

Covenant CAR Frigate (Oblique)

Small Ships (40 PTS)



Movement	9"
Damage Track	4-3-3
Build Rating	1
Hangers	0
Boarding Craft	1
Security Detail	2

<b>Systems Loadouts</b>
Defence Array (2)
Elusive
Glide (5")
Point Defence (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	16/32"	Plasma	F/P/S	2
-	-	-	-	-
Secondary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	4
-	-	-	-	-

v.0225

Covenant Type-27 Exoatmospheric Multirole Fighter

Flight Slots: 0.5

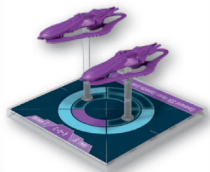


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Movement	14"	Systems Loadouts
Damage Track	1	None
Weapons	Range	Dice
vs. Wing Targets	Contact	1
-	-	-



### SDV Heavy Corvette (Line Formation) Small Ships (40 pts)



Movement	9"	Hangars	1
Damage Track	4 · 4 · 3	Boarding Craft	0
Build Rating	1	Security Detail	2

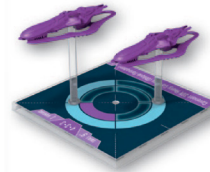
Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	3
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	4

#### Systems Loadouts

Defense Array (2)    Cloaking System  
Point Defense (3)    Elusive  
   Glide (5")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### SDV Heavy Corvette (Oblique Formation) Small Ships (40 pts)



Movement	9"	Hangars	1
Damage Track	4 · 3 · 3	Boarding Craft	0
Build Rating	1	Security Detail	2

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	4
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	3

#### Systems Loadouts

Defense Array (2)    Cloaking System  
Point Defense (3)    Elusive  
   Glide (5")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### SDV Heavy Corvette (Tri-Formation) Small Ships (60 pts)



Movement	9"	Hangars	2
Damage Track	5 · 4 · 4	Boarding Craft	0
Build Rating	2	Security Detail	3

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	6
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	6

#### Systems Loadouts


Defense Array (4)    Cloaking System  
Point Defense (4)    Elusive  
   Glide (5")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### Covenant Specialist Battle Group Special Rules

**Golden Path (1x Reinforced CCS, 1x SDV Line)**  
**Command Centre** - A Fleet Containing a Golden Path Battle Group may re-roll a Single Order Dice at the beginning of either the Attacks or Boarding Segments (but not both).

**Penitents (1x Paired CCS)**  
**Focused Wrath** - All Plasma Cannon Array Attacks made by this Element may re-roll a single Attack Dice for each friendly Zealot on board.

**Suplicants (3x SDV Tri-formation)**  
**Hunter Killers** - All Elements in this Battle Group may re-roll any Initial Rolls of a  when firing Plasma Torpedoes at Short Range.

## ADP Escort (Tri-Formation)

Small Ships (20 pts)



Movement	10"	Hangars	0
Damage Track	3 · 3 · 3	Boarding Craft	0
Build Rating	1	Security Detail	2

Primary Weapon	Range	Arc	Dice
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	6
--	--	--	--
Secondary Weapon			
--	--	--	--
--	--	--	--

### Systems Loadouts

Defense Array (2)	Cloaking System
Point Defense (2)	Elusive Glide (5")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

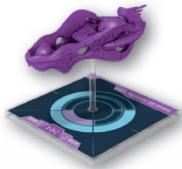
## Covenant Special Rules

### ADP Escorts

All ADP Escort Formations in a Battle Group can add their Point Defense to that of **any** Capital Formation in the same Battle Group, but **only** when the Capital Formation is attacked by weapons with the Missiles Loadout.

### DSC Support Ship

Medium, Capital Ship (95 pts)



Movement	7"	Hangars	3
Damage Track	7 · 6 · 4	Boarding Craft	4
Build Rating	2	Security Detail	4

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	6
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	8

#### Systems Loadouts

Defense Array (3)    Glide (4")  
Point Defense (4)    Labyrinthine

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### DSC Support Ship (Supported)

Medium, Capital Ship (115 pts)



Movement	7"	Hangars	4
Damage Track	7 · 6 · 5	Boarding Craft	4
Build Rating	3	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	8
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	8

#### Systems Loadouts

Defense Array (4)    Glide (4")  
Point Defense (5)    Labyrinthine

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### DSC Support Ship (Reinforced)

Medium, Capital Ship (135 pts)



Movement	7"	Hangars	5
Damage Track	7 · 6 · 6	Boarding Craft	4
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	9
--	--	--	--
Secondary Weapon			
--	--	--	--
<u>And</u> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	10

#### Systems Loadouts

Defense Array (5)    Glide (4")  
Point Defense (6)    Labyrinthine

<sup>1</sup> Plasma, <sup>3</sup> Missiles

**DSC Support Ship (Escorted)** Medium, Capital Ship (115 pts)



Movement	7"	Hangars	3
Damage Track	7 · 6 · 5	Boarding Craft	4
Build Rating	3	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	7
--	--	--	--
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	12

**Systems Loadouts**

Defense Array (4)    Glide (4")  
 Point Defense (6)    Labyrinthine

<sup>1</sup> Plasma, <sup>3</sup> Missiles

**DSC Support Ship (Defended)** Medium, Capital Ship (135 pts)



Movement	7"	Hangars	3
Damage Track	7 · 6 · 6	Boarding Craft	4
Build Rating	3	Security Detail	5

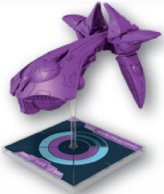
Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	7
--	--	--	--
Secondary Weapon			
--	--	--	--
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	14

**Systems Loadouts**

Defense Array (4)    Cloaking System  
 Point Defense (6)    Glide (4")  
    Labyrinthine

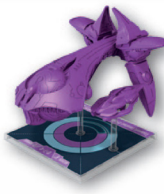
<sup>1</sup> Plasma, <sup>3</sup> Missiles

**CPV Heavy Destroyer** Medium, Capital Ship (110 pts)

	<b>Movement</b>	8"	<b>Hangars</b>	2
	<b>Damage Track</b>	8 · 6 · 4	<b>Boarding Craft</b>	3
	<b>Build Rating</b>	3 (2*)	<b>Security Detail</b>	4
	<b>Primary Weapon</b>	--	<b>Range</b>	--
<b>Systems Loadouts</b>			<b>Arc</b>	<b>Dice</b>
Defense Array (3)	Glide (4")	<b>Plasma Beam</b> <sup>1,2</sup>	12/-"	F/P/S 9/9/9
Point Defense (4)		<b>Secondary Weapon</b>		
		--	--	--
		<b>Plasma Torpedoes</b> <sup>1,3</sup>	12/24"	F/P/S 10

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

**CPV Heavy Destroyer (Escorted)** Medium, Capital Ship (130 pts)

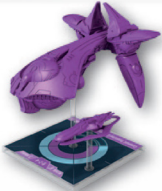
	<b>Movement</b>	8"	<b>Hangars</b>	2
	<b>Damage Track</b>	8 · 6 · 5	<b>Boarding Craft</b>	3
	<b>Build Rating</b>	4 (3*)	<b>Security Detail</b>	5
	<b>Primary Weapon</b>	--	<b>Range</b>	--
<b>Systems Loadouts</b>			<b>Arc</b>	<b>Dice</b>
Defense Array (4)	Glide (4")	<b>Plasma Beam</b> <sup>1,2</sup>	12/-"	F/P/S 9/9/9
Point Defense (6)		<b>Secondary Weapon</b>		
		--	--	--
		<b>Plasma Torpedoes</b> <sup>1,3</sup>	12/24"	F/P/S 14

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

**Covenant Special Rules**

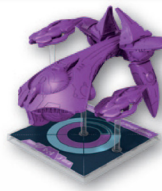
<b>CPV Heavy Destroyer</b>	<b>Escorted Blockade Runner</b>
<p><b>Penitents</b> SecurityDetails on this Element are considered to have the Assault Specialist (1) Loadout.</p> <p><b>*High Value Target</b> This vessel is considered to have a Build Rating of one less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.</p>	<p><b>Hidden Killer</b> Any Ranged Attack made against this Vessel from more than 20" away suffers further -1 to its Firepower Rating.</p>

**CPV Heavy Destroyer (Supported) Medium, Capital Ship (130 pts)**

	<b>Movement</b>	8"	<b>Hangars</b>	3
	<b>Damage Track</b>	8 · 7 · 4	<b>Boarding Craft</b>	4
	<b>Build Rating</b>	4 (3*)	<b>Security Detail</b>	4
	<b>Primary Weapon</b>	Range	Arc	Dice
<b>Systems Loadouts</b>		--	--	--
Defense Array (4)	Glide (4")	<b>Plasma Beam</b> <sup>1,2</sup>	12/-"	F/P/S 9/9/9
Point Defense (4)		<b>Secondary Weapon</b>		
		Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S 5
		<b>And Plasma Torpedoes</b> <sup>1,3</sup>	12/24"	F/P/S 12

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

**CPV Heavy Destroyer (Defended) Medium, Capital Ship (150 pts)**

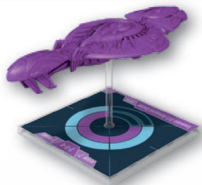
	<b>Movement</b>	8"	<b>Hangars</b>	2
	<b>Damage Track</b>	8 · 6 · 6	<b>Boarding Craft</b>	3
	<b>Build Rating</b>	4 (3*)	<b>Security Detail</b>	5
	<b>Primary Weapon</b>	Range	Arc	Dice
<b>Systems Loadouts</b>		--	--	--
Defense Array (4)	Cloaking System	<b>Plasma Beam</b> <sup>1,2</sup>	12/-"	F/P/S 9/9/9
Point Defense (6)	Glide (4")	<b>Secondary Weapon</b>		
		--	--	--
		<b>Plasma Torpedoes</b> <sup>1,3</sup>	12/24"	F/P/S 16

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

**Covenant Special Rules**

<b>CPV Heavy Destroyer (all)</b>	<b>Blockade Runner (Escorted)</b>
<p><b>Penitents</b> This Element counts as having the Assault Specialist (1) Loadout while defending during the Boarding Resolution Phase.</p> <p><b>*High Value Target</b> This vessel is considered to have a Build Rating of one less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.</p>	<p><b>Hidden Killer</b> Any Ranged Attack made against this Vessel from more than 20" away suffers further -1 to its Firepower Rating.</p>

**RCS Armored Cruiser** Medium, Capital Ship (120 pts)

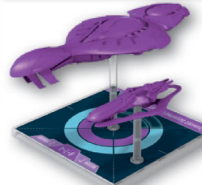


<b>Movement</b>	7"	<b>Hangars</b>	2	
<b>Damage Track</b>	9 · 8 · 4	<b>Boarding Craft</b>	3	
<b>Build Rating</b>	2	<b>Security Detail</b>	5	
<b>Primary Weapon</b>		<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>		18/32"	F/P/S	10
--		--	--	--
<b>Secondary Weapon</b>				
Plasma Cannon Arrays <sup>1</sup>		10/20"	F/P/S	8
--		--	--	--

**Systems Loadouts**  
 Defense Array (3)    Glide (3")  
 Point Defense (4)

<sup>1</sup>Plasma

**RCS Armored Cruiser (Supported)** Medium, Capital Ship (140 pts)




<b>Movement</b>	7"	<b>Hangars</b>	3	
<b>Damage Track</b>	9 · 8 · 5	<b>Boarding Craft</b>	3	
<b>Build Rating</b>	3	<b>Security Detail</b>	6	
<b>Primary Weapon</b>		<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>		18/32"	F/P/S	10
--		--	--	--
<b>Secondary Weapon</b>				
Plasma Cannon Arrays <sup>1</sup>		10/20"	F/P/S	9
<b>And Plasma Torpedoes</b> <sup>1,3</sup>		12/24"	F	5

**Systems Loadouts**  
 Defense Array (4)    Glide (3")  
 Point Defense (5)

<sup>1</sup>Plasma, <sup>3</sup>Missiles

**RCS Armored Cruiser (Escorted)** Medium, Capital Ship (140 pts)




<b>Movement</b>	7"	<b>Hangars</b>	2	
<b>Damage Track</b>	9 · 8 · 5	<b>Boarding Craft</b>	3	
<b>Build Rating</b>	3	<b>Security Detail</b>	6	
<b>Primary Weapon</b>		<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>		18/32"	F/P/S	10
--		--	--	--
<b>Secondary Weapon</b>				
Plasma Cannon Arrays <sup>1</sup>		10/20"	F/P/S	8
<b>And Plasma Torpedoes</b> <sup>1,3</sup>		12/24"	F	5

**Systems Loadouts**  
 Defense Array (4)    Glide (3")  
 Point Defense (6)

<sup>1</sup>Plasma, <sup>3</sup>Missiles

**RCS Armored Cruiser (Defended)** Medium, Capital Ship (160 pts)




<b>Movement</b>	7"	<b>Hangars</b>	2	
<b>Damage Track</b>	9 · 8 · 6	<b>Boarding Craft</b>	3	
<b>Build Rating</b>	3	<b>Security Detail</b>	6	
<b>Primary Weapon</b>		<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>		18/32"	F/P/S	10
--		--	--	--
<b>Secondary Weapon</b>				
Plasma Cannon Arrays <sup>1</sup>		10/20"	F/P/S	8
<b>And Plasma Torpedoes</b> <sup>1,3</sup>		12/24"	F	7

**Systems Loadouts**  
 Defense Array (4)    Cloaking System  
 Point Defense (6)    Glide (3")

<sup>1</sup>Plasma, <sup>3</sup>Missiles

**RCS Armored Cruiser (Reinforced)** Medium, Capital Ship (160 pts)




<b>Movement</b>	7"	<b>Hangars</b>	4
<b>Damage Track</b>	9 · 8 · 6	<b>Boarding Craft</b>	3
<b>Build Rating</b>	4	<b>Security Detail</b>	6
<b>Primary Weapon</b>	<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>	18/32"	F/P/S	10
--	--	--	--
<b>Secondary Weapon</b>			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	10
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	7

<sup>1</sup> Plasma, <sup>3</sup> Missiles

**Systems Loadouts**  
 Defense Array (5)    Glide (3")  
 Point Defense (6)

**RCS Armored Cruisers (Penitent)** Medium, Capital Ship (220 pts)



<b>Movement</b>	7"	<b>Hangars</b>	4
<b>Damage Track</b>	12 · 9 · 7	<b>Boarding Craft</b>	5
<b>Build Rating</b>	6	<b>Security Detail</b>	8
<b>Primary Weapon</b>	<b>Range</b>	<b>Arc</b>	<b>Dice</b>
Plasma Lance <sup>1</sup>	18/32"	F/P/S	18
--	--	--	--
<b>Secondary Weapon</b>			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	15
--	--	--	--

<sup>1</sup> Plasma

**Systems Loadouts**  
 Defense Array (6)    Glide (3")  
 Point Defense (7)

**Covenant Special Rules**

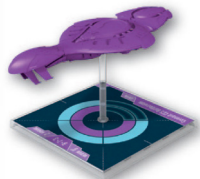
**RCS Armored Cruisers (Penitent)**

**Penitents**  
 This Element counts as having the Assault Specialist (1) Loadout while defending during the Boarding Resolution Phase.



### CCS Battlecruiser

Medium, Capital Ship (150 pts)



Movement	8"	Hangars	2
Damage Track	8 · 7 · 3	Boarding Craft	2
Build Rating	3	Security Detail	4

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	9
--	--	--	--

#### Systems Loadouts

Defense Array (4)    Carrier Action (1)  
Point Defense (3)    Glide (4")

<sup>1</sup> Plasma

### CCS Battlecruiser (Escorted)

Medium, Capital Ship (170 pts)



Movement	8"	Hangars	2
Damage Track	8 · 7 · 4	Boarding Craft	2
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	9
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	5

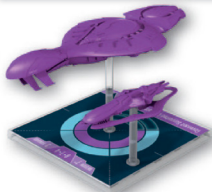
#### Systems Loadouts

Defense Array (5)    Carrier Action (1)  
Point Defense (5)    Glide (4")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### CCS Battlecruiser (Supported)

Medium, Capital Ship (170 pts)



Movement	7"	Hangars	3
Damage Track	8 · 7 · 4	Boarding Craft	2
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	10
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	5

#### Systems Loadouts

Defense Array (5)    Carrier Action (1)  
Point Defense (4)    Glide (4")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### CCS Battlecruiser (Defended)

Medium, Capital Ship (190 pts)



Movement	8"	Hangars	2
Damage Track	8 · 7 · 5	Boarding Craft	2
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	9
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	7

#### Systems Loadouts

Defense Array (5)    Carrier Action (1)  
Point Defense (5)    Cloaking System  
Glide (4")

<sup>1</sup> Plasma, <sup>3</sup> Missiles

### CCS Battlecruiser (Reinforced)

Medium, Capital Ship (200 pts)



Movement	7"	Hangars	5
Damage Track	8 · 7 · 5	Boarding Craft	4
Build Rating	5	Security Detail	6

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	12
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	6

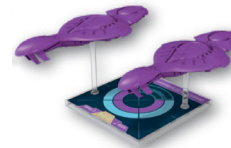
<sup>1</sup> Plasma, <sup>3</sup> Missiles

#### Systems Loadouts

Defense Array (6)    Carrier Action (1)  
Point Defense (6)    Glide (4")

### CCS Battlecruisers (Paired)

Medium, Capital Ship (260 pts)



Movement	7"	Hangars	4
Damage Track	11 · 11 · 4	Boarding Craft	4
Build Rating	8	Security Detail	8

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	20
--	--	--	--
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	15
--	--	--	--

<sup>1</sup> Plasma

#### Systems Loadouts


Defense Array (7)    Carrier Action (2)  
Point Defense (6)    Glide (4")

### Covenant Specialist Battle Group Special Rules

**Golden Path (1x Reinforced CCS, 1x SDV Line)**

**Command Centre** - A Fleet Containing a Golden Path Battle Group may re-roll a Single Order Dice at the beginning of either the Attacks or Boarding Segments (but not both).

**Supplicants (3x SDV Tri-formation)**

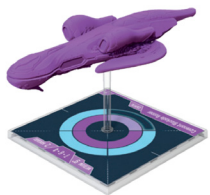
**Hunter Killers** - All Elements in this Battle Group may re-roll any Initial Rolls of a  when firing Plasma Torpedoes at Short Range.

**Penitents (1x Paired CCS or Paired RCS)**

**Focused Wrath** - All Plasma Cannon Array Attacks made by this Element may re-roll a single Attack Dice for each friendly Zealot on board.

**Penitents** - This Element counts as having the Assault Specialist (1) Loadout while defending during the Boarding Resolution Phase.

## Blockade Runner Medium, Capital Ship (170 pts)



Movement	9"	Hangars	2
Damage Track	7 · 6 · 4	Boarding Craft	3
Build Rating	3	Security Detail	4

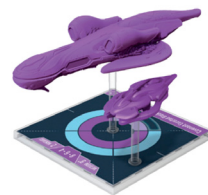
Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
<b>or</b> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	7/7/7
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	14
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F/P/S/A	6

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

### Systems Loadouts

Defense Array (4)    Cloaking System  
Point Defense (4)    Glide (4")

## Blockade Runner (Escorted) Medium, Capital Ship (190 pts)



Movement	9"	Hangars	2
Damage Track	7 · 6 · 5	Boarding Craft	3
Build Rating	4	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
<b>or</b> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	8/8/8
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	14
<b>And</b> Plasma Torpedoes <sup>1,3</sup>	12/24"	F/P/S/A	9

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

### Systems Loadouts

Defense Array (4)    Cloaking System  
Point Defense (5)    Glide (4")

## Covenant Special Rules

### CPV Heavy Destroyer (all)

#### Penitents

This Element counts as having the Assault Specialist (1) Loadout while defending during the Boarding Resolution Phase.

#### \*High Value Target

This vessel is considered to have a Build Rating of one less than listed during the process of Fleet Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.


### Blockade Runner (Escorted)

#### Hidden Killer

Any Primary Ranged Attack made against this Vessel from more than 20" away suffers further -1 to its Firepower Rating.


## Carrack Merchant Cruiser

Large, Capital Ship (145 pts)

	Movement	4"	Hangars	0
	Damage Track	11 · 10 · 6	Boarding Craft	3
	Build Rating	3	Security Detail	6
Primary Weapon		Range	Arc	Dice
--		--	--	--
Plasma Beam <sup>1,2</sup>		16/-"	F	15/15/15
Secondary Weapon				
Plasma Cannon Arrays <sup>1</sup>		10/20"	P + S	11
--		--	--	--
<sup>1</sup> Plasma, <sup>2</sup> Beam				

## Carrack Merchant Cruiser (Escorted)

Large, Capital Ship (165 pts)

	Movement	4"	Hangars	0
	Damage Track	11 · 11 · 6	Boarding Craft	3
	Build Rating	4	Security Detail	6
Primary Weapon		Range	Arc	Dice
--		--	--	--
Plasma Beam <sup>1,2</sup>		16/-"	F	15/15/15
Secondary Weapon				
Plasma Cannon Arrays <sup>1</sup>		10/20"	P + S	13
And Plasma Torpedoes <sup>1,3</sup>		12/24"	F	5
<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles				

## Covenant Special Rules

### Carrack Merchant Cruiser

#### Plasma Beam Overload

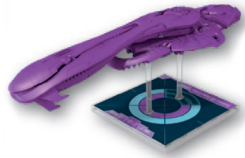
This Formation may choose to overload its Plasma Beam. This formation immediately gains a Vulnerable Marker and increases the Attack Dice of the Plasma Beam by +3 until the end of the Game Turn.

#### Hunter Assault Cadres

This Formation begins the game with all its Type-28 Boarding Craft packed with Hunter Assault Cadres for no additional cost.

## ORS Heavy Cruiser

Large, Capital Ship (200 pts)



Movement	5"	Hangars	5
Damage Track	11 · 10 · 5	Boarding Craft	3
Build Rating	4	Security Detail	4

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	14
<u>or</u> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	9/9/9
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	10
--	--	--	--

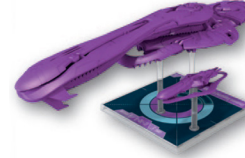
### Systems Loadouts

Defense Array (4)    Cloaking System  
Point Defense (5)    Glide (3")

<sup>1</sup> Plasma, <sup>2</sup> Beam

## ORS Heavy Cruiser (Supported)

Large, Capital Ship (220 pts)



Movement	5"	Hangars	6
Damage Track	11 · 10 · 6	Boarding Craft	3
Build Rating	5	Security Detail	5

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	14
<u>or</u> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	9/9/9
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	12
<u>And</u> Plasma Torpedoes <sup>1,3</sup>	12/24"	F	5

### Systems Loadouts

Defense Array (5)    Cloaking System  
Point Defense (6)    Glide (3")

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

## DDS-class Carrier

Large, Capital Ship (200 pts)



Movement	6"	Hangars	8
Damage Track	10 · 8 · 4	Boarding Craft	3
Build Rating	4	Security Detail	4

Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
<u>or</u> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	9/9/9
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	8
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	7

### Systems Loadouts

Defense Array (4)    Carrier Action (3)  
Point Defense (5)    Cloaking System  
Glide (3")

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

## DDS-class Carrier (Supported)

Large, Capital Ship (220 pts)



Movement	6"	Hangars	9
Damage Track	10 · 8 · 5	Boarding Craft	3
Build Rating	5	Security Detail	5

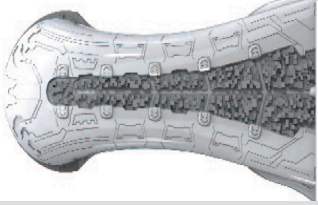
Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	18/32"	F/P/S	12
<u>or</u> Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	9/9/9
Secondary Weapon			
Plasma Cannon Arrays <sup>1</sup>	10/20"	F/P/S	9
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	12

### Systems Loadouts

Defense Array (5)    Carrier Action (3)  
Point Defense (6)    Cloaking System  
Glide (3")

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

### CAS-class Covenant Assault Carrier (Fore) Massive, Capital Ship (750 pts)



Movement	5"	Hangars	3
Damage Track	10 · 8 · 7	Boarding Craft	3
Build Rating	5	Security Detail	6

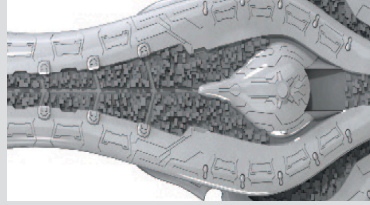
Primary Weapon	Range	Arc	Dice
Plasma Lance <sup>1</sup>	20/40"	F/P/S	20
or Plasma Beam <sup>1,2</sup>	12/-"	F/P/S	15/15/15
Secondary Weapon			
--	--	--	--
Plasma Torpedoes <sup>1,3</sup>	12/24"	F	10

<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Missiles

**Systems Loadouts**

Defense Array (8)    Glide (3")  
Point Defense (7)    Labyrinthine

### CAS-class Covenant Assault Carrier (Mid) Massive, Capital Ship (-- pts)



Movement	5"	Hangars	10
Damage Track	11 · 10 · 5	Boarding Craft	5
Build Rating	6	Security Detail	8

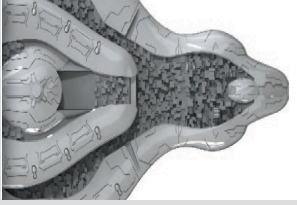
Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	P + S	15
--	--	--	--
Secondary Weapon			
--	--	--	--
And Plasma Torpedoes <sup>1,3</sup>	12/24"	P + S	16

<sup>1</sup> Plasma, <sup>3</sup> Missiles

**Systems Loadouts**

Defense Array (9)    Carrier Action (3)  
Point Defense (8)    Glide (3")  
Labyrinthine

### CAS-class Covenant Assault Carrier (Aft) Massive, Capital Ship (-- pts)



Movement	5"	Hangars	2
Damage Track	10 · 8 · 7	Boarding Craft	2
Build Rating	5	Security Detail	6

Primary Weapon	Range	Arc	Dice
Plasma Cannon Arrays <sup>1</sup>	10/20"	A	15
--	--	--	--
Secondary Weapon			
--	--	--	--
And Plasma Torpedoes <sup>1,3</sup>	12/24"	A	16

<sup>1</sup> Plasma, <sup>3</sup> Missiles

**Systems Loadouts**

Defense Array (8)    Glide (3")  
Point Defense (7)    Labyrinthine

### Covenant Special Rules

#### Covenant Assault Carrier (CAS)

##### Cathedral of the Faithful

Each Section on a CAS can replace **ONE** of its listed Boarding Craft with a Zealot for **No Points**. This bonus is in addition to the standard number of Zealots available to the fleet.

##### Seraph Hosts

All Seraph Interceptor Wings launched by a CAS increase their maximum size to **6** rather than the normal 5.

##### Limited Resources

All CAS exist as individual Battle Groups and are not required to follow the standard rules for Battle Group Creation.

Whilst they are not Specialist Battle Groups, they are restricted by the size of Fleet they are attached to. Therefore a single CAS can be included in a Fleet for every Full 1250 Points being played.

Seraph (Interceptor) Flight Slots: 1 (+0 Points)



Movement	16"
System Loadouts	--

Damage Track	2
Weapons	Dice
vs. Wing Targets	2
--	--

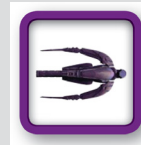
Tarasque (Bomber) Flight Slots: 1 (+0 Points)



Movement	14"
System Loadouts	--

Damage Track	2
Weapons	Dice
vs. Wing Targets	1
vs. Element Targets	3

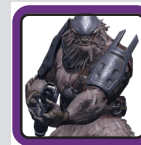
Type-28 Teams (Boarding Craft) Flight Slots: 0 (+0 Points)



Movement	12"
Damage Track	3
Security Rating	2

System Loadouts	Heroic Save (☠)
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Brute Hunting Parties (Boarding Craft) Flight Slots: 0 (\*special)



Movement	12"
Damage Track	3
Security Rating	4

System Loadouts	Assault Specialist (1) Heroic Save (☠)
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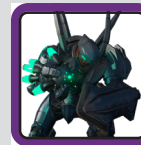
Elite Zealots (Boarding Craft) Flight Slots: 0 (+10 Points)



Movement	12"
Damage Track	3
Security Rating	4

System Loadouts	Assault Specialist (1) Heroic Save (☠☠)
-----------------	--

Hunter Assault Cadres (Boarding Craft) Flight Slots: 0 (+20 Points)



Movement	12"
Damage Track	3
Security Rating	5

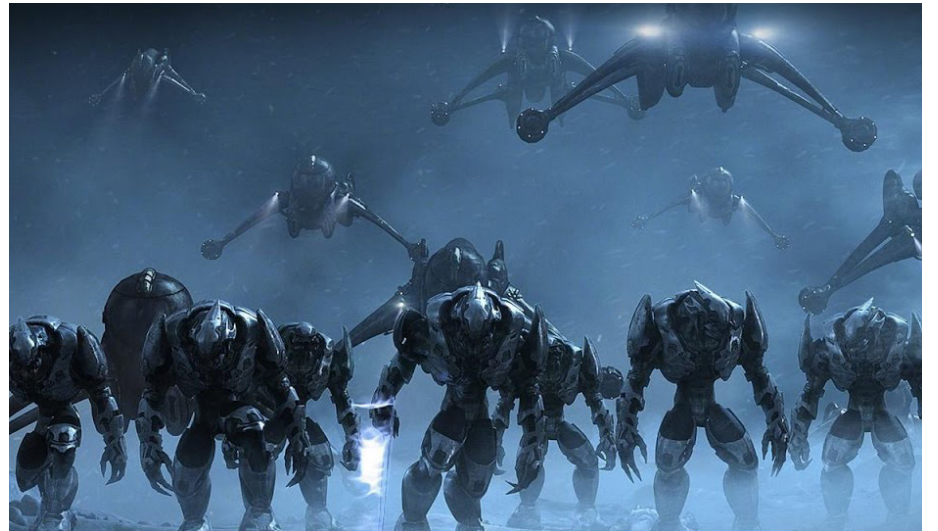
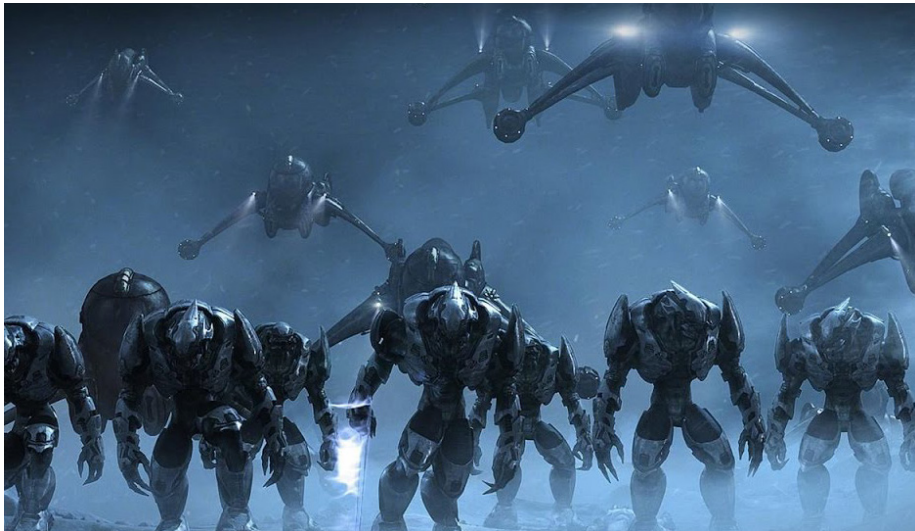
System Loadouts	Assault Specialist (2) Heroic Save (☠)
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Optional Backing images for ship cards





Optional Backing images for ship cards