Covenant CAR Frigate (Obli	que)			Small Ships	(40 PTS)	
	Movemer Damage		9″ 4•3•3	Systems Loadouts Defence Array (2)		
	Build Rat	ing	1	Elusive Glide (5") Point Defence (2)		
	Hangers		0			
	Boarding		1			
	Security	Detail	2			
Primary Weapon	Range	Weap	on Loadou	its Arc	Dice	
Plasma Lance	16/32"		Plasma	F/P/S	2	
-	-		-	-	-	
Secondary Weapon	Range	Weap	on Loadou	its Arc	Dice	
Plasma Cannon Arrays	10/20"		Plasma	F/P/S	4	
-	-		-	-	-	

Covenant Type-27 Exoatmo	Covenant Type-27 Exoatmospheric Multirole Fighter				
	Movement Damage Track	14" 1	Systems Loadouts None		
	Weapon vs. Wing Ta		Range Contact	Dice 1	
v.0324	-				

SDV Heavy C	SDV Heavy Corvette (Line Formation)				Small Ships (40 pts)		
	5	Movement	9"	Hang	ars	1	
	133	Damage Track	$4\cdot 4\cdot 3$	Board	ling Craft	0	
		Build Rating	1	Secur	rity Detail	2	
		Primary Wea	pon	Range	Arc	Dice	
Systems Loadou	its	Plasma Cannon /	Plasma Cannon Arrays 1		F/P/S	3	
Defense Array (2)	Cloaking System						
Point Defense (3)	Elusive Glide (5")	Secondary We	apon				
		Plasma Torpedoes 1, 3		12/24"	F	4	
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles	

SDV Heavy Corvette (Oblique Formation) Small Ships (40 pts						0 pts)
	2	Movement	9"	Hang	ars	1
		Damage Track	$4\cdot 3\cdot 3$	Board	ling Craft	0
			1	Secur	rity Detail	2
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Cannon	Arrays 1	10/20"	F/P/S	4
Defense Array (2)	Cloaking System					
Point Defense (3)	Elusive Glide (5")	Secondary We	apon			
	( )					
		Plasma Torpedo	es <sup>1, 3</sup>	12/24"	F	3
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

SDV Heavy C	DV Heavy Corvette (Tri-Formation)					Small Ships (60 pts)		
23	13	Movement	9"	Hang	ars	2		
	13	Damage Track	$5\cdot 4\cdot 4$	Board	ling Craft	0		
		Build Rating	2	Secur	rity Detail	3		
		Primary Wea	pon	Range	Arc	Dice		
Systems Loadou	ts	Plasma Cannon	Arrays 1	10/20"	F/P/S	6		
Defense Array (4)	Cloaking System							
Point Defense (4)	Elusive Glide (5")	Secondary We	Secondary Weapon					
		Plasma Torpedo	Plasma Torpedoes <sup>1,3</sup>		F	6		
					<sup>1</sup> Plasma, <sup>3</sup>	<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.

## 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.

ADP Escort (1	Tri-Formation)			Sma	all Ships (2	0 pts)
4	3	Movement	10"	Hang	ars	0
C	7 3	Damage Track	3 · 3 · 3	Board	ding Craft	0
		Build Rating	1	Secu	rity Detail	2
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	its	Plasma Torpedo	es <sup>1, 3</sup>	12/24"	F	6
Defense Array (2)	Cloaking System		-			
Point Defense (2)	Elusive Glide (5")	Secondary We	Secondary Weapon			
		-				
					<sup>1</sup> Plasma, <sup>3</sup>	Missile

## 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		Mediu	ım, Capi	tal Ship (9	95 pts)
	R.S.	Movement	7"	Hang	ars	3
		Damage Track	$7\cdot 6\cdot 4$	Board	Boarding Craft	
		Build Rating	2	Security Detail		4
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	its	Plasma Cannon /	Arrays 1	10/20"	F/P/S	6
Defense Array (3)	Glide (4")	-				
Point Defense (4)	Labyrinthine	Secondary We	apon			
		-				
		Plasma Torpedo	es <sup>1, 3</sup>	12/24"	F	8
					<sup>1</sup> Plasma, <sup>3</sup>	<sup>3</sup> Missiles

DSC Support	Ship (Support	ed)	Medium	i, Capita	al Ship (11	5 pts)
		Movement	7"	Hanga	ars	4
		Damage Track	7 · 6 · 5	Board	ling Craft	4
		Build Rating	3	Secur	rity Detail	5
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	its	Plasma Cannon /	Arrays 1	10/20"	F/P/S	8
Defense Array (4)	Glide (4")					
Point Defense (5)	Labyrinthine	Secondary We	apon			
		Plasma Torpedo	oes <sup>1, 3</sup>	12/24"	F	8
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

DSC Support	DSC Support Ship (Reinforced)			n, Capita	al Ship (13	5 pts)
		Movement	7"	Hang	ars	5
C.S.		Damage Track	7 · 6 · 6	Board	Boarding Craft	
		Build Rating	4	Security Detail		5
		Primary Wea	Primary Weapon		Arc	Dice
Systems Loadou	its	Plasma Cannon J	Arrays 1	10/20"	F/P/S	9
Defense Array (5)	Glide (4")	-				
Point Defense (6)	Labyrinthine	Secondary We	apon			
		-				
		And Plasma Torpe		12/24"	F	10
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

DSC Support	Ship (Escorted)		Mediur	n, Capita	al Ship (11	5 pts)
	25	Movement	7"	Hang	ars	3
		Damage Track	7 · 6 · 5	Board	ling Craft	4
		Build Rating	3	Secur	rity Detail	5
		Primary Weapon		Range	Arc	Dice
Systems Loadou	ts	Plasma Cannon /	Arrays 1	10/20"	F/P/S	7
Defense Array (4)	Glide (4")					
Point Defense (6)	Labyrinthine	Secondary Weapon				
		Plasma Torpedoes 1, 3		12/24"	F	12
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

DSC Support	DSC Support Ship (Defended)			n, Capita	al Ship (13	5 pts)
4		Movement	7"	Hang	ars	3
and the second s		Damage Track	7 · 6 · 6	Board	ling Craft	4
			3	Secu	rity Detail	5
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Cannon	Arrays 1	10/20"	F/P/S	7
Defense Array (4)	Cloaking System					
Point Defense (6)	Glide (4") Labyrinthine	Secondary We	apon			
		-				
		And Plasma Torpe	does 1, 3	12/24"	F	14
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

CPV Heavy D	estroyer		Medium	n, Capita	al Ship (11	0 pts)
		Movement	8"	Hang	ars	2
93	1	Damage Track	8 · 6 · 4	Board	ling Craft	3
		Build Rating	3 (2*)	Security Detail		4
		Primary Wear	pon	Range	Arc	Dice
Systems Loadou	ts	-				
Defense Array (3)	Glide (4")	Plasma Bear	m <sup>1, 2</sup>	12/-"	F/P/S	9/9/9
Point Defense (4)		Secondary We	apon			
		Plasma Torpedo	bes <sup>1, 3</sup>	12/24"	F/P/S	10
				<sup>1</sup> Plasm	a, ²Beam, <sup>3</sup>	<sup>3</sup> Missiles

CPV Heavy D	estroyer (Esc	orted)	Medium	n, Capita	al Ship (13	0 pts)
J.		Movement Damage Track	8" 8 · 6 · 5	Hangars Boarding Craft		2 3
		Build Rating	4 (3*)	Secur	ity Detail	5
			pon	Range	Arc	Dice
Systems Loadou	ts	-				
Defense Array (4)	Glide (4")	Plasma Bea	m <sup>1, 2</sup>	12/-"	F/P/S	9/9/9
Point Defense (6)		Secondary We	apon			
		Plasma Torpedo	es <sup>1, 3</sup>	12/24"	F/P/S	14
				<sup>1</sup> Plasma	a, ² Beam, <sup>3</sup>	Missiles

## CPV Heavy Destroyer

#### Penitents

SecurityDetails on this Element are considered to have the Assault Specialist (1) Loadout.

## \*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.

#### Escorted Blockade Runner

## Hidden Killer

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

CPV Heavy D	CPV Heavy Destroyer (Supported)		Mediun	ım, Capital Ship (130 pts)			
		Movement	8"	Hang	ars	3	
69 S	5	Damage Track	8 · 7 · 4	Board	Boarding Craft		
		Build Rating	4 (3*)	Secur	Security Detail		
		Primary Wea	pon	Range	inge Arc		
Systems Loadou	ts	-					
Defense Array (4)	Glide (4")	Plasma Bea	m <sup>1, 2</sup>	12/-"	F/P/S	9/9/9	
Point Defense (4)		Secondary We	apon				
			Arrays 1	10/20"	F/P/S	5	
		And Plasma Torpe	does <sup>1, 3</sup>	12/24"	F/P/S	12	
				<sup>1</sup> Plasm	a, ²Beam, <sup>3</sup>	<sup>3</sup> Missiles	

CPV Heavy D	estroyer (Defen	ded)	Mediur	n, Capita	al Ship (15	50 pts)
Ø	RAL	Movement	8"	Hanga	ars	2
3	6	Damage Track	8 · 6 · 6	Board	ling Craft	3
			4 (3*)	Secur	ity Detail	5
			pon	Range	Arc	Dice
Systems Loadou	ts					
Defense Array (4)	Cloaking System	Plasma Bea	m <sup>1, 2</sup>	12/-"	F/P/S	9/9/9
Point Defense (6)	Glide (4")	Secondary We	apon			
		-				
		Plasma Torpedo	es <sup>1, 3</sup>	12/24"	F/P/S	16
				<sup>1</sup> Plasma	a, ² Beam, <sup>3</sup>	<sup>3</sup> Missiles

## CPV Heavy Destroyer (all)

## Blockade Runner (Escorted)

## 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.

## Hidden Killer

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

RCS Armored	Cruiser		Mediun	n, Capita	al Ship (1	20 pts)
	Cart Mark St	Movement	7"	Hanga	ars	2
Sport Star	State -		$9\cdot 8\cdot 4$	Board	Boarding Craft Security Detail	
		Build Rating	2	Secur		
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Lan	ce 1	18/32"	F/P/S	10
Defense Array (3)	Glide (3")					
Point Defense (4)		Secondary We	apon			
		Plasma Cannon /	Arrays 1	10/20"	F/P/S	8
						<sup>1</sup> Plasma

RCS Armored Cruiser	(Supported)	Medium	n, Capita	al Ship (14	0 pts)
and the second s	Movement Damage Track	7" 9 · 8 · 5	Hangars Boarding Craft Security Detail		3 3
	Build Rating	3			6
	Primary Wea	pon	Range	Range Arc	
Systems Loadouts	Plasma Lar		18/32"	F/P/S	10
Defense Array (4) Glide (3"	)				
Point Defense (5)	Secondary We	eapon			
	Plasma Cannon	Arrays 1	10/20"	F/P/S	9
	And Plasma Torpe	edoes 1, 3	12/24"	F	5
				<sup>1</sup> Plasma, <sup>3</sup>	Missiles

RCS Armored Cruiser (Escorted)		Mediur	n, Capita	al Ship (14	0 pts)
and the second	Movement	7"	Hang	ars	2
Solar The	Damage Track	9 · 8 · 5	Board	Boarding Craft	
	Build Rating	3	Secu	Security Detail	
	Primary Wea	pon	Range	Arc	Dice
Systems Loadouts	Plasma Lan	ICE <sup>1</sup>	18/32"	F/P/S	10
Defense Array (4) Glide (3")	-				
Point Defense (6)	Secondary We	apon			
	Plasma Cannon	Arrays 1	10/20"	F/P/S	8
	And Plasma Torpe	does <sup>1, 3</sup>	12/24"	F	5
				<sup>1</sup> Plasma, <sup>3</sup>	Missiles

RCS Armored	Cruiser (Defen	ded)	Mediun	n, Capita	al Ship (16	0 pts)
4	-	Movement	7"	Hang	ars	2
	S The Star	Damage Track	9 · 8 · 6	Board	ling Craft	3
		Build Rating	3	Secur	rity Detail	6
			pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Lan		18/32"	F/P/S	10
Defense Array (4)	Cloaking System					
Point Defense (6)	Glide (3")	Secondary We	apon			
		Plasma Cannon	Arrays 1	10/20"	F/P/S	8
			does 1,3	12/24"	F	7
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

RCS Armored Cruiser (Reinforced)		Mediun	n, Capita	al Ship (16	i0 pts)	
6		Movement	7"	Hang	ars	4
and the	and the second	Damage Track	$9\cdot 8\cdot 6$	Board	Boarding Craft	
		Build Rating	4	Security Detail		6
		Primary Wea	pon	Range	Arc	Dice
Systems Loadout	s	Plasma Lan	Ce 1	18/32"	F/P/S	10
Defense Array (5)	Glide (3")	-				
Point Defense (6)		Secondary We	apon			
		Plasma Cannon /	Arrays 1	10/20"	F/P/S	10
		And Plasma Torpe	does <sup>1, 3</sup>	12/24"	F	7
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

RCS Armored Cruisers (Penit	ent)	Mediur	n, Capita	al Ship (22	20 pts)
and the second sec	Movement Damage Track Build Rating	7" 12 · 9 · 7 6		ars ling Craft 'ity Detail	4 5 8
Systems Loadouts	Primary Wea Plasma Lar	pon	Range 18/32"	Arc F/P/S	Dice 18
Defense Array (6) Glide (3")					
Point Defense (7)	Secondary We	apon			
	Plasma Cannon	Arrays 1	10/20"	F/P/S	15
					<sup>1</sup> Plasma

# RCS Armored Cruisers (Penitent)

Penitents

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

CCS Battlecru	liser		Mediur	n, Capita	al Ship (1	50 pts)
	Card T	Movement	8"	Hang	ars	2
		Damage Track	8 · 7 · 3	Board	ling Craft	2
		Build Rating	3	Secur	rity Detail	4
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Lan	Ce 1	18/32"	F/P/S	12
Defense Array (4)	Carrier Action (1)					
Point Defense (3)	Glide (4")	Secondary We	apon			
		Plasma Cannon /	Arrays 1	10/20"	F/P/S	9
						<sup>1</sup> Plasma

CCS Battlecruiser (Escorted	)	Mediur	n, Capita	al Ship (17	′0 pts)
	Movement	8"	Hang	ars	2
and the second s	Damage Track	8 · 7 · 4	Board	ling Craft	2
	Build Rating	4	Secu	rity Detail	5
3	Primary Wea	pon	Range	Arc	Dice
Systems Loadouts	Plasma Lar		18/32"	F/P/S	12
Defense Array (5) Carrier Action (1)					
Point Defense (5) Glide (4")	Secondary We	apon			
	Plasma Cannon	Arrays 1	10/20"	F/P/S	9
	And Plasma Torpe	does 1,3	12/24"	F	5
				<sup>1</sup> Plasma, <sup>3</sup>	Missiles

CCS Battlecru	iser (Supported	d)	Mediun	n, Capita	al Ship (17	'0 pts)
1	and a second	Movement	7"	Hang	ars	3
and the second	ALL THE REAL		8 · 7 · 4	Board	Boarding Craft	
		Build Rating	4	Secu	rity Detail	5
		Primary Wea	pon	Range	Arc	Dice
Systems Loadou	ts	Plasma Lan	ce <sup>1</sup>	18/32"	F/P/S	12
Defense Array (5)	Carrier Action (1)					
Point Defense (4)	Glide (4")	Secondary We	apon			
		Plasma Cannon	Arrays 1	10/20"	F/P/S	10
		And Plasma Torpe	does <sup>1, 3</sup>	12/24"	F	5
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles

CCS Battlecru	CCS Battlecruiser (Defended) Med				ium, Capital Ship (190 pts)			
4	7	Movement	8"	Hanga	ars	2		
	Trade		8 · 7 · 5	Board	ling Craft	2		
		Build Rating	4	Secur	ity Detail	5		
		Primary Wea	pon	Range	Arc	Dice		
Systems Loadou	its	Plasma Lance <sup>1</sup>		18/32"	F/P/S	12		
Defense Array (5)	Carrier Action (1)							
Point Defense (5)	Cloaking System Glide (4")	Secondary We	apon					
		Plasma Cannon Arrays 1		10/20"	F/P/S	9		
		And Plasma Torpedoes 1, 3		12/24"	F	7		
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles		

CCS Battlecru	liser (Reinforce	d)	Mediur	Medium, Capital Ship (200 pts)			
159	33	Movement	7"	Hangars		5	
		Damage Track	8 · 7 · 5	Board	Boarding Craft		
		Build Rating	5	Security Detail		6	
		Primary Weapon		Range	Arc	Dice	
Systems Loadou	ts	Plasma Lan	Ce <sup>1</sup>	18/32"	F/P/S	12	
Defense Array (6)	Carrier Action (1)						
Point Defense (6)	Glide (4")	Secondary We	apon				
		Plasma Cannon /	Plasma Cannon Arrays 1		F/P/S	12	
		And Plasma Torpedoes 1, 3		12/24"	F	6	
					<sup>1</sup> Plasma, <sup>3</sup>	Missiles	

CCS Battlecru	isers (Paired)		Medium	n, Capita	al Ship (26	60 pts)
	2	Movement	7"	Hang	ars	4
-	The S	Damage Track	11 · 11 · 4	Board	ling Craft	4
		Build Rating	8	Secur	rity Detail	8
			pon	Range	Arc	Dice
Systems Loadout	ŝ	Plasma Lar		18/32"	F/P/S	20
Defense Array (7)	Carrier Action (2)					
Point Defense (6)	Glide (4")	Secondary We	apon			
		Plasma Cannon	Arrays 1	10/20"	F/P/S	15
						<sup>1</sup> Plasma

## 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)							
C.n	and the second s	Movement	9"	Hang	Hangars		
		Damage Track	$7\cdot 6\cdot 4$	Board	Boarding Craft		
		Build Rating	3	Security Detail		4	
		Primary Weapon		Range	Arc	Dice	
Systems Loadou	ts	Plasma Lan	Ce 1	18/32"	F/P/S	12	
Defense Array (4)	Cloaking System	<u>or</u> Plasma Bea	am <sup>1, 2</sup>	12/-"	F/P/S	7/7/7	
Point Defense (4)	Glide (4")	Secondary We	Secondary Weapon				
		Plasma Cannon	Plasma Cannon Arrays 1		F/P/S	14	
		And Plasma Torpedoes 1, 3		12/24"	F/P/S/A	6	
				<sup>1</sup> Plasm	a, <sup>2</sup> Beam, <sup>3</sup>	Missiles	

Blockade Run	ner (Escorted)		Mediun	n, Capita	al Ship (19	0 pts)
		Movement Damage Track	9" 7 · 6 · 5	Hang Board	ars ling Craft	2 3
		Build Rating	4	Secu	rity Detail	5
	a a		pon	Range	Arc	Dice
Systems Loadout	S	Plasma Lance 1		18/32"	F/P/S	12
Defense Array (4)	Cloaking System	or Plasma Bea	am <sup>1, 2</sup>	12/-"	F/P/S	8/8/8
Point Defense (5)	Glide (4")	Secondary We	apon			
		Plasma Cannon Arrays 1		10/20"	F/P/S	14
		And Plasma Torpe	does <sup>1, 3</sup>	12/24"	F/P/S/A	9
				<sup>1</sup> Plasm	a, <sup>2</sup> Beam, <sup>3</sup>	Missiles

## CPV Heavy Destroyer (all)

## Blockade Runner (Escorted)

#### 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.

## 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	e, Capita	al Ship (14	45 pts)
	Movement	4"	Hang	ars	0
E	Damage Track	11 · 10 · 6	Board	Boarding Craft	
	Build Rating	3	Security Detail		6
	Primary Weapon		Range	Arc	Dice
Systems Loadouts					
Defense Array (2) Hard Burn (4")	Plasma Bea	1, 2	16/-"	F	15/15/15
Point Defense (3)	Secondary We	apon			
	Plasma Cannon A		10/20"	P + S	11
	-				
				<sup>1</sup> Plasm	a, <sup>2</sup> Beam

Carrack Merch	Carrack Merchant Cruiser (Escorted)				rge, Capital Ship (165 pts)			
		Movement Damage Track	4" 11 · 11 · (	-	ling Craft	03		
		Build Rating Primary Wea	4 Ipon	Secur Range	rity Detail Arc	6 Dice		
Systems Loadou	ts							
Defense Array (3)	Hard Burn (4")	Plasma Bea	1, 2 Im	16/-"	F	15/15/15		
Point Defense (5)		Secondary We	eapon					
		Plasma Cannon	Arrays 1	10/20"	P + S	13		
		And Plasma Torpe	does 1,3	12/24"	F	5		
				<sup>1</sup> Plasm	a, ² Beam,	<sup>3</sup> Missiles		

## 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)							
	28	Movement	5"	Hang	ars	5	
		Damage Track	11 · 10 · 5	Board	Boarding Craft		
		Build Rating	4	Security Detail		4	
		Primary Weapon		Range	Arc	Dice	
Systems Loadou	ts	Plasma Lance 1		18/32"	F/P/S	14	
Defense Array (4)	Cloaking System	or Plasma Be	or Plasma Beam 1, 2		F/P/S	9/9/9	
Point Defense (5)	Glide (3")	Secondary We	Secondary Weapon				
		Plasma Cannon	Plasma Cannon Arrays 1		F/P/S	10	
					<sup>1</sup> Plasma	a, ² Beam	

ORS Heavy C	ruiser (Support	ed)	Large	e, Capita	al Ship (22	20 pts)
		Movement	5"	Hanga		6
		Damage Track Build Rating	11 · 10 · 6 5		ling Craft rity Detail	3 5
		Primary Weapon		Range	Arc	Dice
Systems Loadou	ts	Plasma Lance 1		18/32"	F/P/S	14
Defense Array (5)	Cloaking System	<u>₀r</u> Plasma Be	am <sup>1, 2</sup>	12/-"	F/P/S	9/9/9
Point Defense (6)	Glide (3")	Secondary We	apon			
		Plasma Cannon	Arrays 1	10/20"	F/P/S	12
		And Plasma Torpe	edoes 1, 3	12/24"	F	5
				<sup>1</sup> Plasma	a, ² Beam, <sup>3</sup>	<sup>3</sup> Missiles

DDS-class Carrier Large, Capital Ship (200 pts)								
		Movement	6"	Hang	ars	8		
Contraction of the second seco		Damage Track	10 · 8 · 4	Board	Boarding Craft			
		Build Rating	4	Security Detail		4		
		Primary Weapon		Range	Arc	Dice		
Systems Loadou	its	Plasma Lan	ICE <sup>1</sup>	18/32"	F/P/S	12		
Defense Array (4)	Carrier Action (3)	or Plasma Bea	am <sup>1, 2</sup>	12/-"	F/P/S	9/9/9		
Point Defense (5)	Cloaking System Glide (3")	Secondary We	apon					
		Plasma Cannon	Plasma Cannon Arrays 1		F/P/S	8		
		Plasma Torpedoes 1, 3		12/24"	F	7		
				<sup>1</sup> Plasm	a, ²Beam,	<sup>3</sup> Missiles		

DDS-class Ca	DDS-class Carrier (Supported)			Large, Capital Ship (220 pts)			
		Movement	6"	Hang	ars	9	
	50	Damage Track	10 · 8 · 5	Board	ling Craft	3	
		Build Rating	5	Secur	rity Detail	5	
			pon	Range	Arc	Dice	
Systems Loadou	ıts	Plasma Lan	nce <sup>1</sup> 18/32"		F/P/S	12	
Defense Array (5)	Carrier Action (3)	or Plasma Bea	am <sup>1, 2</sup>	12/-"	F/P/S	9/9/9	
Point Defense (6)	Cloaking System Glide (3")	Secondary Weapon					
		Plasma Cannon	Arrays 1	10/20"	F/P/S	9	
		Plasma Torpedoes 1, 3		12/24"	F	12	
	<sup>1</sup> Plasma, <sup>2</sup> Beam, <sup>3</sup> Mi						

CAS-class Co	CAS-class Covenant Assault Carrier (Fore)			Massive, Capital Ship (750 pts)			
		Movement	5"	Hanga	Hangars		
		Damage Track	10 · 8 · 7	Board	Boarding Craft		
		Build Rating	5	Security Detail		6	
		Primary Weapon		Range	Arc	Dice	
Systems Loadou	its	Plasma Lance 1		20/40"	F/P/S	20	
Defense Array (8)	Glide (3")	or Plasma Beam 1, 2		12/-"	F/P/S	15/15/15	
Point Defense (7)	Labyrinthine	Secondary Weapon					
		-					
		Plasma Torpedoes 1, 3		12/24"	F	10	
				<sup>1</sup> Plasma	a, ²Beam,	<sup>3</sup> Missiles	

CAS-class Covenant Assault Carrier (Mid)			assive, Capital Ship ( pts)			
	Movement	5"	Hangars		10	
	Damage Track	11 · 10 · 5	5 Boarding Craft		5	
	Build Rating	6	Secu	8		
0 50 50 50 50 F	Primary Wea	pon l	Range	Arc	Dice	
Systems Loadouts	Plasma Cannon Arrays 1		0/20"	P + S	15	
Defense Array (9) Carrier Action (3)						
Point Defense (8) Glide (3") Labyrinthine	Secondary Weapon					
	And Plasma Torpedoes 1, 3		2/24"	P + S	16	
				<sup>1</sup> Plasma, <sup>3</sup>	Missiles	

CAS-class Covenant Assault Carrier (Aft) Massive, Capital Ship ( pts)					( pts)	
Systems Loadouts		Movement Damage Track Build Rating	5" 10 · 8 · 7 5	Hangars Boarding Craft Security Detail		2 2 6
		Primary Wea Plasma Cannon	pon	Range 10/20"	Arc A	Dice 15
Defense Array (8) Glide (3") Point Defense (7) Labyrinthine		 Secondary We	apon			
		And Plasma Torpe	does 1, 3	12/24"	А	16
					<sup>1</sup> Plasma, <sup>3</sup>	<sup>3</sup> Missiles

#### 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.

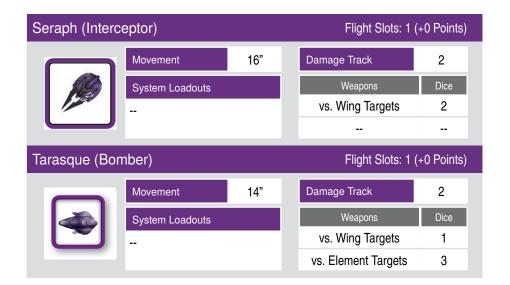
#### Seraph Hosts

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.



Type-28 Teams (Boarding Craft)			Flight Slots: 0 (+0 Points)		
	Movement	12"	System Loadouts		
	Damage Track	3	Heroic Save ( 🛞 )		
	Security Rating	2			
Brute Hunting Parties (Boarding Craft)					
Brute Hunting	Parties (Boardir	ng Craft)	Flight Slots: 0 (*special)		
Brute Hunting	Parties (Boardir	ng Craft)	Flight Slots: 0 (*special)		
	Parties (Boardir	ng Craft) 12"	Flight Slots: 0 (*special) System Loadouts		
Brute Hunting	``````````````````````````````````````		System Loadouts Assault Specialist (1)		
Brute Hunting	Movement	12"	System Loadouts		

Elite Zealots (Boarding Craft)			Flight Slots: 0 (+10 Points)		
	Movement	12"	System Loadouts		
<u>é</u>					
	Damage Track	3	Assault Specialist (1) Heroic Save ( 💥 🛞 )		
	Security Rating	4			
Hunter Assault Cadres (Boarding Craft) Flight Slots: 0 (+20 Points					
		ing oran)			
	Movement	12"	System Loadouts		
	Damage Track	3	Assault Specialist (2) Heroic Save ( ())		
	Security Rating	5			

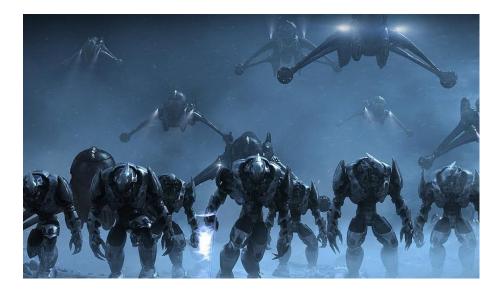


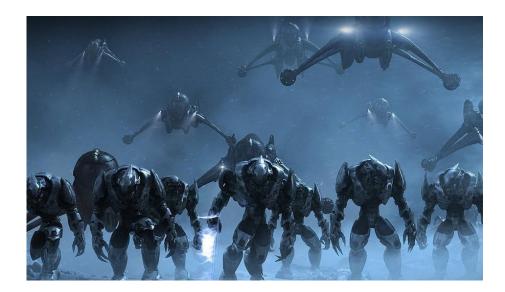






Optional Backing images for ship cards









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