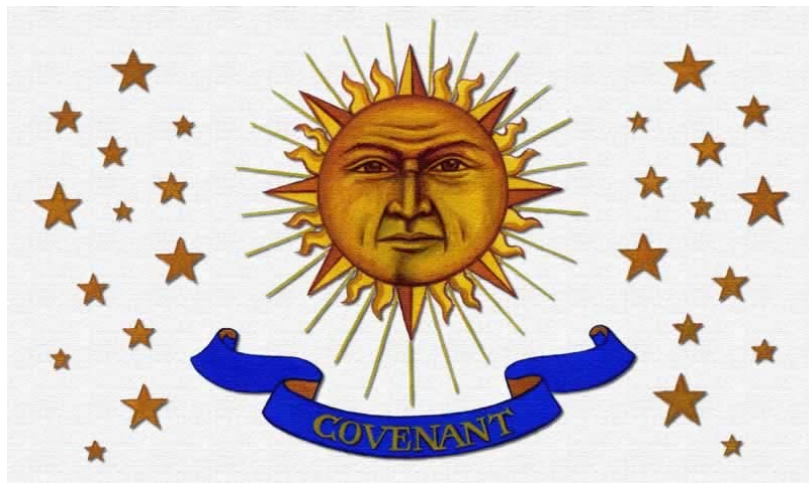


This document contains Model statistics for the **Covenant of Antarctica**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

These statistics have been made available as a free download to support the **Commodore** and **Admiral Edition Rulebooks**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Last Updated 25.01.2016

COVENANT OF ANTARCTICA

FORCE LIST

COVENANT OF ANTARCTICA

UNIVERSAL RULES

- All non-Energy Primary Weapons in the Covenant Forces have the *Sturgenium* Munitions Type for no additional cost.
- All Surface Mines deployed by Covenant Models (including Mine Fields) have the *High Payload (Mine)* Munitions Type.
- In some places, the Covenant of Antarctica is abbreviated as Covenant, or CoA in the Force Guide.

COVENANT OF ANTARCTICA

COMMODORES

Command Abilities

Each Game Turn a Covenant of Antarctica player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Covenant of Antarctica Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Covenant of Antarctica.

- **A Man on the Inside** - This Ability may be activated as the FIRST Action, before any cards can be played in the Tactical Action Cards Segment of the Game's FIRST Game Turn. The Covenant player chooses TWO TACs held by the opponent at random and forces those cards to be placed face up on the table, at the side. The cards can still be used by the opponent and may be cancelled by the Covenant player as normal.
- **Overload the Generator!** - This Ability may be activated at any time during a Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. The player may choose to modify the actual result of an INITIAL Die Roll of a Generator by +/-1. This could allow the Die to move from a 5 result to being a 6!

COVENANT OF ANTARCTICA BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Diophantus Assault Carrier	1x Aristotle Battleship	1x Hippasus Battlecruiser 3x Cleomedes Cruisers	4x Diogenes Frigates 5x Thales Corvettes	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Archimedes Command Robot 1x Arronax Assault Robot	3x Skorpios Heavy Tank-Hunter Walkers 3x Atticus Medium Walkers 3x Socrates Bombard Tanks	5x Xenophon Small Walkers 5x Colossus Small Robots 2x Janus Infantry Portal Walkers	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Epicurus Sky Fortress	None	3x Icarus Medium Flyers	5x Pytheus Small Flyer	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

SUPPORT FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Pericles Fleet Launcher	1x Callimachus Orb	None	6x Galen Escorts	None	None
Free Tactical Action Card – Combat Repair					

HUNTER FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Aronnax Submersible	3x Fresnel Support Cruisers	5x Thales Corvettes	None	None
Free Tactical Action Card – Stoke the Engines!					

BATTLE FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Prometheus Dreadnought	None	3x Zeno Armoured Cruiser	5x Plutarch Heavy Destroyers 3x Galen Escorts	None	None
Free Tactical Action Card – Battlefield Repair					

BOMBARDMENT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Hyperbius Control Flyers 2x Kepler Light Carriers	None	None	None
Free Tactical Action Card – Break Neck Manoeuvre					

ARMoured SUPPORT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Herodotus Mobile Airfield	None	3x Orpheus Drone Controllers	4x Colossus Small Robots	None	None
Free Tactical Action Card – No Quarter					

GROUND FORTIFICATIONS BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Covenant Bunker Complex	None	2x Covenant Towers	None	None	None
Free Tactical Action Card – Radio Intercept					

ARMoured WALKER BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Callimachus Orb	4x Skorpios Tank Destroyers	3x Janus Small Walkers	6x Infantry Tokens	None
Free Tactical Action Card – Medic!					

AERIAL SUPPORT BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Euclid Dreadnought	None	3x Capek Interceptors	3x Alea Escorts	None	None
Free Tactical Action Card – Espionage!					

COVENANT OF ANTARCTICA **SPECIALIST GROUP SQUADRONS**

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Theta Squadron

Squadron MUST contain:

2x Plato Light Cruisers with Energy Turrets	(Parent Element)
+1 Fresnel Gunship	(Attached Element)

Sigma Squadron

Squadron MUST contain:

1x Zeno Armoured Cruiser	(Parent Element)
+3x Galen Escorts	(Attached Element)

Omega Squadron

Squadron MUST contain:

2x Kepler Drone Launcher	(Parent Element)
2x Cleomedes Cruiser	(Attached Element)

Kappa Bombardment Squadron

Squadron MUST contain:

3x Socrates Bombards	(Parent Element)
+1x Janus Small Walker	(Attached Element)
+1x Recon Infantry	(Attached Element)

The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.

Epsilon Squadron

Squadron MUST contain:

2x Atticus Medium Tanks	(Parent Element)
+2x Xenophon Small Tanks	(Attached Element)
+1x Janus Small Walker	(Attached Element)

Omicron Aerial Squadron

Squadron MUST contain:

1x Epicurus Sky Fortress	(Parent Element)
2x Capek Interceptors	(Attached Element)

Rho Aerial Squadron

Squadron MUST contain:

1x Ptolemy Mine-Layer Flyer	(Parent Element)
+3x Alea Escort Mine Layers	(Attached Element)

COVENANT OF ANTARCTICA NAVAL FORCES

Covenant of Antarctica				Prometheus				Points	300
Dreadnought					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	12	10	8	6	7	13	6"	10	
Beam Turret (P)	12	10	8	6	AP	AA	CC	IR	
Fore Bombard (P)	9	8	7	6	10	8	4	8	
P/S Broadside (S)	12	10	8	4					
Particle Accelerator (S)	10	10	6	-					
Heavy Energy Turret(S)	7	7	7	7					

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Inventive Scientists, Strategic Value (100)
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost.
 This Model may replace the Internal Shield (2) Generator with an Internal Shield (3) Generator for an additional +20pts
 This Model may take an additional Internal Generator chosen from the following list:

- Target Painter (16") Generator for an additional +20pts
- Mine Controller (12") Generator for an additional +20pts
- Dilation Field (12") Generator for an additional +15pts

This Model can replace the Main and Beam Turrets (P) with Heavy Energy Turrets (S) for no additional cost

Weaponry Arcs:
 ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 ONE Beam Turret (P) has a 180-degree Port Fire Arc
 ONE Beam Turret (P) has a 180-degree Starboard Fire Arc
 The Fore Bombard (P) has a Fore Fixed Channel Fire Arc
 The Particle Accelerator (S) has a Fore Fixed Channel Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Covenant of Antarctica		Diophantus				Points	265	
Dreadnought Assault Carrier					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Particle Accelerator (S)	12	12	6	-	7	13	6"	10
Lower P/S Broadside (S)	12	10	8	6	AP	AA	CC	IR
Raised P/S Broadside (S)	6	5	4	2	9	7	6	7
Fore Torpedoes (T)	8	8	8	8				
Surface Mines x3	(4)	-	-	-				

MASSIVE NAVAL CAPITAL WAVE LURKER MODEL

Minimum Move: 2"

Turning Template: Large

Turn Limit: 0"

Squadron Size: 1

Model Assigned Rules: Drone Launcher (6), Faster Torpedoes, Fuel Reserves, Inventive Scientists, Strategic Value (100)

Options: This Model may replace its Drone Launcher (6) MAR for Drone Launcher (9) MAR for an additional 35 Points.

This Model is fitted with an Internal Shield (2) Generator for no additional cost.

This Model may upgrade to have an additional Internal Mine Controller (8") Generator for an additional +15 points

Weaponry Arcs: The Particle Accelerator (S) has a Fore Fixed Channel Fire Arc

ALL P/S Broadside (S) have Broadside Fire Arcs

The Fore Torpedoes (T) have a 90-degree Fore Fire Arc

Important Note – This model may NOT perform Drone Launching Actions whilst Wave Lurking.

Covenant of Antarctica					Aristotle			Points	185
Battleship					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Raised Main Turret (P)	9	7	5	3	6	10	7"	8	
Lower Main Turret (P)	9	7	5	3	AP	AA	CC	IR	
Lower P/S Broadside (S)	10	8	6	4	6	6	6	6	
Particle Accelerator (S)	9	9	5	-					
Raised Energy Turret (S)	6	6	6	6					
Lower Energy Turret (S)	6	6	6	6					

LARGE NAVAL CAPITAL WAVE LURKER MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Advanced Engines (+2"), Inventive Scientists
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost.
 This Model may take an additional Internal Generator chosen from the following:

- Target Painter (Primary Weaponry, 12") Generator for +10pts
- Disruption Generator (8") for +5pts

This Model may replace the Main Turrets (P) with Energy Turrets (S) for an additional +20 Points

Weaponry Arcs: ONE Raised Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Lower Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Raised Main Turret (P) has a 270-degree Aft Fire Arc
 ONE Lower Main Turret (P) has a 270-degree Aft Fire Arc
 The Particle Accelerator (S) has a Fore Fixed Channel Fire Arc
 The Lower P/S Broadside (S) have a Broadside Arc

Covenant of Antarctica					Pericles			Points	170
Fleet Carrier					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	6	4	5	8	6"	8	
P/S Broadside (S)	8	7	4	2	AP	AA	CC	IR	
Fore Torpedoes (T)	8	8	8	8	6	7	4	5	
Energy Turret (S)	6	6	6	6					

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Drone Launcher (9), Faster Torpedoes, Fuel Reserves, Inventive Scientists, Strategic Value (100)
 Options: This Model is fitted with an Internal Shield (2) Generator
This Model may replace the Main Turrets (P) with Energy Turrets (S) for no additional cost.

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadside (S) have Broadside Arcs
 The Fore Torpedoes (T) have a 90-degree Fore Fire Arc

Covenant of Antarctica		Hippasus				Points	120	
Battlecruiser					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Lower Fore Main Turret (P)	9	7	5	3	5	7	7"	6
Raised Aft Main Turret (P)	9	7	5	3	AP	AA	CC	IR
Fore Torpedoes (T)	6	6	6	6	5	4	4	5
Lower P/S Broadships (S)	6	5	4	2				
Raised Aft Energy Turret (S)	6	6	6	6				
Lower Fore Energy Turret (S)	6	6	6	6				

MEDIUM NAVAL CAPITAL WAVE LURKER MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Combat Coordinator (CoA:SAS, Acrobatic Pilots, 8"), Combat Patrol, Evasive Manoeuvre (+1), Faster Torpedoes, Inventive Scientists, Strategic Value (25)

Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost. This Model is fitted with an External Teleport (Small, 24") Generator for no additional cost.

This Model may replace the Main Turrets (P) with Energy Turrets (S) for an additional +15 points.

Weaponry Arcs: ONE Lower Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Raised Main Turret (P) has a 270-degree Aft Fire Arc
 The Fore Torpedoes (T) have a 90-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Covenant of Antarctica		Fresnel				Points	100	
Gunship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Energy Turret (S)	6	6	6	6	4	7	8"	5
Energy Turret (S)	3	3	3	3	AP	AA	CC	IR
P/S Energy Broadside (S)	4	4	4	4	3	3	2	3

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-2

Model Assigned Rules: Inventive Scientists, Strategic Value (25), Vulnerable
 Options: This Model is fitted with an Internal Shield (2) Generator

Weaponry Arcs: ONE Heavy Energy Turret (S) has a 360-degree Fire Arc
 ONE Energy Turret (S) has a 270-degree Fore Fire Arc
 The P/S Energy Broadships (S) have a Broadside Fire Arc

Covenant of Antarctica				Zeno			Points	90
Armoured Cruiser					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	10	8	4	2	5	6	9"	6
Particle Accelerator (S)	9	6	-	-	AP	AA	CC	IR
Surface Mines x1	4	-	-	-	5	3	2	5

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Combat Patrol, Inventive Scientists
 Options: This Model is fitted with an Internal Shield (2) Generator
 Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc
 The Particle Accelerator (S) has a Fore Fixed Channel Fire Arc

Covenant of Antarctica				Cleomedes				Points	80
Cruiser					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Lower Main Turret (P)	9	7	5	3	4	6	8"	5	
Fore Torpedoes (T)	5	5	5	5	AP	AA	CC	IR	
Lower P/S Broadships (S)	6	5	4	3	4	3	3	4	
Lower Energy Turret (S)	5	5	5	5					

MEDIUM NAVAL CAPITAL WAVE LURKER MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Faster Torpedoes, Inventive Scientists
 Options: This Model is fitted with an Internal Shield (2) Generator
 This Model may replace the Main Turret (P) with an Energy Turret (S) for no additional points.
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The Fore Torpedoes (T) have a 90-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Covenant of Antarctica			Kepler				Points	95
Drone Launcher					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Lower P/S Energy Broadside (S)	6	6	6	6	5	6	8"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	5	3

MEDIUM NAVAL CAPITAL WAVE LURKING MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-2

Model Assigned Rules: Attachment (CoA:Aristotle, 1), Drone Launcher (5), Engineers (Experienced), Fuel Reserves, Inventive Scientists, Specialised Defences (2), Strategic Value (25)

Options: This Model is fitted with an Internal Shield (2) Generator

Weaponry Arcs: The P/S Energy Broadside (S) have a Broadside Fire Arc

Important Note – This model may NOT perform Drone Launching Actions whilst Wave Lurking.

Covenant of Antarctica			Plato				Points	55
Light Cruiser					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	6	5	3	-	4	6	9"	4
P/S Broadside (S)	5	4	3	-	AP	AA	CC	IR
Energy Turret (S)	3	3	3	3	3	3	2	3

MEDIUM NAVAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Inventive Scientists

Options: This Model is fitted with an Internal Shield (1) Generator

This Model may replace the Main Turrets (P) with Energy Turrets (S) for no additional cost.

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc

ONE Main Turret (P) has a 270-degree Aft Fire Arc

The P/S Broadside (S) have a Broadside Fire Arc

Covenant of Antarctica				Plutarch			Points	45
Heavy Destroyer					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	5	4	-	-	4	5	10"	3
P/S Broadships (S)	5	4	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	2

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Pack Tactics (+1, Fore Gun), Small Target
 Options: This Model is fitted with an Internal Shield (I) Generator
 Weaponry Arcs: ONE Fore Gun (S) has a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Covenant of Antarctica				Diogenes			Points	25
Frigate					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	3	3	3	3	3	5	12"	2
P/S Broadships (S)	5	4	-	-	AP	AA	CC	IR
-	-	-	-	-	I	2	2	I

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Faster Torpedoes, Hit and Run, Small Target
 Options: None
 Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc
 The Fore Torpedoes (T) have a 90-degree Fore Fire Arc

Covenant of Antarctica				Thales			Points	20
Corvette				Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	5	3	-	-	3	4	13"	2
					AP	AA	CC	IR
					2	1	1	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Advanced Engines (+2"), Elusive Target, Hit and Run, Small Target
 Options: None
 Weaponry Arcs: ONE Fore Gun (S) has a 90-degree Fore Fire Arc

Covenant of Antarctica				Galen			Points	20
Escort				Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	5	4	-	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (CoA: Large & Massive), Elusive Target, Small Target
 Options: None
 Weaponry Arcs: ONE Fore Gun (S) has a 270-degree Fore Fire Arc

COVENANT OF ANTARCTICA AIR FORCES

Covenant of Antarctica				Euclid			Points	300
Sky Dreadnought					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Particle Accelerator (S)	14	9	7	-	7	11	7"	10
Rocket Battery (T)	6	6	6	6	AP	AA	CC	IR
Energy Turret (S)	9	9	9	9	8	8	4	6

MASSIVE AERIAL CAPITAL LOW LEVEL FLYING MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Drone Launcher (6), Engineers (Experienced), Fuel Reserves, Inventive Scientists, Specialised Defences (2), Strategic Value (125)

Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost.

This Model may purchase ONE of the following:

- The *Combat Deployment (CoA:Colossus Robots, 4)* **Model Assigned Rule** for an additional +50 points. If this option is chosen the Model may also purchase the *Combat Coordinator (CoA:Robots, Sustained Fire: 1, 8")* **Model Assigned Rule** for an additional +10 points
- This Model may purchase the *Combat Coordinator (CoA:SAS, Acrobatic Pilots, 8")* **Model Assigned Rule** for an additional +25 points

This Model may upgrade to a have ONE of the following:

- This Model may replace its Drone Launcher (6) MAR for Drone Launcher (9) MAR for an additional 35 Points.
- An Internal Generator Target Painter (Energy Weapons, +1, 16") for an additional +25pt
- An Internal Generator Mine Controller (12") for an additional +25pts

Important Note: Due to the improved design of the Euclid, this Model MAY activate Generators AND fire its Particle Accelerator in the same Activation.

Weaponry Arcs: ONE Particle Accelerator (S) has a Fore Fixed Channel Fire Arc
 ONE Heavy Energy Turret (S) has a 360-degree Fire Arc
 TWO Rocket Batteries (T) have 360-degree Fire Arcs

Covenant of Antarctica				Epicurus			Points	180
Sky Fortress				Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	10	6"	8
P/S Broadside (S)	10	8	6	4	AP	AA	CC	IR
Energy Turrets (S)	6	6	6	6	6	7	6	6

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Drone Launcher (6), Fuel Reserves, Inventive Scientists, Strategic Value (75)
 Options: This Model is fitted with an Internal Shield (2) Generator
This Model can replace the Main Turrets (P) with Energy Turrets (S) for an additional +10 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Covenant of Antarctica				Daedalus-Beta			Points	150
Large Flyer				Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	9	7"	8
P/S Broadside(S)	10	8	6	4	AP	AA	CC	IR
Energy Turrets (S)	6	6	6	6	6	6	5	6
Surface Mines x2	4	-	-	-				

LARGE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Engineers (Expert), Inventive Scientists
 Options: This Model is fitted with an Internal Shield (3) Generator
This Model can replace the Main Turrets (P) with Energy Turrets (S) for no additional cost

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Covenant of Antarctica				Hyperbius			Points	120
Control Flyer					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Energy Turret (S)	7	7	7	7	5	7	10"	5
Fore Rockets (T)	6	6	6	6	AP	AA	CC	IR
Fore Energy Cannon (S)	8	8	-	-	4	5	3	2

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Combat Coordinator (CoA: SAS, Big Fuel Tanks, 8"), Combat Patrol, Hunter (Aerial, Fore Rockets, +2), Hit and Run, Inventive Scientists, Specialised Defences (2)

Options: The Model is fitted with an Internal Shield (2) Generator for no additional cost.
 The Model is fitted with an Internal Target Painter (Energy Weapons, 16", +1) Generator for no additional cost.

Weaponry Arcs: The Heavy Energy Turret (S) has a 360 degree Fire Arc
 The Fore Rockets (T) have a Fore Fixed Channel Fire Arc
 The Fore Energy Cannon (S) has a Fore Fixed Channel Fire Arc

Covenant of Antarctica				Icarus			Points	80
Medium Flyer					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	4	6	8"	5
P/S Broadside(S)	6	5	4	-	AP	AA	CC	IR
Fore Guns (S)	6	5	-	-	4	4	4	3
Energy Turret (S)	5	5	5	5				

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Inventive Scientists, Spotter (Regular)

Options: This Model is fitted with an Internal Shield (2) Generator
 This Model can replace the Main Turret (P) with an Energy Turret (S) for no additional cost

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadside (S) have a Broadside Arc
 The Fore Guns (S) have a Fore Fixed Channel Fire Arc

Covenant of Antarctica		Capek				Points	70	
Interceptor					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Energy Guns (S)	6	6	-	-	4	6	10"	4
Fore Rockets (T)	5	5	5	5	AP	AA	CC	IR
-	-	-	-	-	3	4	2	2

MEDIUM AERIAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Hunter (Aerial, Fore Rockets, +2), Hit and Run
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc
 The Fore Rockets (T) have a Fore Fixed Channel Fire Arc

Covenant of Antarctica		Ptolemy				Points	65	
Mine-Layer Flyer					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Surface Mines x2	4	-	-	-	4	6	12"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	4	3	2

MEDIUM AERIAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Evasive Manoeuvre (+1), Stratospheric Flyer
 Options: None
 Weaponry Arcs: None

Important Note: The Ptolemy may NOT lay Mines while occupying the Stratospheric Height Level.

Covenant of Antarctica				Pytheus			Points	25
Small Flyer					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bomb Bay (T)	3	-	-	-	3	5	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL AERIAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+2), Hunter (Surface, Bombs. +1), Small Target
 Options: None
 Weaponry Arcs: ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Covenant of Antarctica				Alea			Points	30
Small Escort Flyer					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Surface Mines x1	4	-	-	-	3	5	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL AERIAL ESCORT MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (CoA Aerial Large/Massive, 3), Evasive Manoeuvre (+2), Pack Tactics (Ack-Ack, 1), Small Target
 Options: None
 Weaponry Arcs: None

SUPPORT AIRCRAFT SQUADRON RULES

Drone	Move	AD	AA	MARs	DR	HP
Fighter Drone	12"	0	2	Swarm Tactics Hunter (Aerial, +1)	2	1
Bomber Drone	12"	3	1	Swarm Tactics Hunter (Surface, +1)	2	1
Torpedo Drone	12"	3	1	Swarm Tactics Hunter (Diving, +2)	2	1
Reconnaissance Drone	12"	0	2	Spotter (Regular)	2	1

Drone-Link Feedback: Each time a Covenant Drone is forced to **Ditch** or is **Destroyed** roll a D6: On the roll of a **1, 2 or 3** the Drone is NOT placed in the Scrapyard and is instead removed from play entirely. This means the drone is no longer available to be launched by the Covenant Forces.

Covenant Aces: The Covenant of Antarctica may not use Aces.

COVENANT OF ANTARCTICA ARMOURED FORCES

Covenant of Antarctica				Coeus			Points	380
Dreadnought-Robot					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Particle Accelerator (T)	14	14	10	10	7	14	6"	10
Back Mounted Rocket Battery (T)	9	9	9	9	AP	AA	CC	IR
-	-	-	-	-	12	4	4	9

MASSIVE ARMOURED CAPITAL MULTI PURPOSE ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: All-Terrain, Crushing Impact (*Boarding*), Hull Breaker (*Boarding Only*, +D3), Inventive Scientists, Strategic Objective (150), Terrifying (*Boarding* + *Ramming*)

Options: The Model has an Internal *Guardian* (2, 8", Protective=2) Generator
 This Model has the *Pinpoint Attack* (Rockets) Munitions Type
 This Model may upgrade to have Squadron Support (CoA: SAS Fighters, 5) for an additional +20 Points.

Weaponry Arcs: ONE Particle Accelerator (T) has a Fixed Channel Fore Fire Arc
 THREE Rocket Batteries (T) has a 360-degree Fire Arc

ADDITIONAL RULES

Rearing Expulsion

Instead of firing its Particle Accelerator in the conventional fashion, the Coeus may instead nominate a single target occupying the *Flying Height Band* to be the target of its Particle Accelerator. The target is hit on a 5+ with no other modifications. The number of Attack Dice used is equal to the Particle Accelerator's AD level at that Range Band **PLUS** the Range Band beyond to it!

E.g. A Target that is 14" away from an undamaged Coeus would be hit with a 14+10 = 24 AD Attack, hitting on 5+ with no modifications!

Coeus Boarding Attacks

Instead of making a standard Robot Boarding Attack, the Coeus Dreadnought Robot may elect to use ONE of the following attacks as part of a Robot Boarding Action:

Energised Bite Attack – Provided the Coeus did NOT use the Particle Accelerator in its preceding Firing Phase, it may elect instead to use its Particle Accelerator in Robot Boarding adding HALF the remaining AD available generated at *Range Band 1* to the Particle Accelerator to its AP statistic! This represents the creature biting down on its target and then blasting it apart with its maw-mounted Particle Accelerator as its target struggles beneath the creature-robot's grip!

Crushing Grip Attack – This attack may only be mounted against Large or Massive Models in the Surface Height Level. The Coeus robot may roll D6 rather than D3 when determining the effect of its *Hull Breaker* MAR.

Covenant of Antarctica		Herodotus				Points	190	
Drone Launcher Walker					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadside (S)	9	7	4	2	6	9	6"	9
Particle Accelerator (S)	14	14	7	-	AP	AA	CC	IR
Bombard Rocket Battery (T)	9	9	9	9	6	7	4	7

MASSIVE ARMoured CAPITAL ROBOT

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 3"
 Squadron Size: 1

Model Assigned Rules: Drone Launcher (9), Fuel Reserves, Inventive Scientists, Strategic Value (100)
 Options: This Model is fitted with an Internal Shield (2) Generator
 Weaponry Arcs: The P/S Broadside (S) have a Broadside Fire Arc
 ONE Particle Accelerator (S) have a Fore Fixed Channel Fire Arc
 ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc

Covenant of Antarctica		Archimedes				Points	160	
Command Robot					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	5	8	6"	8
Claw Guns (S)	5	4	3	-	AP	AA	CC	IR
Rocket Battery (T)	6	6	6	6	6	6	2	6
Energy Turrets (S)	7	7	7	7				

LARGE ARMoured CAPITAL ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Crushing Impact (Boarding), Hull Breaker (Boarding, +D3), Inventive Scientists.
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost.
 This Model may upgrade to have an additional Disruption (8") Generator for +10 points
This Model can replace the TWO Main Turrets (P) with TWO Energy Turrets (S) for no additional cost
 Weaponry Arcs: TWO Claw Guns (S) have a 90-degree Fore Fire Arc
 TWO Main Turrets (P) have 360-degree Fire Arc
 The Rocket Battery (T) has a 360-degree Fire Arc

Covenant of Antarctica		Arronax				Points	130	
Assault Robot					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Maw Gun (S)	14	9	8	-	5	8	7"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	3	3	7

LARGE ARMoured CAPITAL BURROWING MULTI-PURPOSE ROBOT

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules: All Terrain, Crushing Impact (Boarding), Hull Breaker (Boarding+Rams, +D3)
 Sustained Assault (2), Terrifying (Ram Action+Boarding Action)

Options: This Model has the Concussive (Maw Gun) Munitions Type.
 This Model is fitted with an Internal Sonic (12") Generator for no additional cost

Weaponry Arcs: ONE Maw Gun (S) has a 90-degree Fore Fire Arc

Covenant of Antarctica		Callimachus-Alpha				Points	100	
Time Orb					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	5	8	6"	7
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	2	3

LARGE ARMoured CAPITAL MULTI-PURPOSE MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive, Land Only), Combustible Cargo, Inventive Scientists,

Options: This Model is filled with an Internal Dilation Field (12") Generator
 This Model is fitted with an Internal Teleport (Medium, 24") Generator

Weaponry Arcs: None

Covenant of Antarctica		Callimachus-Beta				Points	95	
Battle Orb					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Energy Blast (S)	3D6	3D6	1D6	-	5	8	7"	7
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	5	3	3

LARGE ARMoured CAPITAL MULTI-PURPOSE MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive, Land Only), Inventive Scientists, Vulnerable

Options: This Model is fitted with an Internal Time Flow Generator
 This Model is fitted with an Internal Shield (2) Generator

Weaponry Arcs: ONE Energy Blast (S) has a 360-degree Fire Arc

Covenant of Antarctica		Skorpios				Points	80	
Heavy Tank-Hunter Walker					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Long Lance (P)	7	7	5	5	4	6	6"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	3

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: All Terrain, Inventive Scientists

Options: This Model has the Piercing (Long Lance) Munitions Type.
 This Model is fitted with an Internal Shield (2) Generator for no additional cost

Weaponry Arcs: The Long Lance (P) has a Fore Fixed Channel Fire Arc

Covenant of Antarctica				Socrates				Points	60
Bombard Tank					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Bombard (P)	8	7	6	5	4	6	5"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	1	1	2	

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: None
 Weaponry Arcs: The Fore Bombard (P) has a Fore Fixed Channel Fire Arc

Covenant of Antarctica				Atticus				Points	40
Medium Walker					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (S)	7	5	3	-	4	6	8"	3	
P/S Guns (S)	4	3	2	-	AP	AA	CC	IR	
-	-	-	-	-	2	3	1	2	

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: All Terrain
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc
 The P/S Guns (S) have a Broadside Fire Arc

Covenant of Antarctica		Orpheus				Points	30	
Drone Controller Tank					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
P/S Guns (S)	4	3	2	-	3	5	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	3	1	1

MEDIUM ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (CoA:Armoured Non-Small, 1), Drone Node, Squadron Support (CoA: Recon Drone, 1)

Options: This Model may upgrade to have ONE of the following MARs:
 Combat Coordinator (CoA: Robots, Sustained Assault (1), 8") for +10pts
 Combat Coordinator (CoA: SAS, Acrobatic Pilots, 8") for +10pts

Weaponry Arcs: The P/S Guns (S) have a Broadside Fire Arc

Covenant of Antarctica		Colossus				Points	20	
Small Robot					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	5	-	-	-	3	5	6"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	1	1

SMALL ARMoured ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target

Options: None

Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc

Covenant of Antarctica		Xenophon				Points	25	
Small Walker					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: All Terrain, Elusive Target, Small Target
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc

Covenant of Antarctica		Janus				Points	30	
Infantry Portal Walker					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL ARMoured WALKER

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: All Terrain, Attachment (CoA: Armoured, 1), Elusive Target, Small Target.
 Options: This Model is fitted with an External Teleport (Tiny, 16") Generator.
 Weaponry Arcs: None

COVENANT OF ANTARCTICA FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Covenant of Antarctica				Bunker Complex			Points	170
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	12	9	7	5	6	12	0"	10
Heavy Energy Turret (S)	8	8	8	8	AP	AA	CC	IR
Bombard Rocket Battery (T)	9	9	9	9	6	7	0	14

MASSIVE CAPITAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD4, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Strategic Value (50)

Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
This Model may purchase an additional Internal Target Painter (Primary & Secondary Weapons, 24") Generator for an additional +20 points

Weaponry Arcs: TWO Main Turrets (P) each have an off-set 180-degree Fire Arc
ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc

This Model can replace the Main Turrets (P) with Heavy Energy Turrets (S) for an additional +10 points

Covenant of Antarctica				Forward Landing Field			Points	120
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	5	2	8

MASSIVE FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Drone Launcher (9), Fuel Reserves, High Angle (Quad Turrets), Strategic Value (100), Vulnerable.

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
ONE Quad Turret (S) has a 270-degree Aft Fire Arc

Covenant of Antarctica				Tower Defensive Line				Points	***
Universal Fortification					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	10	8	6	4	4	6	0"	5	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	2	0	7	

MEDIUM CAPITAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Inventive Scientists, Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (CoA, Die Hard Attitude, 12") MAR.
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.
Generator Tower	35pts	Gains a Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +35 points OR Disruption (8") Generator for +25 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

LAND FORTIFICATIONS

These Fortifications MUST be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Covenant of Antarctica				Heavy Infantry Bunker				Points	120
Land Fortification					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	10	8	6	4	5	12	0"	10	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	4	0	12	

LARGE CAPITAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (CoA, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD4, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +20 points

The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Arc of Fire

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Covenant of Antarctica		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

MEDIUM FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (CoA, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Covenant of Antarctica		Small Infantry Bunker				Points	25	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4

SMALL FORTIFICATION

Squadron Size: 2-3

Model Assigned Rules: Combat Deployment (CoA, Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

COVENANT OF ANTARCTICA INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the *Small Target* MAR INSTEAD of the *Difficult Target* MAR
- Mechanised Infantry do NOT gain benefits of Cover

Covenant of Antarctica		Infantry Company				Points	30	
Line Infantry					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	3	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless
 Options: May become Mechanised (see above)

Covenant of Antarctica		Infantry Company				Points	30	
Engineer Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	0	0

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless,
 Options: May become Mechanised (see above)

Covenant of Antarctica		Infantry Company				Points	30	
Reconnaissance Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	0

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment ONLY
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless, Spotter (Expert)
 Options: None

Covenant of Antarctica		Infantry Company				Points	25	
Assault Infantry					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless, Sustained Assault (2)
 Options: May become Mechanised (see above)

Covenant of Antarctica		Infantry Company				Points	30	
Close Support Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars (S)	3	5	-	-	3	4	3"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weapon Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Covenant of Antarctica			Infantry Company				Points	25
Reserve Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	4	0	0

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Difficult Target, Elusive Target, Fearless, Troop Reinforcement
 Options: May become Mechanised (see above)