

COVENANT

Generic Fleet Commander

50 POINTS

ZEALOTS: 0-4 per full 1000 Points / 1 VP KIA

EACH ZEALOT COSTS +30 Points



STANDARD ORDERS

INCREASED FIREPOWER

An Element may increase the number of Attack Dice rolled in a Secondary Weaponry Attack by +2. *This Order must be issued prior to any Initial Dice Roll.*



REPAIR THOSE BULKHEADS

The Element may remove a single Vulnerable Marker allocated to it. *This Order must be executed during the Execute Orders Step of the Order Dice Phase of a Turn.*



FORM UP!

The Fleet Commander may order the re-building of a Battle Group up to a maximum BR of 6. See the Ad-hoc Battle Groups rules in the rulebook. *This Order must be executed during the Execute Orders Step of the Order Dice Phase.*

UNIQUE ABILITY

DEATH TO ALL HERETICS!!!

Once per Game Turn, the Covenant Commander may re-roll their Boarding D6 when attacking an enemy Formation during a Boarding Action. The second result must be accepted.

UNSC

Generic Fleet Commander

50 POINTS

SPARTANS: 0-1 per full 1000 Points / 4 VPs KIA

EACH SPARTAN COSTS +100 Points

STANDARD ORDERS

INCREASED FIREPOWER

An Element may increase the number of Attack Dice rolled in a Secondary Weaponry Attack by +2. **This Order must be issued prior to any Initial Dice Roll.**

REPAIR THOSE BULKHEADS

The Element may remove a single Vulnerable Marker allocated to it. **This Order must be executed during the Execute Orders Step of the Order Dice Phase of a Turn.**

FORM UP!

The Fleet Commander may order the re-building of a Battle Group up to a maximum BR of 6. See the Ad-hoc Battle Groups rules in the rulebook. **This Order must be executed during the Execute Orders Step of the Order Dice Phase**

UNIQUE ABILITY

INCOMING BORDERS!!!

Once per Game Turn, the UNSC Commander may re-roll their Boarding D6 when Defending against an enemy Boarding Action. The second result must be accepted.