERUNNER UNITS

Forerunner Monitor: 100 points. This unit does not take a slot on the Force Organization chart.

	WS	BS	S	T	W	I	A	LD	Sv
Monitor	0	7	3	3	4	6	1	10	3+

Unit Composition:

- 1 Monitor (Unique)

Unit Type:

- Infantry

Wargear:

- Monitor Beam
- Jump Pack

Special Rules:

- Self-Repair
- Adherence to Protocol
- Rampancy
- Eternal Warrior
- Independent Character

Forerunner Constructors: 35 points. Constructors do not occupy a slot on the Force Organization Chart and can only be taken if the army is joined by a Forerunner Monitor.

	WS	BS	S	T	W	I	A	LD	Sv
Constructor	0	0	3	3	2	3	0	5	-

Unit Composition:

- 3 Forerunner Constructor Bases

Unit Type:

- Jump Infantry

Special Rules:

- Construction Beam
- Hit and Run
- Swarms

Forerunner Strato-Sentinels: 84 points. For every three units of Constructors you may select a unit of Forerunner Strato-Sentinels. They do not occupy a slot on the Force Organization Chart.

	WS	BS	S	T	W	I	A	LD	Sv
Strato	0	0	5	5	3	3	0	5	5+

Unit Composition:

- 1 Strato-Sentinel

Unit Type:

- Jump Infantry

Wargear:

- Sentinel Energy Shield

Special Rules:

- Mining Laser
- Hit and Run

Forerunner Sentinels: 70 points. For every two units of Constructors, you may select a unit of Forerunner Sentinels. They do not occupy a slot on the Force Organization Chart.

	WS	BS	S	T	W	I	A	LD	Sv
Protector	3	3	3	3	1	3	1	5	6+
Sentinel	3	3	3	3	1	3	1	5	6+
Watcher	3	3	4	4	1	3	1	5	6+

Unit Composition:

- 7 Forerunner Sentinels

Unit Type:

- Jump Infantry

Wargear:

- Sentinel Beam

- Sentinel Energy Shield

Special Rules:

- EMP
- Hit and Run
- Protection Protocol

Options:

- The entire unit may be upgraded to Watcher Sentinels for +5 points per model.
- The unit may be joined by up to two Protector Sentinels for +15 points per model.



Forerunner Shieldworld Sentinels: 98 points. For every three units of Forerunner Constructors you may take a squad of Shieldworld Sentinels. Shieldworld Sentinels do not occupy a slot on the Force Organization Chart.

	WS	BS	S	T	W	I	A	LD	Sv
Shieldworld	4	4	4	4	2	4	1	5	5+

Unit Composition:
▪ 7 Shieldworld Sentinels

Unit Type:
▪ Jump Infantry

Wargear:
▪ Sentinel Energy Beam
▪ Sentinel Energy Shield

Special Rules:
▪ Reconfiguration
▪ Hit and Run
▪ EMP

Forerunner Enforcers: 140 points. For every three units of Forerunner Sentinels or Shieldworld Sentinels you may take a single Forerunner Enforcer. Enforcers do not occupy a slot on the Force Organization Chart.

	WS	BS	S	T	W	I	A	LD	Sv
Enforcer	3	4	5	5	3	3	1	5	4+

Unit Composition:
▪ 1 Forerunner Enforcer

Unit Type:
▪ Monstrous Creature

Wargear:
▪ Pulse Beam
▪ Enforcer Energy Shield
▪ Forerunner Missile Launcher
▪ Jump Pack

Special Rules:
▪ Hit and Run
▪ EMP

Summary

Covenant Troops

	WS	BS	S	T	W	I	A	LD	SV
San'Shyuum	2	2	3	3	2	2	1	9	-
Sangheili	4	4	4	4	2	6	2	9	4+
Honor Guard	4	4	4	4	2	6	3	10	4+
Zealot	4	4	4	4	2	6	2	10	4+
Councilor	6	6	4	4	3	7	3	10	4+
Arbiter	7	7	4	4	3	6	4	10	4+
Jiralhanae	3	3	5	5	3	3	2	8	5+
Chieftain	4	4	5	5	3	3	3	9	3+
J.Chieftain	5	5	5	5	3	3	3	10	3+
Body Guard	4	4	5	5	3	3	2	8	3+
Chopper	3	3	5	5	3	3	2	8	5+
Mgalekgolo	4	4	8	8	4	3	3	10	2+
Yanme'e	3	3	3	3	1	3	1	7	-
Queen	3	0	5	5	3	3	2	8	5+
Huragok	2	2	3	3	1	3	1	7	-
Kig-Yar	2	6	3	3	1	3	1	7	-
Skirmisher	3	6	3	3	1	4	2	8	6+
Unggoy	2	2	3	3	1	2	1	6	6+
Deacon	2	2	3	3	1	2	1	7	6+
Monitor	0	7	3	3	4	6	1	10	3+
Protector	3	3	3	3	1	3	1	5	6+
Sentinel	3	3	3	3	1	3	1	5	6+
Watcher	3	3	4	4	1	3	1	5	6+
Constructor	0	0	3	3	2	3	0	5	-
Strato-Sentinel	0	0	5	5	3	3	0	5	5+
Shieldworld	4	4	4	4	2	4	1	5	5+
Enforcer	3	3	5	5	3	3	1	5	4+

Covenant Vehicles

	BS	Front	Side	Rear
Revenant	3	10	10	10
Spectre	3	10	10	10
Banshee	3	10	10	10
Shadow	3	11	11	10
Prowler	3	11	11	10
Vampire	3	11	11	11
Spirit	3	10	12	12
Wraith	3	12	12	10
Seraph	3	12	12	10
Phantom	3	13	13	12

Covenant Walkers

	WS	BS	S	A	I	Front	Side	Rear
Locust	2	3	5	1	3	13	13	11

Covenant Weapons

	Rng	S	AP	Special
Brute Cannon	18"	7	4	Heavy 2
B. Plasma Rifle	18"	3	5	Assault 4, Gets Hot!
Brute Shot	12"	5	4	Assault 1, Blast
Carbine	24"	4	5	Rapid Fire 2
Concussion Rifle	24"	5	-	Rapid Fire, Blast
Focus Rifle	36"	4	4	Heavy 1, Sniper
Forerunner ML	24"	7	3	Ordinance 1
Fuel Rod Gun	24"	8	2	Heavy 1
Fuel Rod Cannon	36"	8	2	Heavy 1, Melta
Gravity Cannon	18"	8	2	Heavy 1, Pinning
Heavy Needler	36"	6	5	Rapid Fire 2, Rending
Incendiary	12"	5	5	Assault 1, Blast*
Light Plasma Mortar	36"	6	4	Ord. 1, Large Blast
Mauler	12"	5	-	Assault 1
Monitor Beam	18"	7	3	Heavy 1, Ignores Invul.
Needler	18"	3	-	Rapid Fire 2, Rending
Needle Rifle	30"	3	5	Rapid Fire 2, Rending
Particle Beam Rifle	36"	X	6	Heavy 2, Sniper
Plasma Beamer	60"	9	2	Ordinance 1
Plasma Cannon	36"	7	3	Heavy 1, Blast, Barrage
Plasma Charge	18"	8	3	Ord. 1, Large Blast
Plasma ML	48"	6	4	Heavy 3
Plasma Mortar	48"	8	2	Ord. 1, Large Blast
Plasma Pistol	12"	2	6	Pistol 2
Plasma Repeater	36"	6	3	Rapid Fire 2, Blast*
Plasma Rifle	18"	3	6	Rapid Fire 2
Prowler Gun	24"	4	-	Heavy 4
Pulse Beam	18"	4	4	Heavy 4, Lance
Pulse Laser	54"	9	3	Heavy 1, Lance
Sentinel Beam	18"	X	6	Heavy 1*
Shade Turret	24"	7	3	Heavy 3
Spiker	24"	4	-	Assault 1
Twin Plasma Guns	24"	6	4	Rapid Fire 2

**This Weapon has additional rules. See its entry in the army.*