



Drone Relay:

A *Drone Relay* acts as if the Model has the *Drone Controller MAR*, affecting any Model with the *Drone MAR* that is within 4" of the *Drone Relay*.

CoA Changelog:

V1 to V2:

- Vulcan Carbine, add I to ER RAD and add CQB Weapon MAR
- Added Line Section Slot I to Automata section
- Changed Spider Tankettes to Spider Drones, tweaking MARs and RAD

V2 to V3:

- Increase Proxima Energy Blaster Range to 24"
- Updated Ironclads and IAD

V3 to V4:

- Decrease Xenophon side and rear armor
- Decrease Automata range to 16" and increase IR to 3
- Added Heavy Automata

COVENANT OF ANTARCTICA OFFICERS AND CHARACTERS SECTION

COVENANT OF ANTARCTICA INFANTRY OFFICER

This Section occupies an Officers or Characters Slot in the Platoon Structure.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Officer	<i>Infantry Officer</i>	7"	4	3	3 [BLUE]	Sirius Energy Pistol	Steadfast

SECTION SIZE

- 1 Officer.
- 0-5 Battle Commandos. (See the relevant entry for Points Costs and Basic Equipment)

COMMAND CAPABILITY AND MODEL COST

- The Officer's capability to command varies depending on their Rank, use the tables below to determine the cost of the Officer you want to field.

RANK	COMMAND POINTS	POINTS
Lieutenant	4	75
Captain	5	100
Major	6	125

COVERNANT COMMAND ABILITY

In addition to the Standard Orders, all Infantry Officers in this ORBAT have access to the Order listed below:

Increase Power to 11

Command Point Cost = 2

Passes Required = 2

Issued in – A Section's Command Segment

Order – All Energy Weapons that are Small Arms in a Section gain the **Lethal MAR**

SECTION UPGRADES

NCOs	None
Specialists	1 Commando may be upgraded to a Commando Specialist armed with a Proxima Energy Blaster for +5 Points. 1 Commando MUST be upgraded to a Commando Specialist with a Drone Relay Backpack (they gain the <i>Drone Relay MAR</i>), for FREE .
Gun Teams	None
Section Attachments	None
Field Equipment	The Officer may replace their Sirius Energy Pistol with a Proxima Energy Blaster for +10 Points
Transport	This section may use Portals.

CAPTAIN ALFONSO BERTONELLO

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

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Captain Alfonso Bertonello	<i>Infantry Officer</i>	7"	4	3	4 [BLUE]	Altair Energy Rifle	Steadfast, Unique
Leopold the 'Scrivener'	<i>Infantry</i>	7"	3	2	1 [BLACK]	-	Adjutant (2), Steadfast, Temporal Flux Engineer, Unique

RANK	COMMAND POINTS
Captain	6

SECTION SIZE

- 1 Captain Alfonso Bertonello.
- 0-1 Leopold the 'Scrivener'
- 0-5 Battle Commandos.

MODEL COST

- Captain Alfonso Bertonello is a Captain and costs **200** Points.
- 0-1 Leopold the 'Scrivener' costs **40** Points.
- Each Commando costs **40** Points.

COVERNANT COMMAND ABILITY

In addition to the Standard Orders, Alfonso Bertonello has access to the Order listed below:

You've learned from the best!

Command Point Cost = 2

Passes Required = 3

Issued in – A Section's Command Segment

Order – This Order may be given in the **Command Orders and Cards Step** of a **Section's** Activation. If passed the Section Ordered may make a normal **Advance** Move in their **Movement Segment**, and **Fire** in their **Shooting Segment**, with their shots counting as *Placed Shots*.

Captain Alfonso Bertonello's Command Section, may be upgrades in the following ways:

SECTION UPGRADES	
NCOs	None
Specialists	Up to 2 Commandos may be upgraded to Commando Specialists armed with a Proxima Energy Blaster for +5 Points each 1 Commando MUST be upgraded to a Commando Specialist with a Drone Relay Backpack (they gain the <i>Drone Relay MAR</i>), for FREE .
Gun Teams	None
Section Attachments	
Field Equipment	
Transport	This section may use Portals

Temporal Flux Engineer

Around Leopold the 'Scrivener' people seem to be lucky, at least in this set of dimensions. Each Turn, during the Pre Turn Phase, Leopolds section generates D3 Lucky Tokens to use that turn. Any tokens not used by the end of the turn are lost.

CAPTAIN OLGA HAMMARSTRÖM

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

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Captain Olga Hammarström	<i>Infantry</i>	6"	4	2	2 [BLACK]	Sirius Energy Pistol	Drone Controller, Drone Engineer (6+), Drone Commander, Steadfast,

							Unique
M.U.D Mk	<i>Infantry</i>	7"	4	1	1 [BLACK]	Sirius Energy Pistol	Drone, Sonic Generator, Unique
Automata	<i>Infantry</i>	5"	3	1	1 [BLACK]	Energy Gun	Drone, Shield [1 BLACK], Militia

COMMAND CAPABILITY

RANK	COMMAND POINTS	COMMAND RANGE	EXPERIENCE LEVEL
Captain	6	8"	Veteran

COVENANT COMMAND ABILITY

In addition to the Standard Orders, all Infantry Officers in this ORBAT have access to the Order listed below:

Increase Power to 11

Command Point Cost = 2

Passes Required = 2

Issued in – A Section's Command Segment

Order – All Energy Weapons that are Small Arms in a Section gain the **Lethal** MAR

SECTION SIZE

- 1 Olga Hammarström
- 0-1 Rosie Rivets, Mk 4
- 0-6 Automata

MODEL COST

- Olga Hammarström costs **160 Points**
- Rosie Rivets, Mk 4 costs **40 Points**
- Each Automata cost **20 Points.**

Drone Commander:

Olga Hammarström is a Drone Commander, she may only use her Command Points on Sections containing Drones.

The **Sonic Generator** seen here is one of the earlier versions, dating to before the current conflict, when the musical potential of the devices was being investigated.

It may be operated in one of two modes. Nominate which mode it is using each time the model activates, that mode will remain in operation until the models next activation.

Euphonic Mode:

The Generator emits tones that could just be described as musical, but are certainly distinctive! They carry over the battlefield, reminding all of the superiority of the Covenant technology.

The model Gains the **Inspiring** MAR

Dodecotic Disruption mode:

Using an complex 12 note operating principal one music critic likened to 'a fight between a dozen cats in a resonance chamber' the generator creates a cacophony that renders all nearby insensible, and almost unable to communicate.

All Sections with a model within **12"** require an extra pass on **any** *Command Check* they make. This has no effect on Ironclads, Drones, models with the **Steadfast** MAR or the model using it!

MONIQUE DUBOIS

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

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Monique DuBois	<i>Infantry</i>	6"	4	2	2 [BLACK]	Sirius Energy Pistol	Drone Controller, Drone Engineer (5+), NCO(1), Steadfast, Unique

SECTION SIZE

- 1 Monique DuBois may be added to a Drone Controller Section

MODEL COST

- Monique DuBois costs **60 Points**

DRONE ENGINEER

- Monique Dubois may use her Drone Engineer MAR on any section containing Drones that she is within 4" of.

DRONE CONTROLLER SECTION

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

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Drone Controller	<i>Infantry</i>	6"	4	2	2 [BLACK]	Sirius Energy Pistol	Drone Relay, Steadfast
Senior Drone Controller	<i>Infantry</i>	6"	4	2	3 [BLUE]	Sirius Energy Pistol	Drone Relay, NCO(1), Steadfast

SECTION SIZE

- 0-3 Drone Controllers

MODEL COST

- Each Drone Controller costs **40 Points**

<u>SECTION UPGRADES</u>	
NCOs	One Drone Controller may be upgraded to a Senior Drone Controller for +5 Points
Specialists	None
Gun Teams	None
Section Attachments	
Field Equipment	
Transport	This section may use Portals

OCCULUS DRONE ATTACHMENTS

A single Oculus drone may be added to any section that has a model with the Drone Relay MAR.

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Gun Drone	<i>Infantry</i>	8"	5	2	1 [BLACK]	Vega Energy Cannon	Drone, Skimming
Support Drone	<i>Infantry</i>	8"	5	2	1 [BLACK]	-	Drone, Skimming, Tracking Arrays
Command Drone	<i>Infantry</i>	8"	5	2	1 [BLACK]	-	Drone, Skimming, Command Node
Recon Drone	<i>Infantry</i>	8"	5	2	1 [BLACK]	-	Drone, Skimming, Reconnaissance Protocols

SECTION SIZE

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

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

MODEL COST

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

<p>Drone Commander: Olga Hammarström is a Drone Commander, she may only use her Command Points on Sections containing Drones.</p>
<p>Tracking Arrays: A high tech and new device deployed by the Covenant Forces. These tracking Arrays are capable of warning the Drone and its section of incoming fire. The arrays also have teh ability to find and mark enemy targets for the section so that bad weather and poor visibility do not affect the combat capability of the section. A section containing this model may re-roll results of 1 when rolling for cover saves. In addition, the section may ignore the Limited Visibility battlefield condition as long as the Drone is with them.</p>
<p>Command Node: An advanced communication system is built inside these Oculus Drones to support Officers and NCOs with their ability to support command and control on the battlefield. Sections containing a model with the Command Node MAR may spend their Command Points (if they have any) on any other section that contains a model with the Command Node MAR.</p>
<p>Reconnaissance Protocol: A Recon Drone is equipped with a digital map projector and continually updated battlefield information. This Drone is typically attached to a section that is sent ahead of the main force. A section that contains a model with the Reconnaissance Protocol MAR is considered to have the Scout and Sure Footed MARs.</p>

COVENANT OF ANTARCTICA

COMBAT SECTIONS

COMMANDO BATTLE SECTION

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

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Commando	<i>Infantry</i>	7"	4	1	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines
Commando Specialist	<i>Infantry</i>	7"	4	1	3 [BLUE]	Proxima Energy Blaster	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	<i>Infantry</i>	7"	4	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	<i>Infantry</i>	7"	5	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (2)

SECTION SIZE

- The Combat Section may contain between **4 to 6** Commandos.

MODEL COST

- Each Commando costs **40 Points**.

SECTION UPGRADES	
NCOs	1 Commando may be upgraded to be one of the following: A Commando Sergeant for +5 Points A Commando Master Sergeant for +20 Points
Specialists	1 Commando may be upgraded to a Commando Specialist armed with a Proxima Energy Blaster for +5 Points.
Gun Teams	None
Section Attachments	None
Field Equipment	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster for +5 Points 1 Commando MUST be equipped with a Drone Relay Backpack (they gain the <i>Drone Relay MAR</i>), for FREE
Transport	This section may use Portals

COMMANDO FIRE BASE SECTION

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

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Commando	<i>Infantry</i>	7"	4	1	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	<i>Infantry</i>	7"	4	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	<i>Infantry</i>	7"	5	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (2)
Gun Team	<i>Infantry</i>	7"	4	2	2 [BLACK]	Rigel Heavy Energy Rifle (F-180°)	Cumbersome, Move or Fire

SECTION SIZE

- The Combat Section may contain between **4 to 6** Commandos.

MODEL COST

- Each Commando costs **40 Points**.

SECTION UPGRADES	
NCOs	1 Commando may be upgraded to be one of the following: A Commando Sergeant for +5 Points A Commando Master Sergeant for +20 Points
Specialists	None
Gun Teams	2 Commandos may be upgraded to form a Gun Team for +20 Points : These Commandos both exchange their Vulkan Mk7 Carbines to crew a single Rigel Heavy Energy Rifle.
Section Attachments	None
Field Equipment	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster for +5 Points 1 Commando MUST be equipped with a Drone Relay Backpack (they gain the <i>Drone Relay MAR</i>), for FREE
Transport	This section may use Portals

AUTOMATA COMBAT SECTION

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

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Automata	<i>Infantry</i>	5"	3	1	1 [BLACK]	Energy Gun	Drone, Shield(1 [BLACK]), Militia

SECTION SIZE

- **6 to 10 Automata**

MODEL COST

- Each Automata costs **20 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	None.
Field Equipment	None
Transport	This section may use Portals

COVENANT OF ANTARCTICA

ELITE SECTIONS

HEAVY AUTOMATA ASSAULT SECTION

This Section occupies an Elite Slot in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Heavy Automata	<i>Heavy Infantry</i>	5"	4	2	4 [BLACK]	Automata Heavy Energy Rifle	Drone Shield (2 RED) Towering, Militia
Support Rotor Drone	<i>Infantry</i>	8"	5	2	1 [BLACK]	-	Drone, Skimming, Drone Engineer (6+)

SECTION SIZE

- 2 to 3 Heavy Automata
- 0 to 1 Support Drone

MODEL COST

- Each Heavy Automata costs **60 Points**.
- Each Support Drone costs **25 Points**.

SECTION UPGRADES

NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Field Equipment	
Transport	

MYRMIDON SECTION

This Section occupies an Elite Slot in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Myrmidon	<i>Jetpack</i>	10"	4	2	3 [BLUE]	Sirius Energy Pistol	Elusive Target Combat Armor (1) Shield [1 BLUE]
Myrmidon Master	<i>Jetpack</i>	10"	4	2	5 [BLUE]	Sirius Energy Pistol	Elusive Target,

Sergeant							Combat Armor (1) NCO (2) Shield [1 BLUE]
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SECTION SIZE

- 3 to 4 Myrmidons.

MODEL COST

- Each Myrmidon costs **60 Points** without upgrades.

SECTION UPGRADES	
NCOs	1 Myrmidon may be upgraded to be an Myrmidon Master Sergeant for +20 Points .
Specialists	None
Gun Teams	
Section Attachments	
Field Equipment	1 Myrmidon MUST be equipped with a Drone Relay Backpack (they gain the <i>Drone Relay MAR</i>), for FREE
Transport	This section may NOT use Portals.

SNIPER SECTION

This Section occupies an Elite Slot in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Sniper	<i>Infantry</i>	6"	4	2	2 [BLUE]	Energy Sniper Rifle	Elusive Target Scouting
Spotter Drone	<i>Infantry</i>	8"	5	2	2 [BLACK]	None	Stealthy Sniper Spotter Scouting Shield [1 BLUE]

SECTION SIZE

- 1 to 2 Snipers
- 2 Spotter Drones

MODEL COST

- Each Sniper costs **60 Points** without upgrades.

Sniper Spotter:

Models with this MAR do not need to remain in Unit Cohesion with the rest of the section.

During its activation a model with the Sniper Spotter MAR may give the Sniper MAR to all weapons in the section if they are making a Ranged Attack at a target unit within 16" of the model with this MAR.

SECTION UPGRADES

SECTION UPGRADES	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Field Equipment	
Transport	This section may NOT use Portals.

SPIDER DRONE SECTION

This Section occupies the Elite Section Slots in the Platoon Structure

<u>Name</u>	<u>Type</u>	<u>Mv</u>	<u>IR</u>	<u>LP</u>	<u>MAD</u>	<u>Weapons</u>	<u>MARs and Abilities</u>
Spider Drone	<i>Infantry</i>	7"	4	2	4 [BLUE]	Energy Cutter	Drone, Shield [1 BLUE], Stealthy, Sure Footed

SECTION SIZE

- 2-4 Spider Drones

MODEL COST

- Each Spider Drone costs **50 Points**.

<u>SECTION UPGRADES</u>	
NCOs	None
Specialists	
Gun Teams	None
Section Attachments	
Field Equipment	
Transport	
This Section may use Portals	

COVENANT OF ANTARCTICA

SUPPORT SECTIONS

COMMANDO HEAVY FIRE BASE SECTION

This Section occupies a Support Slot in the Platoon Structure

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Commando	<i>Infantry</i>	7"	4	1	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	<i>Infantry</i>	7"	4	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (1)
Commando Master Sergeant	<i>Infantry</i>	7"	5	2	3 [BLUE]	Vulcan Carbine	Flashbangs, Steadfast, Tank Mines, NCO (2)
Gun Team	<i>Infantry</i>	7"	4	2	2 [BLACK]	Rigel Heavy Energy Rifle (F-180°)	Cumbersome, Move or Fire

SECTION SIZE

- The Heavy Fire Base Section may contain between **2 to 7** Commandos.

MODEL COST

- Each Commando costs **40 Points**.

SECTION UPGRADES

NCOs	1 Commando may be upgraded to be one of the following: A Commando Sergeant for +5 Points A Commando Master Sergeant for +20 Points
Specialists	None
Gun Teams	<ul style="list-style-type: none"> 2 Commandos MUST be upgraded to form a Gun Team for FREE: These Commandos both exchange their Vulcan Carbines to crew a single Rigel Heavy Energy Rifle 2 Commandos may be upgraded to form a second Gun Team for +10 Points: These Commandos both exchange their Vulcan Carbines to crew a single Rigel Heavy Energy Rifle 2 Commandos may be upgraded to form a third Gun Team for +15 Points: These Commandos both exchange their Vulcan Carbines to crew a single Rigel Heavy Energy Rifle
Section Attachments	None
Field Equipment	A Sergeant/Master Sergeant may change their Vulcan Carbine for a Proxima Energy Blaster for +5 Points
Transport	This section may use Portals.

DRONE SUPPORT SECTION

This Section occupies a Support Slot in the Platoon Structure, and may form Fire Teams.

Name	Type	Mv	IR	LP	MAD	Weapons	MARs and Abilities
Automata	<i>Infantry</i>	5"	3	1	1 [BLACK]	Energy Gun	Drone, Shield (1 [BLACK]), Militia
Gun Rotor Drone	<i>Infantry</i>	8"	5	2	1	Proxima Energy	Drone, Skimming,

					[BLACK]	Blaster	Militia
Support Rotor Drone	Infantry	8"	5	2	1 [BLACK]	-	Drone, Skimming, Shield (1 [RED]), Militia
Support Rotor Drone	Infantry	8"	5	2	1 [BLACK]	-	Drone, Skimming, Drone Engineer (6+), Militia

SECTION SIZE

- The Drone Support Section may contain:
- 0-5 Automata
- 0-3 Gun Rotor Drones
- 0-1 Support Rotor Drones
- 0-1 Shield Rotor Drone

MODEL COST

- Each Automata costs 20 points
- Each Gun Rotor Drone costs 40 points
- Each Support Rotor Drone costs 25 points
- Each Shield Rotor Drone costs 45 points

Shield Rotor Drone:

The Shield Rotor Drone provides the Shield[1 RED] MAR to any model within 6". This does not stack with any existing Shield any other model is equipped with.
The controlling player should decide which applies.

SECTION UPGRADES	
NCOs	None
Specialists	None
Gun Teams	None
Section Attachments	None
Field Equipment	The Gun Rotor Drones may replace their Proxima Energy Blasters with Vega Energy Cannons for +10pts each (every Gun Rotor in the Section must have the same weapon Option – either Proxima, or Vega)
Transport	None

STURGINIUM FIELD GUN SECTION

This Section occupies a Support Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Field Gun	<i>Small Ironclad</i>	5"	5/3/2	2	Polaris Sturgenium Cannon [F-90°]	Walker

SECTION SIZE

- 1-2 Field Gun

MODEL COST

- Each Field Gun costs 60 **Points**

SECTION UPGRADES	
NCOs	None
Specialists	
Gun Teams	
Section Attachments	
Field Equipment	The Field Gun may be upgraded to have an 'Emplacement'. When a Field Gun is Deployed, it is deployed with the Emplacement. An Emplacement increases the F/S/R Armour ratings by 3, if the Field Gun makes any move action other than Hold Your Ground, the Emplacement and it's benefits are lost for the remainder of the game. The Emplacement upgrade costs +10 points .
Transport	This section may use Portals.

COVENANT OF ANTARCTICA HEAVY IRONCLAD SECTION

XENEPHON HEAVY IRONCLAD SECTION

This Section occupies a Heavy Support Slot in the Platoon Structure

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Xenophon	<i>Heavy Ironclad</i>	5"	9/7/6	4	Xenophon Energy Blaster [Fore-Fixed] Energy Minigun [270° Fore]	Walker, NCO(1) Shield (2 RED), Independent Firing

SECTION SIZE

- 1 Xenophon

MODEL COST

- Each Xenophon costs 240 Points

COVENANT OF ANTARCTICA TRANSPORT SECTIONS

TELEPORT PORTAL SECTION

The Covenant Teleport Section is different from normal Transports in that is purchased separately from the Sections, and occupies a Support Slot in the Platoon Structure.

NAME	TYPE	MV	ARMOUR RATING F/S/R	HP	WEAPONS	MARS AND ABILITIES
Portal Generator	<i>Regular Ironclad</i>	7"	7/7/5	2	-	Portal, Shield (2 RED)

SECTION SIZE

- 2-3 Portal Generator

MODEL COST

- Each Portal Generator costs 60 Points

PORTAL

Portals are short ranged transportation devices, allowing the almost instantaneous movement of sections from one side of the battlefield to another, or from off the table, without all that tedious mucking about in hyperspace.

Portals are used in the following fashion.

If a Section that may use Portals ends its Movement within of 4" of one Portal Generator then it may be removed from the table and redeployed within 4" of another Portal Generator. The section then ends it's activation.

Additionally the Portal Generators may be used as a board edge for the purposes of bringing in Sections from Reserve if they may use Portals. A section that may use Portals may be placed within 4" of one of the Portal Generators when coming in from Reserve instead of the board edge they would normally arrive from.

If there is sufficient room for them to disembark, as many sections may use the Portal as they wish.

Name	Range		RAD		IAD		MARS
	ER	LR	ER	LR	ER	LR	
Sirius Energy Pistol	0-8"	-	3 [BLUE]	-	-	-	CQB Weapon Energy Weapon Small Arm
Energy Sniper Rifle	0-24"	-	5 [BLUE]	-	5 [BLUE]	-	Energy Weapon
Vulcan Carbine	1-16"	17-24"	3 [RED]	1 [BLUE]	-	-	CQB Weapon, Small Arm
Energy Gun	1-16"	-	2 [BLUE]	-	-	-	Energy Weapon Small Arm
Altair Energy Rifle	1-24"	-	2 [BLUE]	-	-	-	Energy Weapon Small Arm
Proxima Energy Blaster	1-24"		4 [BLUE]		6 [BLUE]		Energy Weapon Small Arm
Energy Sniper Rifle	0-24"	-	5 [BLUE]	-	5 [BLUE]	-	Energy Weapon
Energy Cutters	0-8"		3 [BLUE]	-	8 [RED]	-	Energy Weapon
Automata Heavy Energy Rifle	1-24"	-	5 [BLUE]	-	-	-	Energy Weapon
Rigel Heavy Energy Rifle	1-32"	-	5 [BLUE]	-	7 [BLUE]	-	Energy Weapon
Vega Energy Cannon	1-16"	-	2 [BLUE]	-	10 [BLUE]	-	Energy Weapon
Polaris Sturginium Cannon AP	1-16"	17-24"	5 [BLUE]	4 [BLUE]	-	-	Lethal
Polaris Sturginium Cannon AT	1-24"	25-32"	-	-	9 [RED]	7 [RED]	-
Xenophon Energy Blaster	1-32"	-	12 [BLUE]	-	12 [BLUE]	-	Energy Weapon
Energy Minigun	1-16"	-	8 [BLUE]	-	-	-	Solo Weapon, Energy Weapon