

# COVENANT OF ANTARCTICA



## FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- The decision to form Fire Teams from a specific section **MUST** be noted in the Commander's Force List prior to the battle.
- A Fire Team **MUST** contain at least 4 members (with Gun Teams counting as 2 models for these purposes) and no section may split into more than 2 Fire Teams.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into full section again during the course of a game.
- Fire Teams split from the same section **MUST** deploy with all their members within 12" of each other after which they are free to activate and act separately. Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

### Drone Relay:

A Drone Relay acts as if the Model has the *Drone Controller MAR*, affecting any Model with the *Drone MAR* that is within 4" of the Drone Relay. NCOs or Officers with a model with the *Drone Relay MAR* in their Section may use Command Points on any Section with the *Drone MAR* that is within 4" of the model with the *Drone Relay MAR*.

### Drones and Cover:

Drones reduce their level of Cover by 1 level. This effect is cumulative with other effects (such as the *Towering MAR*).

## COVENANT INFANTRY OFFICER

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	<b>1 Officer</b> <b>0-5 Battle Commandos</b> (The Battle Commandos <b>MUST</b> be purchased with the same Experience Level as the Officer) (See the relevant entry for Points Costs and Basic Equipment for Battle Commandos).			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the table below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
2nd Lieutenant	4	4"	Regular	75
1st Lieutenant	5	6"	Regular	100
Captain	6	8"	Veteran	150
Major	8	8"	Veteran	175

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	7"	4	3	3 [BLUE]	Sirius Energy Pistol	Steadfast
<b>COMMAND ABILITIES</b>	In addition to the Standing Orders, Covenant Infantry Officers may use the following Order: <b>Increase Power to 11!</b> Command Point Cost = 2    Passes Required = 2 Issued in – Section's Command Segment Order – All Energy Weapons that are Small Arms in a Section gain the Lethal MAR.						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	None		
<b>Specialists</b>	A Commando may be upgraded to a Commando Specialist armed with a Proxima Energy Blaster	0-1	+5 Points
	1 Commando <b>MUST</b> be upgraded to a Commando Specialist with a Drone Relay Backpack (they gain the Drone Relay MAR),	1	FREE
	The Officer may replace their Sirius Energy Pistol with a Proxima Energy Blaster	0-1	+10 Points
<b>Transport</b>	This section may use Portals	-	-

## CAPTAIN OLGA HAMMARSTRÖM

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Captain Olga Hammarström 0-1 M.U.D Mk II 0-6 Automata			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Captain Olga Hammarström is a <b>Veteran</b> Captain and costs 160 Points. M.U.D Mk II is a <b>Veteran</b> and costs 40 Points. Each Militia <b>Automata</b> costs 20 Points each.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
Captain	6	8"	<b>Veteran</b>	160

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Captain Olga	Infantry Officer	6"	4	2	2 [BLACK]	Vulcan Carbine	Drone Controller, Drone Engineer (6+), Drone Commander, Steadfast, Unique
M.U.D Mk	Infantry	7"	4	1	1 [BLACK]	Sirius Energy Pistol	Drone, Sonic Generator, Unique
Automata	Infantry	5"	2	1	1 [BLACK]	Altair Energy Rifle	Drone, Shield 1 [BLACK]

<b>COMMAND ABILITIES</b>	In addition to the Standard Orders, Captain Olga has access to the following Order: <b>Increase Power to 11!</b> Command Point Cost = 2      Passes Required = 2 Issued in – Section's Command Segment Order – All Energy Weapons that are Small Arms in a Section gain the Lethal MAR.
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<b>DRONE COMMANDER</b> Olga Hammarström is a Drone Commander, she may only use her Command Points on Sections containing Drones.	<p>The Sonic Generator seen here is one of the earlier versions, dating to before the current conflict, when the musical potential of the devices was being investigated. It may be operated in one of two modes. Nominate which mode it is using each time the model activates, that mode will remain in operation until the models next activation.</p> <p><b>Euphonic Mode:</b> The Generator emits tones that could just be described as musical, but are certainly distinctive! They carry over the battlefield, reminding all of the superiority of the Covenant technology. The model Gains the Inspiring MAR</p> <p><b>Dodecotic Disruption Mode:</b> Using a complex 12 note operating principal one music critic likened to 'a fight between a dozen cats in a resonance chamber' the generator creates a cacophony that renders all nearby insensible, and almost unable to communicate.</p> <p>All Sections with a model within 12" require an extra pass on ANY Command Check they make. This has no effect on Ironclads, Drones, models with the Steadfast MAR or the model using it!</p>
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## CAPTAIN ALFONSO BERTONELLO

This Section occupies the Officers and Characters Section in the Platoon Structure.

<b>SECTION SIZE</b>	1 Captain Alfonso Bertoneo 0-1 Leopold the 'Scriver' 0-5 Battle Commandos			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Captain Alfonso Bertoneo is a <b>Veteran</b> Captain and costs 200 Points. Leopold the 'Scriver' is a <b>Veteran</b> and costs 40 Points. Each <b>Veteran</b> Commando costs 50 Points each.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXR LEVEL</b>	<b>POINTS</b>
Captain	6	10"	<b>Veteran</b>	200

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Captain Alfonso	Infantry Officer	7"	4	3	4 [BLUE]	Altair Energy Rifle	Steadfast, Unique
Leopold	Infantry	7"	3	2	1 [BLACK]	-	Adjutant (2), Steadfast, Temporal Flux Engineer, Unique

<b>COMMAND ABILITIES</b>	<p>In addition to the Standard Orders, Captain Alfonso has access to the following Order:  <b>You've learned from the best!</b>                      Command Point Cost = 2      Passes Required = 3                      Issued in – Section's Command Segment                      Order – This Order may be given in the Command Orders and Cards Step of a Section's Activation. If passed the Section Ordered may make a normal Advance Move in their Movement Segment, and Fire in their Shooting Segment, with their shots counting as Placed Shots.</p>
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COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Specialists	Up to 2 Commandos may be upgraded to Commando Specialists armed with a Proxima Energy Blaster.	0-2	+5 Points per model
	1 Commando MUST be upgraded to a Commando Specialist with a Drone Relay Backpack (they gain the Drone Relay MAR).	1	FREE
Transport	This Section may use Portals.	-	-

<b>TEMPORAL FLUX ENGINEER</b>	Around Leopold the 'Scriver' people seem to be lucky, at least in this set of dimensions. Each Turn, during the Pre Turn Phase, Leopolds section generates D3 Lucky Tokens to use that turn. Any tokens not used by the end of the turn are lost.
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## MONIQUE DUBOIS

Monique DuBois may be added as an Attachment to any Drone Controller Section.

<b>SECTION SIZE</b>	1 Monique DuBois may be added to a Drone Controller Section
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Monique DuBois is a <b>Regular</b> and costs 60 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Monique DuBois	Infantry	6"	4	2	2 [BLACK]	Sirius Energy Pistol	Drone Controller, Drone Engineer (5+), NCO (1), Steadfast, Unique

<b>DRONE ENGINEER</b>	Monique DuBois may use her Drone Engineer MAR on any section containing Drones that she is within 4" of.
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## DRONE CONTROLLER SECTION

One Drone Controller Section may be added to any Covenant Platoon for every Line Section that Platoon contains.

<b>SECTION SIZE</b>	0-3 Drone Controllers
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Veteran</b> Drone Controller costs 40 Points each.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Drone Controller	Infantry	6"	4	2	2 [BLACK]	Sirius Energy Pistol	Drone Relay, Steadfast
Senior Drone Controller	Infantry	6"	4	2	3 [BLUE]	Sirius Energy Pistol	Drone Relay, NCO (1), Steadfast

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	One Drone Controller may be upgraded to a Senior Drone Controller.	0-1	+5 Points
<b>Transport</b>	This Section may use Portals.	-	-

## OCULUS DRONE ATTACHMENTS

A single Oculus drone may be added to any Section containing a model with the 'Drone Relay' MAR.

SECTION ATTACHMENT - OCULUS DRONES							
NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Gun Drone	Infantry	8"	5	2	1 [BLACK]	Vega Energy Cannon	Drone, Skimming
Support Drone	Infantry	8"	5	2	1 [BLACK]	-	Drone, Skimming, Tracking Arrays
Command Drone	Infantry	8"	5	2	1 [BLACK]	-	Drone, Skimming, Command Node
Recon Drone	Infantry	8"	5	2	1 [BLACK]	-	Drone, Skimming, Reconnaissance Protocol

A single Oculus Drone may be added to any Section that has at least one model with the Drone Relay MAR. The attached Drone must maintain coherency with a model with the Drone Relay MAR (1"). No Section may have more than 1 Drone Attachment.

Drone Attachments do NOT gain the Fearless MAR for being in range of a Drone Relay, instead, they are regarded as having the same level of morale (Militia, Regular, Veteran) as the Section they are attached to.

- Gun Drone            40 points
- Support Drone      25 Points
- Command Drone    15 Points
- Recon Drone        25 Points

### Tracking Arrays

A high tech and new device deployed by the Covenant Forces. These tracking arrays are capable of warning the Drone and its section of incoming fire. The arrays also have the ability to find and mark enemy targets for the section so that bad weather and poor visibility do not affect the combat capability of the section. A section containing this model may re-roll results of a 1 when rolling for cover saves. In addition, the section may ignore the Limited Visibility battlefield condition as long as the Drone is with them.

### Command Node

An advanced communication system is built inside these Oculus Drones to support Officers and NCOs with their ability to support command and control on the battlefield. Sections containing a model with the Command Node MAR may spend their Command Points (if they have any) on any other section that contains a model with the Command Node MAR.

### Reconnaissance Protocol

A Recon Drone is equipped with a digital map projector and continually updated battlefield information. This Drone is typically attached to a section that is sent ahead of the main force. A section that contains a model with the Reconnaissance Protocol MAR is considered to have the Scout & Sure Footed MARS.

## COMMANDO COMBAT SECTION

These Sections may occupy the Line Section 1, 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Commando Combat Section may contain between <b>4 to 6</b> Commandos.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Combat Section must be of the same Experience Level: Each <b>Regular</b> Commando costs <b>40</b> Points. Each <b>Veteran</b> Comando costs <b>50</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Commando	Infantry	7"	4	1	<b>3 [BLUE]</b>	Vulcan Carbine	Flashbangs. Steadfast, Tank Mines
Commando Specialist	Infantry	7"	4	1	<b>3 [BLUE]</b>	Proxima Energy Blaster	Flashbangs. Steadfast, Tank Mines
Commando Sergeant	Infantry	7"	4	2	<b>3 [BLUE]</b>	Vulcan Carbine	Flashbangs. Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	Infantry	7"	5	2	<b>3 [BLUE]</b>	Vulcan Carbine	Flashbangs. Steadfast, Tank Mines, NCO (2)

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b> 1 Commando may be upgraded to be one of the following:	A Commando Sergeant.	0-1	+5 Points
	A Commando Master Sergeant.	0-1	+20 Points
<b>Section Attachment</b> Commandos may/can be upgraded to be one of the following:	A Commando <b>MAY</b> be upgraded to a Commando Specialist armed with a Proxima Energy Blaster	0-1	+5 Points
	A Commando <b>MUST</b> be upgraded to a Commando Drone Specialist with a Drone Relay Pack (they gain the Drone Relay MAR).	1	FREE
<b>Field Equipment</b>	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster.	0-1	+5 Points
<b>Transport</b>	This Section may use Portals.	-	-

## COMMANDO FIRE BASE SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Commando Combat Section may contain between 4 to 6 Commandos.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Fire Base Section must be of the same Experience Level: Each <b>Regular</b> Commando costs 40 Points. Each <b>Veteran</b> Commando costs 50 Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Commando	Infantry	7"	4	1	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	Infantry	7"	4	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	Infantry	7"	5	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (2)
Gun Team	Infantry	7"	4	2	2 [BLACK]	Rigel Heavy Energy Rifle [F-180°]	Cumbersome, Move or Fire, Steadfast

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b> 1 Commando may be upgraded to be one of the following:	A Commando Sergeant.	0-1	+5 Points
	A Commando Master Sergeant.	0-1	+20 Points
<b>Field Equipment</b>	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster.	0-1	+5 Points
<b>Gun Teams</b>	2 Commandos may be upgraded to form a Gun Team for. These Commandos both exchange their Vulkan Mk7 Carbines to crew a single Rigel Heavy Energy Rifle.	0-1	+20 Points
	1 Commando <b>MUST</b> be upgraded to a Commando Specialist with a Drone Relay Backpack (they gain the Drone Relay MAR), for FREE.	1	FREE



## AUTOMATA COMBAT SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	An Automata Combat Section may contain between <b>6</b> to <b>10</b> Automata.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Militia</b> Automata costs <b>20</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Automata	Infantry	5"	2	1	<b>1 [BLACK]</b>	Altair Energy Rifle	Drone, Shielded [1 BLACK]

SECTION UPGRADES – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
Transport	This Section may use Portals.	-	-

## COMMANDO HEAVY FIRE BASE SECTION

These Sections may occupy the Line Section 2 and 3 Slots in the Platoon Structure.

<b>SECTION SIZE</b>	A Commando Heavy Fire Base Section may contain between 2 to 7 Commandos.
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	All models in a Combat Section must be of the same Experience Level: Each <b>Regular</b> Commando costs <b>40</b> Points. Each <b>Veteran</b> Comando costs <b>50</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Commando	Infantry	7"	4	1	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	Infantry	7"	4	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	Infantry	7"	5	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (2)
Gun Team	Infantry	7"	4	2	2 [BLACK]	Rigel Heavy Energy Rifle [F-180°]	Cumbersome, Move or Fire, Steadfast

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b> 1 Commando may be upgraded to be one of the following:	A Commando Sergeant.	0-1	+5 Points
	A Commando Master Sergeant.	0-1	+20 Points
<b>Gun Teams</b>	2 Commandos MUST be upgraded to form a Gun Team. These Commandos both exchange their Vulkan Mk7 Carbines to crew a single Rigel Heavy Energy Rifle.	1	FREE
	2 Commandos may be upgraded to form a second Gun Team. These Commandos both exchange their Vulkan Mk7 Carbines to crew a single Rigel Heavy Energy Rifle.	0-1	+10 Points
	2 Commandos may be upgraded to form a third Gun Team. These Commandos both exchange their Vulkan Mk7 Carbines to crew a single Rigel Heavy Energy Rifle	0-1	+15 Points
<b>Field Equipment</b>	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster.	0-1	+5 Points
<b>Transport</b>	This Section may use Portals.	-	-

## DRONE SUPPORT SECTION

These Sections occupy the Support Slots in the Platoon Structure, and may form Fire Teams.

<b>SECTION SIZE</b>	A Drone Support Section may contain: 0-5 Automata 0-1 Support Rotor Drones 0-3 Gun Rotor Drones 0-1 Shield Rotor Drone
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	Each <b>Militia</b> Automata costs <b>20</b> Points. Each <b>Militia</b> Support Rotor Drone costs <b>25</b> Points. Each <b>Militia</b> Gun Rotor Drone costs <b>40</b> Points. Each <b>Militia</b> Shield Rotor Drone costs <b>45</b> Points.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Automata	Infantry	5"	2	1	<b>1 [BLACK]</b>	Altair Energy Rifle	Drone, Shields [1 BLACK]
Gun Rotor Drone	Infantry	8"	5	2	<b>1 [BLACK]</b>	Proxima Energy Blaster	Drone, Skimming
Shield Rotor Drone	Infantry	8"	5	2	<b>1 [BLACK]</b>	-	Drone, Skimming, Shield [1 RED]
Support Rotor Drone	Infantry	8"	5	2	<b>1 [BLACK]</b>	-	Drone, Skimming, Drone Engineer (6+)

### SECTION UPGRADES – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
Field Equipment	The Gun Rotor Drones may replace their Proxima Energy Blasters with Vega Energy Cannons. NOTE: Every Gun Rotor in the Section must have the same weapon Option – either Proxima or Vega.	0-3	+10 Points Each

<b>SHIELD ROTOR DRONE</b>	The Shield Rotor Drone provides the Shield [1 RED] MAR to any model within 6". This does not stack with any existing Shield any the other model is equipped with. The controlling player should decide which applies.
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## WEAPON STATISTICS

Covenant of Antarctica

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Sirius Energy Pistol	0-8"	-	3 [BLUE]	-	1 [BLUE]	-	CQB Weapon, Energy Weapon, Small Arm
Vulcan Carbine	1-16"	17-24"	2 [RED]	1 [BLUE]	1 [BLUE]	-	Small Arm
Altair Energy Rifle	1-24"	-	2 [BLUE]	-	1 [BLUE]	-	Energy Weapon, Small Arm
Proxima Energy Blaster	1-20"	-	4 [BLUE]	-	1 [BLUE]	-	Blast, Energy Weapon, Small Arm
Rigel Heavy Energy Rifle	1-32"	-	5 [BLUE]	-	5 [BLUE]	-	Energy Weapon
Vega Energy Cannon	1-16"	-	2 [BLUE]	-	6 [BLUE]	-	Energy Weapon, Armour Piercing (1)