



COVENANT OF THE ENLIGHTENED ORDER OF BATTLE

This document is the Order of Battle for the Covenant of the Enlightened, known in shorthand as an ORBAT. This allows a player to create a Force for the Enlightened in games of Dystopian Wars. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. Unit cards are available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

COVENANT ACTION QUALITY

It is a closely guarded secret that microwave agitation on the molecular level can cause materials that have been exposed to Element 270 to heat up resulting in dangerous and often catastrophic reactions. Covenant Forces have the following Quality on some weapons:

AGITATION: A Lead Weapon with this Quality contributes a number of Action Dice equal to the Target Model's Mass. Target Models with a Mass of 4 or greater are treated as having a Mass of 4 for this purpose. This number is multiplied, depending on range band etc. See the Weapon Reference table for details. Weapons with the Agitation Quality only **ever contribute Action Dice equal to the Mass of the Target when** used in Support and cannot be used with the Heavy Firepower rule.

COVENANT SPECIAL RULES

Some Units have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules common to the Enlightened are listed here:

ENLIGHTENED SCIENCE: When a Battle Ready Model in this Unit makes a Repair Test, one or more Exploding Hits results remove a single point of damage from that Model. A Model cannot remove more than a single point of damage with this rule per Activation. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. Furthermore, instead of suffering a Generator Shutdown Critical Damage Result, Models in any Unit with this rule may count the Result as a Sturgenium Flare instead.

GROUPTHINK PILOTING: *Scythe aero-superiority fighters combine a surgically enhanced pilot with repulsion generating engines that enable it to make incredible turns and acceleration.* Hurling their nimble craft into incoming fire with no thought to their own survival, each friendly SRS Token launched by this Model requires four Counters to be removed in an Interception, rather than the usual three. SRS Tokens from Units with this rule cannot gain Weight of Fire.

HEAVY FIREPOWER: Once per Activation, **before declaring an Initial Target**, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

LUMINIFEROUS DEFENCES: Units with this rule may use a Defence Action Dice Pool equal to their Crippled ADV to defend against any attack with the Gunnery, Broadside or Fusillade Qualities. This Defence Action Dice Pool cannot be increased higher than the Unit's Crippled ADV. Mass 1 Units and Models suffering from Shredded Defences cannot use Luminiferous Defences.

WAVELURKER: Any Unit with this rule may plunge into a shallow dive during Special Operations Step of its Activation. This is called Wavelurking. All Models in the Unit replaces the Surface Unit Position Trait for the Submerged Unit Position Trait until the end of the Special Operations Step of their next Activation (meaning it cannot be used in consecutive turns). Attacks from a Wavelurking Model count only a single Hit from each Heavy Hit result. A Model immediately ceases to be Wavelurking if it has a Navigation Lock Critical Damage Marker or the Chaos and Disarray Level of Disorder. Units with this rule may start the Encounter as Wavelurking, which means they may be deployed as Submerged Units and are Wavelurking from the start of the Encounter until the end of the Special Operations Step of their Activation in the Second Round. They are still considered Surface Units for Force selection purposes.



BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:



- You cannot include more than one of any specific Unit.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).



- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Trait.



- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Trait.

BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.











PHYSETER AMBUSH: At the start of the first Round, provided at least one Battlefleet has this rule, the Enlightened player creates a stack of Physeter Construct Tokens in what is called a Physeter Ambush. This stack consists of a Physeter Construct Token for each Battlefleet in their Force with this rule. At the start of the First Round, after all deployment, this stack is Placed in base contact with an enemy Surface Unit or Submerged Unit of the players choice. Each Physeter Construct Token contribute 5 Action Dice to an Assault against that Surface Unit or Submerged Unit when that Unit Activates. The Physeter Construct stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Surface Unit may support the Physeter Construct Token Assault. Up to four additional Physeter Construct Tokens may be added to this Physeter Ambush stack for +12pts per Token. The stack may not be split, and all Physeter Construct Tokens in the stack are discarded at the end of that Assault.

STRATEGIC RESERVES: All Units in this Battlefleet must be held in Reserve. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit.









VALOROUS CONDUCT: Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.



ENLIGHTENED FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Enlightened Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Enlightened Trait.
 	May include only ONE	Submerged Unit must have the Enlightened Trait.
 	May include only ONE	Skimming Unit must have the Enlightened Trait.
 	May include up to TWO	Aerial Units must have the Enlightened Trait.
BONUS: <ul style="list-style-type: none"> None, unless this is the second Battlefleet included in the Force, then it MAY take the Strategic Reserves Battlefleet Bonus. 		

ENLIGHTENED FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Archimedes Class , Hypatia Class , or Nansen Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Enlightened Trait.
 	May include only ONE	Submerged Unit must have the Enlightened Trait.
 	May include only ONE	Aerial Units must have the Enlightened Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		

MERCENARY BATTLEFLEETS

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlegroup in the Force may be taken from the Mercenary Battlefleets found in many of the Faction ORBATs. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet. Each Mercenary Battlefleet can be taken multiple times by the Faction that it is detailed in. For example, the Commonwealth may take multiple Black Wolf Battlefleets (though Unique Units will place other limits to this number), but the Crown or Alliance could only include one Black Wolf Battlefleet provided they also had another Battlefleet chosen from their ORBAT.

Black Wolf (See *Commonwealth ORBAT*)

Honourable Eclipse Company (See *Union ORBAT*)









Scions of Jutland (TBA - *Imperium ORBAT*)

Crimson League (See *Sultanate ORBAT*)







Nautilus (See *Crown ORBAT*)









ENLIGHTENED SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Daedalus Class , Descartes Class , Icarus Class , or Thule Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Enlightened Trait.
 	May include up to TWO	Submerged Units must have the Enlightened Trait.
 	May include up to TWO	Aerial Units must have the Enlightened Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		

CETACEAN OPERATIONS BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Descartes Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Enlightened Trait. You MUST include at least one Vesalius Class Unit. Multiple Vesalius Class and Claudius class Units may be included.
 	May include up to TWO	Submerged Units must have the Enlightened Trait.
BONUS: <ul style="list-style-type: none"> Physeter Ambush 		

AUTONOMOUS RESEARCH BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Archimedes Class , Daedalus Class , or Loew Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further THREE.	Surface Units must have the Enlightened Traits. You MUST include an Origen Class Unit and a Unit with the Automata Trait. Multiples of Units with the Automata Trait may be included.
 	MUST include ONE and may include a further TWO.	Submerged Units must have the Enlightened and Automata Traits.
BONUS: <ul style="list-style-type: none"> Command Override 		



COVENANT OUTFITTING YARDS

CALLIMACHUS CHRONO-LATHE: During the Special Operations Step of this Unit's Activation, it may use its Callimachus Chrono-Lathe to immediately remove a point of damage from a single Battle-Ready Model within 15". Furthermore, as a Valour Effect during the Reserves Step, the device may be used to immediately bring a Unit from Reserve and deploy them within 3" of this Unit. The Unit brought from Reserve immediately receives the Hazard Condition but may Activate as normal this Round. A Model may not be Wavelurking while using a Callimachus Chrono-Lathe. This device is unaffected by Generator Offline Critical Damage.

CETACEAN CONSTRUCTS: *Communicating with and surgically augmenting various species of Cetaceans, the Enlightened have for unlikely but potent allies in their quest to secure humanity's future. Cunning Orcas with deadly anti-ship weaponry grafted to them and mighty Physeters with assault troops embarked on boarding capsules mounted on the whale's flanks.* Cetacean Constructs are represented by Tokens and are introduced in Encounters through special rules on certain Units and Battlefleets. There are two types of Cetacean Construct Tokens either of which can be used as Cetacean Escorts. Additionally, Physeter Constructs can make Physeter Assaults and Orca Constructs may make Orca Attack Runs.

DIOPHANTUS CHAOS-ORB: During the Special Operations Step of this Unit's Activation, it may use its Diophantus Chaos-Orb to draw three Victory and Valour Cards, examine them, discard two and keep one to add to the Player's hand for the Round. Then, during the End Phase, the player must discard a card of their choice from their hand. Furthermore, as a Valour Effect in the Shooting Step, the player may use the device as a Heavy Particle Cannon with a 360 Fire Arc. A Model may not be Wavelurking while using a Diophantus Chaos-Orb. This device is unaffected by Generator Offline Critical Damage.

GRAVITRONIC IMPERILATOR: *This weapon distorts the gravity around the Initial Target.* Resolve the Attack as normal. If the Initial Target suffers one or more points of damage, then the Unit making the Attack may make a Valour Effect against the Initial Target. As a Valour Effect, the Initial Target is affected depending on its Position Trait. If the Target is a Surface Unit or Skimming Unit, it is lifted into air before crashing down on the water. The Initial Target suffers a Catastrophic Explosion. If the Target is a Submerged Unit or Ground Unit the effect is more damaging and it suffers two Catastrophic Explosions. If the Initial Target is an Aerial Unit, it suffers no additional damage but receives a Level of Disorder and may be turned to any facing of the Attacker's choosing.

HEAVY PARTICLE CANNON: *Built on the particle beam principles discovered in the Vault, the Heavy Particle Cannon is one of the technology's larger implementations. The particular intensity of the weapon is explosively reactive with tricobalt gas. Unscrupulous Enlightened Captains have discovered that, in the heat of battle, this radioactive gas can be found being readily utilised in pressurized fuel tankage within Scythe aero-superiority fighters.* Attacks using a Heavy Particle Cannon are resolved as normal. Furthermore, a Unit making the Attack may make a Valour Effect if the Initial Target has Enlightened SRS Tokens in base contact. As a Valour Effect, you may discard up to three Enlightened SRS Tokens to add +2 Dice to the Action Dice Pool for each SRS Token discarded. *The discarded SRS Tokens do not need to be Friendly, only Enlightened.*

LAMARCKIAN BARRACKS: *This Unit has ghetto-like areas sectioned off for the training and hardening of especially savage assault forces. Body augmentation and use of performance enhancing narcotics such as hexspice, androgenics, fury-juice and steroidal anabolics create grotesquely muscled super-soldiers with over stressed metabolisms and high levels of aggression and pain tolerance. Success in such places earns preferential breeding and career advancement on their return to a Promethean Complex.* Assaults by this Unit (including Physeter Assaults) have the Sustained, Hazardous and Devastating qualities.

MAGNETO ENCAPSULATOR: *This weapon projects a bubble-like magnetic field.* Place the Blast template over the Initial Target. Resolve the Attack as normal. If the Initial target suffers one or more points of damage, then the Unit making the Attack may make a Valour Effect affecting all Models touched by the Blast. As a Valour Effect, any Models touched by the Blast template are moved towards the centre of the Blast template in the order of the attackers choosing. Usually this will cause collisions with another Model. Any intervening terrain between the centre of the Blast and a Moving Model is collided with instead. Resolve all Collisions in the order of the attackers choosing, then each Moving Model completes any disengaging and moves their Drift value, resolving any further Collisions this causes.

TURBO ENCABULATION DRIVE: *"I am unleashing energies that sunder cause and effect, beginning and end... my encabulator takes us to a place of mystery more profound than any demons you claim you see there." - Lord Salwin Kraft-Haggart.* This device warps space around the Unit displacing it in local space-time. At the start of an Unattached Turbo Encabulator Drive equipped Unit's Movement step in their Activation, the Unit may be removed from the Play Area. Roll an Action Die and consult the following table:



The Unit may be replaced at a new point anywhere in the Play Area.



The Unit may be replaced at a new point in the Play Area completely within 30" of its original position.



The Unit is placed into Reserves.



No effect. The Unit remains in its present position and may continue its Activation as normal.



The Unit is Destroyed

This Action Die may not be re-rolled except by a rule that specifically affects Turbo Encabulation Drives. If the Unit is Placed in the Play Area, each Model may have a new facing if desired but must be placed in Coherency and in Open Water.



ENLIGHTENED GENERATORS

Many Enlightened Units may take Generators, often Internal Generators which are incorporated into the superstructure of a Model and are explained at the bottom of this page. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Enlightened Generator confers the benefits as described below and normally remains active for the remainder of the Encounter unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

ATOMIC GENERATOR: *Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood.* The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

CHRONO GENERATOR: *Particles of Omicron Thirty-One are held within this device. They remain inactive until triggered at the last moment by the vessel's captain. A temporal matter re-arranger it somehow creates a copy of the ship and crew seconds before their destruction.* Each time a Model in a Unit is destroyed, provided the Model had a Chrono Generator or there is an active Chrono Generator in the Unit, the controlling Player may choose to roll an Action die. On a blank, the generator has no effect. On a Counter or Heavy Counter, a new Model is added to the Unit. This new Model is identical in all respects to the Model that was destroyed, except that it is crippled and only has a single Hull point remaining. It does not carry over any Markers or Tokens from the destroyed Model. On a roll of a Hit, Heavy Hit or Exploding Hit, the Model added has full Hull Points at its Crippled value. As this is a duplicate of the Model destroyed and not the same Model, any Victory Conditions that would have been achieved by the Model's destruction are still achieved or scored. Once the effect of the Chrono Generator has been resolved, the Model that used its Chrono Generator immediately suffers the Generator Shutdown Critical Damage Result.

CLONE GENERATOR: In the Special Operations Step of the Operations Phase, the controlling player may target a Generator on a friendly or enemy Model within 12" of this Model with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator. Unless Offline, all Clone Generators in the Unit are considered to be the same as the targeted Generator for the remainder of the Round. The Clone Generator may duplicate a different Generator within 12" of this Model each time the Unit is Activated.

FURY GENERATOR: *The Fury pattern R7- 1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.

MAGNETIC GENERATOR: *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focussed to affect larger aircraft.* Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Heavy Hits by Enemy SRS Tokens against this model count as Hits. Exploding Hits are unaffected.

REPULSION FIELD GENERATOR: *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +3SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

NULL GENERATOR: In the Special Operations Step of the Operations Phase, the controlling player may target a single enemy Model within 15" of this Model. The target receives the Generator Offline Critical Damage Marker, unless it already has it.

SHIELD GENERATOR: A Model with this Generator removes a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities.

SHROUD GENERATOR: *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators.

INTERNAL ENTROPIC GENERATOR: *The Enlightened are the most technologically innovative and advanced Faction in the Dystopian Age and make a wide use of Entropic Generators integrated deep within the structures of their vessels. These Generators cannot be seen externally, and their presence is only witnessed by the effect they have on the Sturginium alloys in the hull causing them to harden in resonance to the kinetic energy of all but the most potent of attacks.* An Attack against a Model with an Entropic Generator must cause a number of hits greater than the Model's Armour attribute, rather than equal to or greater to cause a point of damage. If the number of hits exceeds the Armour attribute, then this generator has no effect on the Attack.



ENLIGHTENED WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the Model is Battle Ready. Values shown in red are used if the Model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Arronaxium Blade Claws	-	-	-	Ramming 6, Piercing, Sustained
	-	-	-	Ramming 5, Piercing, Sustained
Aetheric Broadside	5 (3)	3 (2)	-	Broadside, Sustained
	3 (2)	2 (1)	-	Broadside, Sustained
Aetheric Lance	6 (4)	5 (4)	-	Sustained, Gunnery
	4 (2)	3 (2)	-	Sustained, Gunnery
Caloric Oscillator	Mx4	-	-	Torrent, Hazardous, Agitation
	Mx2	-	-	Torrent, Hazardous, Agitation
Ceous Shockmaw	-	-	-	Ramming 12, Arc, Devastating
	-	-	-	Ramming 10, Arc, Devastating
Electrostatic Vacuum Bombs	14 (-)	-	-	Blast, Arc, Bomb, Limited
	-	-	-	-
Gravitronic Imperilator	6 (4)	8 (4)	6 (4)	Piercing, Sustained, <i>See Outfitting Yard</i>
	4 (2)	5 (3)	4 (2)	Piercing, Sustained, <i>See Outfitting Yard</i>
Heavy Aetheric Broadside	8 (4)	5 (3)	-	Broadside, Sustained
	5 (3)	3 (2)	-	Broadside, Sustained
Heavy Particle Cannon	6 (4)	9 (6)	5 (3)	Piercing, Blast, Devastating, <i>See Outfitting Yard</i>
	4 (3)	6 (4)	3 (2)	Piercing, Blast, Devastating, <i>See Outfitting Yard</i>
Hydrothermic Borer	-	-	-	Ramming 3, Piercing, Hazardous
	-	-	-	Ramming 2, Piercing, Hazardous
Magneto Encapsulator	-	7 (5)	7 (5)	Blast, Magnetic, <i>See Outfitting Yard</i>
	-	4 (3)	4 (3)	Blast, Magnetic, <i>See Outfitting Yard</i>
Micro Torpedo Salvo	5 (2)	5 (3)	-	Submerged, Torpedo
	-	-	-	-
Molecular Disharmoniser	3 (0)	2 (8)	1 (7)	Piercing, Gunnery, Ignores Shield Generator
	2 (0)	1 (5)	1 (4)	Piercing, Gunnery, Ignores Shield Generator
Particle Beamer	7 (5)	6 (4)	6 (4)	Sustained, Gunnery
	6 (4)	3 (2)	3 (2)	Sustained, Gunnery
Pulse Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Pulse Emitter	8 (6)	3 (2)	-	Sustained, Fusillade
	5 (4)	2 (1)	-	Sustained, Fusillade
Seeker Rocket Battery	6 (2)	6 (3)	6 (3)	Aerial, Homing
	4 (1)	4 (2)	4 (2)	Aerial, Homing
Sturginium Agitator	Mx4	Mx2	-	Hazardous, Agitation
	Mx2	M	-	Hazardous, Agitation
Sturginium Atomiser	Mx4	Mx4	Mx2	Blast, Devastating, Piercing, Agitation
	Mx2	Mx2	M	Blast, Devastating, Piercing, Agitation
Tyndall Cyclonic Missiles	-	8 (4)	8 (4)	Aerial, Extreme Range, Blast, Limited
	-	5 (2)	5 (2)	Aerial, Extreme Range, Blast, Limited
Ventral Atom Smashers	14 (9)	-	-	Fusillade, Piercing, Sustained
	-	-	-	-
Weirding Torpedo Salvo	6 (2)	6 (4)	6 (4)	Submerged, Torpedo, Sustained
	4 (-)	4 (3)	4 (3)	Submerged, Torpedo, Sustained
X-Ray Laser Bank	12 (7)	6 (3)	-	Arc, Sustained, Hazardous
	8 (5)	4 (2)	-	Arc, Sustained, Hazardous



ENLIGHTENED FLAGSHIPS

ARCHIMEDES VAULT SHIP

388 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	8	14	8	8	12	8
Crippled	4	2	2	7	12	5	5	12	8

Originally conceived as a massive floating platform to deploy the larger marvels developed by the Covenant, an Archimedes makes for a formidable flagship in any Enlightened fleet.

Unit Composition

- 1 Archimedes Vault Ship

Traits

- Enlightened
- Surface Unit
- Vault Ship
- Archimedes Class
- Flagship

Special Rules

- Callimachus Chrono-Lathe
- Enlightened Science
- Heavy Firepower
- Internal Entropic Generator
- Luminiferous Defences
- Flak Barrage (6)
- Priority Signals
- Wavelurker

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – F/P
- Particle Beamer – F/S
- Particle Beamer – A/P/S

Options:

- The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit may replace its Callimachus Chrono-Lathe for a Diophantus Chaos-Orb for +15pts.
- The Unit may be equipped with a Turbo Encabulation Drive for +10pts per Model or the Unit may take up to four Escort Tokens for +8pts each.

CALLIMACHUS CHRONO-LATHE: See Outfitting Yards

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

PRIORITY SIGNALS: Once per Round, if the Player with this Battle-Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.



**THE SCHNEIDER****455 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	8	14	8	8	12	8
Crippled	4	2	2	7	12	5	5	12	8

A rarity in that it was built from the keel up for war, The Schneider is as formidable as its namesake. Captain Magda Trent commands this Flagship of the Covenant Prime Defence Fleet.

Unit Composition

- 1 The Schneider

Traits

- Enlightened
- Surface Unit
- Vault Ship
- Archimedes Class
- Flagship
- Unique

Special Rules

- Agitation Harmoniser
- Diophantus Chaos-Orb
- Elite Crew
- Enlightened Science
- Fortunes of War
- **Flak Barrage (6)**
- Heavy Firepower
- Hellion Cohort
- **Internal Entropic** Generator
- Lamarckian Barracks
- Luminiferous Defences
- Wavelurker

Weapons

- Sturginium Agitator – F/P/S
- Sturginium Agitator – F/P
- Sturginium Agitator – F/S
- Sturginium Agitator – A/P/S

- Heavy Aetheric Broadside – P&S
- Weirding Torpedo Salvo – F
- Weirding Torpedo Salvo – A

Options:

- The Unit may take up to four Escort Tokens for +8pts each.

AGITATION HARMONISER: Attacks made with Agitation Quality by Models in this Unit gain +3 to their Attack Dice Pool and the Sustained Quality.

DIOPHANTUS CHAOS-ORB: See Outfitting Yards

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

HELLION COHORT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Sustained Quality. This rule does not apply to Supporting Assaults

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

LAMARCKIAN BARRACKS: Assaults by this Unit have the Sustained, Hazardous and Devastating qualities.





DAEDALUS FORTIFIED TETHERSHIP

255 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	9	7	9	6
Crippled	3	3	2	7	12	6	4	9	5

Detailed drafts for the Daedalus class Fortified Tethership were found in the personal effects of the renegade Covenant Peer Gjenge Matee. Faithfully following her design, her Promethean Complex produced a marvel of Enlightened naval power. These versatile vessels are especially suited as the flagship of a combined flotilla of aerial and surface ships.

Unit Composition

- 1 Daedalus Fortified Tethership

Traits

- Enlightened
- Surface Unit
- Fortified Tethership
- Daedalus Class
- Flagship

Special Rules

- Advanced Repair Facilities (4)
- Aerial Repair Platform
- Aerial Shield Generator
- Enlightened Science
- Fortunes of War
- Heavy Firepower
- Hellion Cohort
- Internal Entropic Generator
- Luminiferous Defences
- Magnetic Generator
- Shield Generator

Weapons

- Heavy Particle Cannon – F
- Particle Beamer – F/P/S
- Aetheric Lance – A/P/S
- Heavy Aetheric Broadside – P&S

Options:

- The Unit may replace its Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperilator for Free, or a Sturginium Atomiser for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may be equipped with a Turbo Encabulation Drive for +10pts per Model or the Unit may take up to three Escort Tokens for +8pts each.

ADVANCED REPAIR FACILITIES (4): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

AERIAL REPAIR PLATFORM: Roll an Action Die each time a Friendly Aerial Unit is destroyed within 7" of this Unit. On a roll of a Counter or Heavy Counter the Aerial Unit is not removed and instead remains in play with a single Hull point.

AERIAL SHIELD PROJECTOR: Any Friendly Aerial Units within 10" of Models with this rule counts as having a Mass of +1 for calculating the effectiveness of their Shield Generators. The projector enables the Unit's Shield Generator to be limited to a maximum of 4 dice rather than the usual 3. If a Friendly Aerial Unit does not have a Shield Generator, then it counts as having one while within 10" of a Model with this rule.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

HELLION COHORT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Sustained Quality. This rule does not apply to Supporting Assaults

MAGNETIC GENERATOR: The Unit is equipped with a Magnetic Generator. It may not be upgraded or replaced.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.



DESCARTES CONTROL SHIP

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	9	7	9	5
Crippled	3	3	2	7	13	6	4	9	7

As a mobile laboratory for the modification and deployment of Physeter Constructs, a Descartes is a choice posting for Peers who are biologists, naturalists, and ecologists. During combat operations, the Descartes turn their cetacean echo-location auguries to assist with attacking enemy vessels.

Unit Composition

- 1 Descartes Control Ship

Traits

- Enlightened
- Surface Unit
- Control Ship
- Descartes Class
- Flagship

Special Rules

- Cetacean Capacity $\frac{5}{3}$
- Cetacean Escorts
- Cetacean Launch Tubes
- Command Codes
- Enlightened Science
- Heavy Firepower
- Internal Entropic Generator
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Physeter Assault
- Physeter Construct Tokens

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – F/P

- Particle Beamer – F/S
- Heavy Aetheric Broadside – P&S

Options:

- The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit may be equipped with a Turbo Encabulation Drive for +10pts per Model or the Unit may take up to three Escort Tokens for +8pts each.

CETACEAN CAPACITY ($\frac{5}{3}$): The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may launch the indicated number of Cetacean Constructs and place those Tokens in base contact with Friendly and/or Enemy Models in any combination of [Physeter Assaults](#), [Cetacean Escorts](#) or [Orca Attack Runs](#). The total number of Cetacean Construct Tokens deployed by this Model in a Round cannot exceed its Cetacean Capacity. The exact nature of those Tokens and rules depends on the ones available to this Unit. Any remaining Cetacean Construct Tokens in the Play Area are removed in the Maintenance Step of the End Phase.

CETACEAN ESCORTS: Cetacean Construct Tokens placed in base contact with Models in Friendly Units up to 20" away count as Escort Tokens for the duration of the Round. They may not be placed in base contact with Mass 1 Friendly Models or Models that are already Escorted. A Unit may not have more than 4 Cetacean Construct Tokens counting as Escort Tokens. As Escort Tokens, Cetaceans may only be destroyed if the triggering Attack contains the Submerged Quality.

CETACEAN LAUNCH TUBES: Cetacean Constructs launched by Units with this rule may be Placed in base contact with a Friendly or Enemy Unit a further +5" range than normally permitted for the action ([Physeter Escort](#), [Physeter Assault](#) or [Orca Attack Run](#)). Furthermore, this Unit contributes +1 Physeter Construct Token to any Physeter Ambush at the start of the Encounter.

COMMAND CODES: Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

PHYSETER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place Physeter Construct Tokens in contact with an Initial Target up to 20" away. Each Physeter Construct Token contribute 5 Action Dice to an Assault against that Initial Target. The Physeter Construct stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Physeter Construct Token stack in the Assault. All Physeter Construct Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

PHYSETER CONSTRUCT TOKENS: This Unit can launch Physeter Construct Tokens. Physeter Construct Tokens may be used to in Physeter Assaults and as Cetacean Escorts.

ORCA CONSTRUCT

TOKENS: Each Model in this Unit may be upgraded to also launch Orca Construct Tokens for +10pts. It may make Orca Attack Runs (see [Vesalius](#) entry). This Unit may still launch Physeter Construct Tokens.



THE OEDIPUS

260 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	9	7	10	5
Crippled	3	3	2	7	13	6	4	10	7

Captain Stanwix Melville garnered a reputation for fermenting aggression in the crew of The Oedipus. Furious at Markov's betrayal that left him disfigured, Melville takes any opportunity to hunt down the traitor and inflict retribution.

Unit Composition

- 1 The Oedipus

Traits

- Enlightened
- Surface Unit
- Control Ship
- Descartes Class
- Flagship
- Unique

Special Rules

- Agitation Harmoniser
- Cetacean Capacity $\frac{5}{3}$
- Cetacean Escorts
- Cetacean Launch Tubes
- Enlightened Science
- Heavy Firepower
- Internal Entropic Generator
- Lamarckian Barracks
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Physeter Assault
- Physeter Construct Tokens

Weapons

- Sturginium Agitator – F/P/S
- Sturginium Agitator – F/P
- Sturginium Agitator – F/S
- Heavy Aetheric Broadside – P&S

Options:

- The Unit may take up to three Escort Tokens for +8pts each.

AGITATION HARMONISER: Attacks made with Agitation Quality by Models in this Unit gain +3 to their Attack Dice Pool and the Sustained Quality.

CETACEAN CAPACITY ($\frac{5}{3}$): The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may launch the indicated number of Cetacean Constructs and place those Tokens in base contact with Friendly and/or Enemy Models in any combination of Physeter Assaults, Cetacean Escorts or Orca Attack Runs. The total number of Cetacean Construct Tokens deployed by this Model in a Round cannot exceed its Cetacean Capacity. The exact nature of those Tokens and rules depends on the ones available to this Unit. Any remaining Cetacean Construct Tokens in the Play Area are removed in the Maintenance Step of the End Phase.

CETACEAN ESCORTS: Cetacean Construct Tokens placed in base contact with Models in Friendly Units up to 20" away count as Escort Tokens for the duration of the Round. They may not be placed in base contact with Mass 1 Friendly Models or Models that are already Escorted. A Unit may not have more than 4 Cetacean Construct Tokens counting as Escort Tokens. As Escort Tokens, Cetaceans may only be destroyed if the triggering Attack contains the Submerged Quality.

CETACEAN LAUNCH TUBES: Cetacean Constructs launched by Units with this rule may be Placed in base contact with a Friendly or Enemy Unit a further +5" range than normally permitted for the action (Physeter Escort, Physeter Assault or Orca Attack Run). Furthermore, this Unit contributes +1 Physeter Construct Token to any Physeter Ambush at the start of the Encounter.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

LAMARCKIAN BARRACKS: Assaults by this Unit have the Sustained, Hazardous and Devastating qualities.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

PHYSETER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place Physeter Construct Tokens in contact with an Initial Target up to 20" away. Each Physeter Construct Token contribute 5 Action Dice to an Assault against that Initial Target. The Physeter Construct stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Physeter Construct Token stack in the Assault. All Physeter Construct Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

PHYSETER CONSTRUCT TOKENS: This Unit can launch Physeter Construct Tokens. Physeter Construct Tokens may be used to in Physeter Assaults and as Cetacean Escorts.



HYPATIA GENERATOR SHIP

270 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	8	8	12	6
Crippled	3	3	2	7	12	5	5	12	6

Designed to have multiple interchangeable generator systems within its hull, the Hypatia is a showcase of Covenant technology making it a Commodore's delight and an adversary's nightmare.

Unit Composition

- 1 Hypatia Generator Ship

Traits

- Enlightened
- Surface Unit
- Generator Ship
- Hypatia Class
- Flagship

Special Rules

- Enlightened Science
- Generator Ship
- Heavy Firepower
- **Internal Entropic** Generator
- Luminiferous Defences
- Shield Generator
- Wavelurker

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – F/P

- Particle Beamer – F/S
- Heavy Aetheric Broadside – P&S

Options:

- The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit **MUST** take three of the following Generators. You may not have more than one of the same Generator on the Model: Atomic Generator, **Chrono Generator**, Fury Generator, Magnetic Generator, Null Generator, Repulsion Generator or Shroud Generator.
- **The Unit may be equipped with a Turbo Encabulation Drive for +10pts per Model or the Unit may take up to three Escort Tokens for +8pts each.**

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

ENLIGHTENED GENERATOR SHIP: Friendly Models within 10" of this Unit with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model. This Unit cannot have more than one of any Generator type. It cannot give any other Unit the benefit from any Generator type more than once at any time.

THE PROMETHEUS

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	8	8	12	6
Crippled	3	3	2	7	12	5	5	12	6

The prototype vessel of the Hypatia class, the theft of The Prometheus by Helsinki Markov set in motion not only the Covenant Schism, but also the proliferation of Generator technology around the globe.

Unit Composition

- 1 Prometheus

Traits

- Enlightened
- Surface Unit
- Generator Ship
- Hypatia Class
- Flagship
- Unique

Special Rules

- Enlightened Science
- Generator Ship
- Heavy Firepower
- **Internal Entropic** Generator
- Luminiferous Defences
- Shield Generator
- Temperamental Design
- Wavelurker

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – F/P
- Particle Beamer – F/S
- Heavy Aetheric Broadside – P&S

Options:

- The Unit **MUST** take three of the following Generators. You may not have more than one of the same Generator on the Model: Atomic Generator, **Chrono Generator**, Fury Generator, Magnetic Generator, Null Generator, Repulsion Generator or Shroud Generator.
- The Unit may take up to four Escort Tokens for +8pts each.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs

ENLIGHTENED GENERATOR SHIP: Friendly Models within 10" of this Unit with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model. This Unit cannot have more than one of any Generator type. It cannot give any other Unit the benefit from any Generator type more than once at any time.



ICARUS AERONAUTIC FABRICATOR

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	9	7	9	4
Crippled	3	3	2	7	12	6	4	9	7

One of the largest vessels built by the Temoja shipyards in Mombasa, the Icarus features multiple vertical magnetic catapults that can simultaneously launch squadrons of fighters. The class has fabrication and repair facilities comparable to a small naval base, maintaining the Icarus' squadrons as well as lend support to other vessels in the battlefleet.

Unit Composition

- 1 Icarus Aeronautic Fabricator

Traits

- Enlightened
- Surface Unit
- Grand Fabricator
- Icarus Class
- Flagship

Special Rules

- Advanced Repair Facilities (2)
- Combat Air Patrol
- Enlightened Science
- Flak Barrage (6)
- Groupthink Piloting
- Heavy Firepower
- Internal Entropic Generator
- Luminiferous Defences
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 10/5

Weapons

- Particle Beamer – 360
- Particle Beamer – 360
- Heavy Aetheric Broadside – P&S

Options:

- The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit may be equipped with a Turbo Encabulation Drive for +10pts per Model or the Unit may take up to three Escort Tokens for +8pts each.

ADVANCED REPAIR FACILITIES (2): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.



NANSEN EXPLORER

335 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	7	14	8	8	12	8
Crippled	4	2	2	7	12	5	5	12	8

Powerful, graceful, and superbly equipped, Enlightened Explorers are designed for long voyages far from friendly ports. With extensive laboratories, training facilities and cartographic equipment, the Nansen class is in many ways the ultimate expression of Covenant naval ambitions.

Unit Composition

- 1 Nansen Explorer

Traits

- Enlightened
- Surface Unit
- Explorer
- Nansen Class
- Flagship

Special Rules

- Combat Air Patrol
- Enlightened Science
- Elite Crew
- Groupthink Piloting
- Heavy Firepower
- Internal Entropic Generator
- Luminiferous Defences
- SRS Capacity 6/4
- SRS Mine Clearance
- SRS Recon Flight
- Vanguard
- Wavelurker

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – F/P
- Particle Beamer – F/S
- Particle Beamer – A/P/S

- Heavy Aetheric Broadside – P&S
- Weiriding Torpedo Salvo – F
- Weiriding Torpedo Salvo – A

Options:

- The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The Unit may be equipped with a Turbo Encabulation Drive for +5pts per Model or the Unit may take up to four Escort Tokens for +8pts each

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such units have been selected.



THULE SKY-FORTRESS

385 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	6	10	7	13	7	0	10	9
Crippled	5	4	6	6	12	4	0	9	9

Based heavily on the extra-planetary craft discovered by Count Gaius Adamski in Portugal, the Thule Sky-Fortress is an incredible sight. Levitating weightlessly in the sky, the Covenant Lords and ladies aboard the Thule can survey the world below and feel supremely confident that one day humanity will acknowledge their pre-eminence.

Unit Composition

- 1 Thule Sky-Fortress

Traits

- Enlightened
- Aerial Unit
- Sky-Fortress
- Thule Class
- Flagship

Special Rules

- Agile
- Combat Air Patrol
- Enlightened Science
- Flak Barrage (12)
- Full Steam Ahead
- Groupthink Piloting
- Heavy Firepower
- Hellion Cohort
- Internal Entropic Generator
- Luminiferous Defences
- Powerslide
- Shield Generator
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- X-Ray Laser Bank – 360
- X-Ray Laser Bank – 360
- Heavy Particle Cannon – 360
- Heavy Aetheric Broadside – F&A
- Heavy Aetheric Broadside – F&A
- Heavy Aetheric Broadside – P&S
- Heavy Aetheric Broadside – P&S
- Electrostatic Vacuum Bombs - A

Options:

- The Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperilator for **Free**, or a Sturginium Atomiser for **+5pts**. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may be equipped with a Turbo Encabulation Drive for **+10pts per Model**.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

HELLION COHORT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Sustained Quality. This rule does not apply to Supporting Assaults

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

FLAK BARRAGE (12): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.



THE COVENANT OF THE ENLIGHTENED FLEET

Maximillian Johann Ulrich Schneider
Warmaster of the Covenant





SURFACE UNITS

AMO CARRIER FRIGATE

66 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	10	4	10	2	2	1	3

Designed by Dbakiya Chepkirui the Amo operate in squadrons where their small size and limited launch capacity is offset by the sheer number of Scythe fighter craft they can launch.

Unit Composition

- 2 Amo Carrier Frigates

Traits

- Enlightened
- Surface Unit
- Automata
- Carrier Frigate
- Amo Class

Special Rules

- Groupthink Piloting
- Mechanical Soul
- SRS Capacity 1/0
- SRS Mine Clearance
- SRS Recon Flight

Squadron: This Unit may include up to four additional Models at a cost of +33pts per Model.

Weapons

- Pulse Broadside – P&S

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

ANTARCTICA SUPERIORITY CRUISER

150 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	6	6	8	4
Crippled	2	5	3	5	11	4	4	7	4

The pride of any Enlightened Captain, the Antarctica class is a formidable vessel alone. In a squadron they can overcome almost anything the oceans can throw at them.

Unit Composition

- 1 Antarctica Superiority Cruiser

Traits

- Enlightened
- Surface Unit
- Superiority Cruiser
- Antarctica Class

Special Rules

- Enlightened Science
- Heavy Firepower
- **Internal Entropic** Generator
- Luminiferous Defences
- Wavelurker

Squadron:

This Unit may include up to two additional Models at a cost of +150pts per Model.

Weapons

- Heavy Particle Cannon - F
- Particle Beamer – F/P/S
- Particle Beamer – A/P/S
- Aetheric Broadside – P&S
- Weiriding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- Any Model in the Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperator for **Free**, or a Sturgenium Atomiser for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.



THE BELGICA

170 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	6	7	8	4
Crippled	2	5	3	5	11	4	5	7	4

One of the first ships to be launched from the shipyards at The Gateway. Experimental armour plating, shielding and acoustic detection equipment made Belgica instrumental in leading Enlightened efforts to expand and secure their Antarctic shipping routes.

Unit Composition

- 1 The Belgica

Traits

- Enlightened
- Surface Unit
- Superiority Cruiser
- Antarctica Class
- Unique

Special Rules

- Agitation Harmoniser
- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Maritime Patrol
- Shield Generator
- Wavelurker

Weapons

- Heavy Particle Cannon - F
- Sturginium Agitator – F/P/S
- Sturginium Agitator – A/P/S
- Aetheric Broadside – P&S
- Weirding Torpedo Salvo - F

Options:

- The Unit may take up to four Escort Tokens for +8pts each.

AGITATION HARMONISER: Attacks made with Agitation Quality by Models in this Unit gain +3 to their Attack Dice Pool and the Sustained Quality.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

MARITIME PATROL: Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

CHATELET RECON CRUISER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	5	11	5	4	6	4
Crippled	2	7	4	5	10	3	3	6	4

Fast and able to deploy a small squadron of Scythe strike craft, the Chatelet are often employed for raiding enemy coastal positions or scouting out Sturginium deposits on the open seas.

Unit Composition

- 1 Chatelet Recon Cruiser

Traits

- Enlightened
- Surface Unit
- Recon Cruiser
- Chatelet Class

Special Rules

- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Groupthink Piloting
- Maritime Patrol
- Vanguard
- Wavelurker
- SRS Capacity 1/0

Squadron:

This Unit may include up to two additional Models at a cost of +90pts per Model.

Weapons

- Particle Beamer – F/P/S
- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S
- Weirding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The entire Unit may be equipped with Turbo Encabulation Drives for +5pts per Model.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

MARITIME PATROL: Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such units have been selected.



CLAUDIUS MERCHANTMAN

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	6	6	5	4
Crippled	2	6	3	5	10	4	4	7	5

Often Claudius Merchantmen are given a wide berth by opportunistic raiders. Their design mimics the closed silhouette of the deadly Plinius, or Quintilian classes. That said, the Claudius is more than able to defend itself and its precious cargo if necessary.

Unit Composition

- 1 Claudius Merchantman

Traits

- Enlightened
- Surface Unit
- Merchantman
- Claudius Class

Special Rules

- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Mine Sweeper
- Q-Ship
- Useful Freight
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +65pts per Model.

Weapons

- Seeker Rocket Battery – F/P/A
- Seeker Rocket Battery – F/S/A
- Weiriding Torpedo Salvo - F

Options:

- Each Model MUST take either an Atomic, Chrono, Clone, Fury, Magnetic, Null, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.

Q-SHIP: For +80 points, a single Claudius Merchantman may be upgraded to secretly be a Q-Ship. Once during the Encounter, at the start of this Unit's Activation, a single Battle-Ready Claudius of the controlling Player's choice may be immediately replaced with the Q-Ship (a Plinius, Quintilian or Tacitus Model). Do not carry over any damage sustained by the replaced Claudius. The Q-Ship Activates as part of the Claudius Unit for the remainder of the Encounter. Only one Claudius in a Unit may be replaced in this way. The Q-Ship has a profile exactly as the Model it is represented by, cannot have any upgrades except a generator if it is a Quintilian or Tacitus. The replaced Claudius is removed from play and takes no further part in the Encounter.

USEFUL FREIGHT: Once per turn on their Activation, each Model in this Unit may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

COPERNICUS HEAVY CRUISER

133 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	6	6	7	4
Crippled	2	5	3	5	10	4	4	7	4

The first vessel to employ the Heavy Particle Cannon, the Copernicus Heavy Cruiser is used by Commodores to provide devastating frontal attacks and break through blockades.

Unit Composition

- 1 Copernicus Heavy Cruiser

Traits

- Enlightened
- Surface Unit
- Heavy Cruiser
- Copernicus Class

Special Rules

- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +133pts per Model.

Weapons

- Heavy Particle Cannon - F
- Particle Beamer – F/P/S
- Aetheric Lance – A/P/S

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- Any Model in the Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitrionic Imperilator for Free, or a Sturginium Atomiser for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.



KETOS MYRIAPODA COLOSSUS AUTOMATA

148 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	0	6	11	0	0	7	4
Crippled	2	3	0	5	11	0	0	5	3

Technically an oceanid assault automata rather than a true colossus as it lacks a human crew, the Ketos utilise Sturginium Agitators to wreak carnage against enemy capital ships. The insectile Ketos relies on surprise and cold machine logic to maximise the impact of their attacks.

Unit Composition

- 1 Ketos Myriapoda Colossus

Traits

- Enlightened
- Surface Unit
- Myriapoda Colossus
- Automata
- Ketos Class

Special Rules

- Agitation Harmoniser
- Amphibious
- Apocalypse Protocol
- Colossus
- Enlightened Science
- **Internal Entropic** Generator
- Luminiferous Defences
- Mechanical Soul
- Mine Layer
- Strategic Withdrawal
- Unexpected Arrival
- Wavelurker

Squadron:

This Unit may include up to two additional Models at a cost of +144pts per Model.

Weapons

- Sturginium Agitator – F/P/S
- Arronaxium Blade Claws - F
- Ventral Atom Smashers – F

AGITATION HARMONISER: Attacks made with Agitation Quality by Models in this Unit gain +3 to their Attack Dice Pool and the Sustained Quality.

AMPHIBIOUS: The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land.

APOCALYPSE PROTOCOL: Once per Activation, this Unit may make the following Action as a Valour Effect. Any Crippled Model in this Unit may be immediately destroyed. Each Model destroyed in this manner automatically inflicts two Catastrophic Explosions on any Model within 2". The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

COLOSSUS: This Unit may turn on the spot to face any **position at the end of its Movement**. It may Ram Surface Units and Skimming Units, even if it moves less than 3" in the Movement Phase.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts has having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

STRATEGIC WITHDRAWAL: **Provided that it has not deployed this Round, at the start of the Maintenance Step of the End Phase, this Unit may be placed back into Reserves. Any Crippled Models in the Unit are immediately destroyed if they do so.**

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed under another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons **or Ram** using the weapon's Crippled profile.



LOTAN MYRIAPODA COLOSSUS AUTOMATA

156 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	0	6	11	0	0	7	4
Crippled	2	3	0	5	11	0	0	5	3

Designed by Paulette Aronnax, Lotan are amongst the most common of her oceanid assault automata. Shadowing Enlightened convoys, these segmented machines strike unexpectedly when needed, bringing their terrifying Ceous Shockmaw down to rip apart vessels like a sea monster of myth.

Unit Composition

- 1 Lotan Myriapoda Colossus

Traits

- Enlightened
- Surface Unit
- Myriapoda Colossus
- Automata
- Lotan Class

Special Rules

- Amphibious
- Apocalypse Protocol
- Colossus
- Enlightened Science
- **Internal Entropic** Generator
- Luminiferous Defences
- Mechanical Soul
- Nemesis Protocol
- Strategic Withdrawal
- Unexpected Arrival
- Wavelurker

Squadron:

This Unit may include up to two additional Models at a cost of +146pts per Model.

Weapons

- Ceous Shockmaw – F/P/S
- Arronaxium Blade Claws - F
- Ventral Atom Smashers – F

AMPHIBIOUS: The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land.

APOCALYPSE PROTOCOL: Once per Activation, this Unit may make the following Valour Effect. Any Crippled Model in this Unit may be immediately destroyed. Each Model destroyed in this manner automatically inflicts two Catastrophic Explosions on any Model within 2". The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

COLOSSUS: This Unit may turn on the spot to face any **position at the end of its Movement**. It may Ram Surface Units and Skimming Units, even if it moves less than 3" in the Movement Phase.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

NEMESIS PROTOCOL: Once per Activation, this Unit may make the following Valour Effect. Instead of using it as Ramming weapon this Activation, any Ceous Shockmaw may be used in the Shooting Phase in the Fore Arc to make an Attack against an Initial Target with the Heavy Particle Cannon weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

STRATEGIC WITHDRAWAL: **Provided that it has not deployed this Round, at the start of the Maintenance Step of the End Phase, this Unit may be placed back into Reserves. Any Crippled Models in the Unit are immediately destroyed if they do so.**

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed under another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons **or Ram** using the weapon's Crippled profile.



LOVELACE CRUISER

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	5	11	5	5	6	4
Crippled	2	6	4	5	10	3	3	6	4

The mainstay of the Antarctic defence fleet, even Lovelace cruisers are wrought as master crafted constructions compared to the mass-produced vessels found in the navies of the other Great Powers.

Unit Composition

- 1 Lovelace Cruiser

Traits

- Enlightened
- Surface Unit
- Cruiser
- Lovelace Class

Special Rules

- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Wavelurker

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – A/P/S
- Aetheric Broadside – P&S
- Weirding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.

- The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

Squadron: This Unit may include up to two additional Models at a cost of +96pts per Model.

MERIAN AUTOMATA FRIGATES

72 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	10	5	10	2	2	1	3

Programmed using reams of complex punch cards, the various patterns of Merian Automata are the most numerous vessels employed by the Covenant. They pack a surprising punch for a ship so small. Though as automata, naturally nothing surprises them.

Unit Composition

- 2 Merian Automata Frigates

Traits

- Enlightened
- Surface Unit
- Automata
- Frigate
- Merian Class

Special Rules

- Limited Capacitor
- Mechanical Soul
- Numerous
- Wavelurker

Weapons

- Pulse Emitter – F/P/S
- Pulse Broadside – P&S
- Micro Torpedo Salvo - F

Options:

- Any Model may be taken as variant pattern, replacing their Pulse Emitter for another weapon for the additional points cost indicated:

- Caidin Pattern (Molecular Disharmoniser) + 10pts
- Dorrien Pattern (Sturginium Agitator) + 6pts
- Germain Pattern (Particle Beamer) + 0pts
- Prevost Pattern (Caloric Oscillator) + 3pts

- The entire Unit may be equipped with Turbo Encabulation Drives for +5pts per Model.

LIMITED CAPACITOR (PULSE EMITTER): All Models in this Unit use the Crippled value of the weapon indicated. If the weapon is replaced, then this rule applies to the replacement weapon.

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts has having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

NUMEROUS: Rather than the usual restriction of only including a single unit of each type, any Battlefleet in this Faction that that can include Units with this Position Trait may instead include up to two of this Unit.

Squadron: This Unit may include up to four additional Models at a cost of +36pts per Model.



NEWTON VOID-ENGINE CRUISER

126 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	5	6	11	3	3	6	3
Crippled	2	4	4	5	11	2	2	6	5

The Newton class are built by the Temoja shipyard around a massive spatial displacement drive known as a Void Engine. Able to tear a passage through two otherwise unconnected locations, the Void Engines use technology developed at Wells Chasm.

Unit Composition

- 1 Newton Void-Engine Cruiser

Traits

- Enlightened
- Surface Unit
- Void-Engine Cruiser
- Newton Class

Special Rules

- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Void-Engine

Squadron: This Unit may include up to two additional Models at a cost of +126pts per Model.

Weapons

- Aetheric Lance – F/P/S
- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

VOID-ENGINE: As a Special Operations Action during its Activation, the Unit may all activate their Void Engines. Roll an Action die for each Battle-Ready Model in this Unit and discard all the results except one. Apply that result to a friendly or enemy unit (Mass 3 or less) within 20" of any Model in this Unit's Fore arc. On a result of a Blank the Void-Engine has no effect. On a result of a Counter or Heavy Counter, immediately resolve the effects of a Sturgenium Flare on the Target Unit but do not apply any Critical Damage Markers. On a result of a Hit or Heavy Hit, each Model in the Target Unit is removed from Play and replaced at a new point within 10" of this Unit, facing any direction. Each additional Model in this Unit adds +5" to the distance the Target can be placed from this Unit. On a roll of an Exploding Hit, the Target Unit may either be placed as though a Heavy Hit has been rolled or may be placed anywhere in the Play Area but suffers a Catastrophic Explosion. When Placing Models in the Target Unit they must always be placed in Coherency, in Open Water and at least 7" from the edge of the Play Area.

ORIGEN LATHE SHIP

62 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	8	5	8	4
Crippled	2	6	3	5	11	4	3	7	4

A battlefleet represents a huge investment of resources and talent for the Covenant of the Enlightened. Deploying several Origen class Lathe Ships in support, ensures that the risks to such an investment are greatly reduced.

Unit Composition

- 1 Origen Lathe Ship

Traits

- Enlightened
- Surface Unit
- Lathe Ship
- Origen Class

Special Rules

- Advanced Repair Facilities (1)
- Attached Unit
- Automata Repair Platform
- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences

Weapons

- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S

ADVANCED REPAIR FACILITIES (1): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

ATTACHED UNIT (ENLIGHTENED): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

AUTOMATA REPAIR PLATFORM: Roll an Action Die each time a Mass 1 Friendly AUTOMATA is destroyed within 10" of this Unit. On a roll of a Counter or Heavy Counter the AUTOMATA is not removed and instead remains in play with a single Hull point.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.



PLINIUS SUPPORT CARRIER

137 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	11	6	5	7	4
Crippled	2	6	3	5	10	4	3	7	5

Carrying a squadron of deadly strike aircraft within its protective enclosed launch bays, the Plinius combines armour and speed to deploy its compliment of fighters far from Covenant waters.

Unit Composition

- 1 Plinius Support Carrier

Traits

- Enlightened
- Surface Unit
- Support Carrier
- Plinius Class

Special Rules

- Cloud Hunting
- Combat Air Patrol
- Enlightened Science
- Groupthink Piloting
- **Internal Entropic** Generator
- Luminiferous Defences
- SRS Capacity 4/3
- SRS Mine Clearance
- SRS Recon Flight
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +137pts per Model.

Weapons

- Seeker Rocket Battery – F/P/A
- Seeker Rocket Battery – F/S/A
- Weirding Torpedo Salvo – F

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

CLOUD HUNTING: Models in this Unit gain +2 to Attack Dice Pools when shooting at Aerial Units.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





QUINTILIAN BOMBARDMENT CRUISER

137 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	6	4	6	5
Crippled	2	5	3	5	10	3	2	5	4

Originally designed as a support vessel for the Covenant's weather experiments near Tierra del Fuego, the Tyndall Missiles had their silver iodide payloads replaced with phosphorus with devastating effects.

Unit Composition

- 1 Quintilian Bombardment Cruiser

Traits

- Enlightened
- Surface Unit
- Bombardment Cruiser
- Quintilian Class

Special Rules

- Enlightened Science
- **Internal Entropic** Generator
- Luminiferous Defences
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +137pts per Model.

Weapons

- Tyndall Cyclonic Missiles – 360
- Tyndall Cyclonic Missiles – 360
- Seeker Rocket Battery – F/P/A
- Seeker Rocket Battery – F/S/A
- Weirding Torpedo Salvo - F

Options:

- Each Model **MUST** take either an Atomic, **Chrono**, Clone, Fury, Magnetic, Null, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

SPOTTER: If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

STILETTO FAST CRUISER

82 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	10	6	5	11	5	4	5	4
Crippled	2	8	4	5	10	3	3	5	4

Lightly armed and fast moving, Stilettoes are ideal for outpacing enemy supply lines and outflanking enemy battle lines.

Unit Composition

- 1 Stiletto Fast Cruiser

Traits

- Enlightened
- Surface Unit
- Fast Cruiser
- Stiletto Class

Special Rules

- Enlightened Science
- Full Steam Ahead
- **Internal Entropic** Generator
- Luminiferous Defences
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +82pts per Model.

Weapons

- Particle Beamer – F/P/S
- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S
- Weirding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- The entire Unit may be equipped with **Turbo Encabulation Drives** for +5pts per Model.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.



TACITUS ASSAULT CRUISER

137 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	7	5	9	5
Crippled	2	6	3	5	10	4	3	8	4

Squadrons of Tacitus are experts in pursuing key targets in the enemy battlefleet and sending them to a watery grave through focused firepower.

Unit Composition

- 1 Tacitus Assault Cruiser

Traits

- Enlightened
- Surface Unit
- Assault Cruiser
- Tacitus Class

Special Rules

- Enlightened Science
- Focused Gunnery
- **Internal Entropic** Generator
- Lamarckian Barracks
- Luminiferous Defences
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +137pts per Model.

Weapons

- Particle Beamer – F/P
- Particle Beamer – F/S
- Seeker Rocket Battery – F/P/A
- Seeker Rocket Battery – F/S/A
- Weirding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- Each Model **MUST** take either an Atomic, **Chrono**, Clone, Fury, Magnetic, Null, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.
- **The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.**

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

FOCUSED GUNNERY: A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.

LAMARCKIAN BARRACKS: Assaults by this Unit have the Sustained, Hazardous and Devastating qualities.

ULYSSES VANGUARD CRUISER

110 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	4	6	11	5	5	7	4
Crippled	2	7	4	5	10	3	3	7	4

Most often seen at the forefront of Enlightened operations, Ulysses squadrons combine their modest aircraft complement into devastating attack wings supported by fearsome firepower.

Unit Composition

- 1 Ulysses Vanguard Cruiser

Traits

- Enlightened
- Surface Unit
- Vanguard Cruiser
- Ulysses Class

Special Rules

- Anti-Air Specialist
- Enlightened Science
- Groupthink Piloting
- **Internal Entropic** Generator
- Luminiferous Defences
- SRS Capacity 1/0
- Vanguard
- Wavelurker

Squadron: This Unit may include up to two additional Models at a cost of +110pts per Model.

Weapons

- Particle Beamer – F/P/S
- Particle Beamer – A/P/S
- Aetheric Broadside – P&S
- Weirding Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.
- **The entire Unit may be equipped with Turbo Encabulation Drives for +5pts per Model.**

ANTI-AIR SPECIALIST: This Unit can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, this Unit's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such units have been selected.



VESALIUS CETACEAN SURGICAL SHIP

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	8	5	8	3
Crippled	2	6	3	5	11	4	3	7	5

Not every Covenant Commodore has access to a Descartes Control Ship and so the Temoja shipyard created the Vesalius to ensure that the welfare and effectiveness of their cetacean allies is maintained. Of course, in a faction that rarely does things by half measures, there are certain fleets that contain multiple Descartes and Vesalius to support hundreds of Physeters.

Unit Composition

- 1 Vesalius Cetacean Surgical Ship

Weapons

- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S

Traits

- Enlightened
- Surface Unit
- Cetacean Surgical Ship
- Vesalius Class

Special Rules

- Orca Attack Runs
- Cetacean Escorts
- Enlightened Science
- Internal Entropic Generator
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Orca Construct Tokens
- Cetacean Capacity 3/1

Squadron: This Unit may include up to two additional Models at a cost of +130pts per Model.

CETACEAN CAPACITY (3/1): The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may launch the indicated number of Cetacean Constructs and place those Tokens in base contact with Friendly and/or Enemy Models in any combination of **Physeter Assaults**, **Cetacean Escorts** or **Orca Attack Runs**. The total number of Cetacean Construct Tokens deployed by this Model in a Round cannot exceed its Cetacean Capacity. The exact nature of those Tokens and rules depends on the ones available to this Unit. Any remaining Cetacean Construct Tokens in the Play Area are removed in the Maintenance Step of the End Phase.

CETACEAN ESCORTS: Cetacean Construct Tokens placed in base contact with Models in Friendly Units up to 20" away count as Escort Tokens for the duration of the Round. They may not be placed in base contact with Mass 1 Friendly Models or Models that are already Escorted. A Unit may not have more than 4 Cetacean Construct Tokens counting as Escort Tokens. As Escort Tokens, Cetaceans may only be destroyed if the triggering Attack contains the Submerged Quality.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

ORCA ATTACK RUNS: Orca Construct Tokens may make Attack Runs like SRS Tokens. Orca Construct Tokens are a type of Cetacean Construct, have a launch range of 35" and each Token contributes 4 Action Dice to their Attack Run and it has the Submerged, Piercing and Sustained Qualities. Orca Construct Tokens cannot be intercepted. If the number of Orca Construct Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Orca Construct Tokens cannot make Attack Runs on Aerial or Skimming Units and must try to find New Targets if this situation arises (page 26 of the Rules).

ORCA CONSTRUCT TOKENS: This Unit can launch Orca Construct Tokens. Orca Construct Tokens may be used to in Orca Attack Runs and as Cetacean Escorts.



ZUMEENA CAPACITOR SHIP

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	8	5	8	4
Crippled	2	6	3	5	5	4	3	7	4

Dedicated energy transfer conduits allow these floating power stations to augment nearby vessels. Though the Zumeena class is particularly vulnerable to enemy aggression, the benefit to Enlightened scientific advancement far outweighs any loss of life amongst their crews.

Unit Composition

- 1 Zumeena Capacitor Ship

Traits

- Enlightened
- Surface Unit
- Capacitor Ship
- Zumeena Class

Special Rules

- Attached Unit
- Enlightened Science
- **Internal Entropic** Generator
- Luminiferous Defences
- Power Transfer Generator
- Supply Depot
- Volatile

Weapons

- Aetheric Lance – F/P/S
- Aetheric Lance – A/P/S
- Aetheric Broadside – P&S

Options:

- The entire Unit may be equipped with **Turbo Encabulation Drives** for +10pts per Model.

ATTACHED UNIT (ENLIGHTENED): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

POWER TRANSFER GENERATOR: Each time any Friendly Model within 4" of a Model in this Unit makes an Action, it may add three Action Dice to the Action Dice Pool. The Model in this Unit that was closest to that Friendly Model suffers a Level of Disorder. **This Model and Units within 4" of this Model may also re-roll blank results on the Action Die for using a Turbo Encabulation Drive.**

SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.

VOLATILE: Catastrophic Explosions cause a Model with this rule to suffer an additional point of damage each time. If a Model in this Unit is destroyed, any other Model within 3" suffer a Catastrophic Explosion.





SUBMERGED UNITS

DIOGENES TORPEDO SUBMARINE

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	10	4	10	0	3	1	3

Diogenes are savage pack hunters that utilise volleys of torpedoes to tear apart their targets without their presence ever being known.

Unit Composition

- 2 Diogenes Torpedo Submarines

Weapons

- Pulse Broadside – P&S
- Weirder Torpedo Salvo - F

Traits

- Enlightened
- Submerged Unit
- Automata
- Torpedo Submarine
- Diogenes Class

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

MARITIME PATROL: Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

Special Rules

- Mechanical Soul
- Maritime Patrol
- Pack Hunter
- Submerged Unit

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains additional +1 Action Die for each Model in the Unit to a single Attack or Assault Action Dice Pool. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

Squadron: This Unit may include up to four additional Models at a cost of +35pts per Model.

PRAXILLA HUNTER SUBMARINE

76 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	10	4	10	0	3	6	3

A literal silent killer, the Praxilla closes on its target without communication or deviation of any kind. Utilising powerful prow cutting lasers, it melts the keel of its foe and brings them a swift watery doom.

Unit Composition

- 2 Praxilla Hunter Submarine

Weapons

- Hydrothermic Borer – F
- Pulse Broadside – P&S

Traits

- Enlightened
- Submerged Unit
- Automata
- Hunter Submarine
- Praxilla Class

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support with +1 AD to Fray.

TERROR FROM BELOW: This Unit may Ram Surface Units even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Surface Units.

Special Rules

- Mechanical Soul
- Terror From Below

Squadron: This Unit may include up to four additional Models at a cost of +38pts per Model.



AERIAL UNITS

ADAMSKI STRIKE SAUCER

145 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	7	0	7	6
Crippled	3	5	6	5	11	4	0	6	3

Named after the Covenant Peer who obtained the wrecked alien craft in 1852, the Adamski Patrol Saucer is a fitting tribute to a man considered by many as the first Covenant martyr. It was his deathbed bequest to the Enlightened in their formative years of this trove of technology that enabled Sturgeon and others to build a technocratic future for mankind.

Unit Composition

- 1 Adamski Strike Saucer

Traits

- Enlightened
- Aerial Unit
- Strike Saucer
- Adamski Class

Special Rules

- Agile
- Enlightened Science
- Flak Barrage (6)
- Internal Entropic Generator
- Low Level Strike
- Luminiferous Defences
- Powerslide
- Shield Generator
- Strategic Withdrawal
- Unexpected Arrival

Squadron: This Unit may include an additional Model at a cost of +14.5pts.

Weapons

- Heavy Aetheric Broadside – F&A
- Heavy Aetheric Broadside – P&S
- X-Ray Laser Bank – 360

Options:

- The entire Unit may be equipped with Turbo Encabulation Drives for +5pts per Model.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

LOW LEVEL STRIKE: In the Special Operations phase of the round, while Battle Ready, this Unit may make a Low Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low Level Strike. A Unit cannot make a Low Level Strike if it has already done so the previous Round.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

STRATEGIC WITHDRAWAL: Provided that it has not deployed this Round, at the start of the Maintenance Step of the End Phase, this Unit may be placed back into Reserves. Any Crippled Models in the Unit are immediately destroyed if they do so.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed under another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon's Crippled profile.



EUCLID SCOUT SAUCER

112 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	10	5	11	4	0	4	4

Unit Composition

- 2 Euclid Scout Saucers

Traits

- Enlightened
- Aerial Unit
- Scout Saucer
- Euclid Class

Special Rules

- Agile
- Enlightened Science
- **Internal Entropic** Generator
- Powerslide
- Shield Generator
- Radar Relay

Squadron: This Unit may include up to two additional models at a cost of +56pts per Model.

Weapons

- Particle Beamer – 360
- Pulse Broadside – P&S

Options:

- Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +10pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The entire Unit may be equipped with Turbo Encabulation Drives for +2pts per Model.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

RADAR RELAY: Attacks against Enemy Models within 7" of this Model ignore the Obscured rule.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

HAUNEBU BATTLE SAUCER

170 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	7	0	7	6
Crippled	3	5	6	5	11	4	0	6	3

Developed by Princess Scheherazade, the Haunebu Battle Saucer uses Electrostatic Vacuum bombs to devastate hardened targets. First deployed against Egyptian separatists, earning favour with the Sultanate. It provided access to the fruits of the Sublime Porte's modernisation efforts and a way back into the Sultan's good graces for his wayward sister.

Unit Composition

- 1 Haunebu Battle Saucer

Traits

- Enlightened
- Aerial Unit
- Battle Saucer
- Haunebu Class

Special Rules

- Agile
- Enlightened Science
- Helion Cohort
- **Internal Entropic** Generator
- Luminiferous Defences
- Powerslide
- Shield Generator
- Strategic Withdrawal

Squadron: This Unit may include an additional Model at a cost of +170pts.

Weapons

- Electrostatic Vacuum Bombs – A
- Heavy Aetheric Broadside – F&A
- Heavy Aetheric Broadside – P&S

- Heavy Particle Cannon – 360
- X-Ray Laser Bank – 360

Options:

- The Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperilator for **Free**, or a Sturginium Atomiser for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an **Internal Entropic** Generator. It may not be upgraded or replaced.

HELLION COHORT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Sustained Quality. This rule does not apply to Supporting Assaults

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

STRATEGIC WITHDRAWAL: Provided that it has not deployed this Round, at the start of the Maintenance Step of the End Phase, this Unit may be placed back into Reserves. Any Crippled Models in the Unit are immediately destroyed if they do so.



PYTHEUS RECON SAUCER

112 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	10	5	11	4	0	4	4

Unit Composition

- 2 Pytheus Recon Saucers

Traits

- Enlightened
- Aerial Unit
- Recon Saucer
- Pytheus Class

Special Rules

- Agile
- Enlightened Science
- Groupthink Piloting
- Internal Entropic Generator
- Powerslide
- SRS Capacity 2/0
- SRS Mine Clearance
- SRS Recon Flight

Squadron: This Unit may include up to two additional models at a cost of +56pts per Model.

Weapons

- Pulse Broadside – P&S

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

VALTAR AETHER SAUCER

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	7	0	7	6
Crippled	3	5	6	5	11	4	0	6	3

An almost intact saucer-shaped craft was secretly recovered in 1852 from Valtar, Portugal. Along with the earlier discovery of the Antarctic Vault, the design, technology, and skeletal remains of the occupants proved that humanity was not alone in the universe. The technologies of the craft were reverse engineered and the Valtar Aether saucer is the result.

Unit Composition

- 1 Valtar Aether Saucer

Traits

- Enlightened
- Aerial Unit
- Aether Saucer
- Valtar Class

Special Rules

- Agile
- Enlightened Science
- Full Steam Ahead
- Internal Entropic Generator
- Luminiferous Defences
- Powerslide
- Shield Generator

Squadron: This Unit may include an additional Model at a cost of +160pts.

Weapons

- Heavy Aetheric Broadside – F&A
- Heavy Aetheric Broadside – P&S
- Heavy Particle Cannon – 360
- X-Ray Laser Bank – 360

Options:

- The Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperator for Free, or a Sturginium Atomiser for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

- The entire Unit may be equipped with Turbo Encabulation Drives for +10pts per Model.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

INTERNAL ENTROPIC GENERATOR: The Unit is equipped with an Internal Entropic Generator. It may not be upgraded or replaced.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.