


# BYSTOPIAN WARS.



**ENLIGHTENED**

# ORBAT

**ORDER OF BATTLE**



**WARCRADLE  
STUDIOS**



# COVENANT OF THE ENLIGHTENED

## ORDER OF BATTLE

### V3.05

*The architects of the Dystopian Age, the Covenant of the Enlightened wield their formidable intellects to sweep aside those who stand in the way of Science and Progress. These masters of technology covet knowledge above all things and believe that it is only they who can steer humanity on a path to enlightenment. Whether with monstrous fusions of man and machine or with their terrifying and wondrous war-engines, the Covenant of the Enlightened take every opportunity to demonstrate their technological supremacy. The discoveries that were intended to herald a new era for humanity are instead used to punish those who would misuse them. Only when the Covenant are lauded as the rightful leaders of the Earth this new Dystopian Age can the world be brought into a new dawn of achievement and prosperity.*

This document is the Order of Battle for the Covenant of the Enlightened, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. This allows a player to create a Force for the Covenant of the Enlightened in games of Dystopian Wars. We have also made Unit cards 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.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
Archimedes Vault Ship	1	388	14
<i>The Arcadian Storm</i>	1	390	14
<i>The Schneider</i>	1	455	15
Bellerophon Heavy Platform	1	190	15
Chione Subnautical Explorer	1	410	16
Euripides Assault Automata*	6	-	16
Daedalus Fortified Tethership	1	260	17
Descartes Control Ship	1	245	17
<i>The Oedipus</i>	1	260	18
Hypatia Generator Ship	1	270	18
<i>The Prometheus</i>	1	255	19
Icarus Aeronautic Fabricator	1	260	19
Nansen Explorer	1	330	20
Thule Sky Fortress	1	360	20
SURFACE			
Amo Carrier Frigate	2-6	38*	21
Antarctica Superiority Cruiser	1-3	144	21
<i>The Belgica</i>	1	170	22
Chatelet Recon Cruiser	1-3	97	22
Claudius Merchantman	1-3	65	23
Copernicus Heavy Cruiser	1-3	130	23
Daimler Research Platform	1-3	80	24
Lovelace Cruiser	1-3	95	24

SURFACE (cont.)			
Merian Automata Frigate • Caidin Pattern • Dorrien Pattern • Germain Pattern • Prevost Pattern	2-6	42*	25
Newton Voidship	1-3	128	25
Origen Lathe Ship	1	62	26
Plinius Support Carrier	1-3	133	26
Quintilian Bombardment Cruiser	1-3	134	27
Stiletto Fast Cruiser	1-3	81	27
Tacitus Assault Cruiser	1-3	140	28
Ulysses Vanguard Cruiser	1-3	114	28
Vesalius Cetacean Surgical Ship	1-3	125	29
Zumeena Capacitor Ship	1	65	29
SUBMERGED			
Diogenes Torpedo Submarine	2-5	41*	30
Ketos Myriapoda Colossus	1-3	131	30
Lotan Myriapoda Colossus	1-3	136	31
Praxilla Hunter Submarine	2-6	34*	31
AERIAL			
Adamski Strike Saucer	1-2	134	32
Euclid Scout Saucer	2-4	45*	32
Haunebu Battle Saucer	1-2	150	33
Pytheus Recon Saucer	2-4	55*	33
Valtar Aether Saucer	1-2	141	34

\*See ORBAT entry for more details.



## SPECIAL RULES

### ENLIGHTENED ACTION QUALITY

*It is a closely guarded secret that microwave agitation can cause catastrophic reactions in materials that have been exposed to Element 270. Covenant Forces have the following Quality on some weapons:*

**AGITATION:** A Lead Weapon with this Quality contributes 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.

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

**ABLATIVE ARMOUR:** When the Initial Target of an Attack, this Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ABLATIVE PROW ARMOUR:** When this Model is Initial Target of an Attack originating from a point in this Model's Fore arc, it uses this rule. This Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ACCEPTABLE ATTRITION:** Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

**ADVANCED REPAIR FACILITIES:** Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule 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 Model with the Aerial Unit Trait is destroyed within 7" of this Unit. On a roll of a Counter or Heavy Counter the Model is not removed and instead remains in play with a single Hull point.

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

**AGITATION HARMONISER:** Weapons with Agitation Quality in this Unit use their Battle-Ready value even if the Model is Crippled, gain +3 to their Attack Dice Pool and gain the Sustained Quality.

**AMPHIBIOUS:** This Unit is a Surface Unit after deployment. 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. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

**ANTI-AIR SPECIALIST:** Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model'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.

**APOCALYPSE PROTOCOL:** Once per Activation, this Unit may make the following Action as a Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). Each Crippled Model in this Unit may be immediately destroyed. Each Model destroyed in this manner automatically inflicts a Catastrophic Explosion on a Model within 2".

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**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 and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.




**AUXILIARY MINE LAYER:** Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**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 each Battle-Ready Model in single Unit within 15". You may remove additional points from the same Unit during the Activation, but you must discard a card from your hand for each additional point removed using this rule. 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 Shutdown Critical Damage.

**CETACEAN LAUNCH TUBES:** Physeter Assault Tokens or Orca SRS Tokens 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. Furthermore, this Unit contributes +1 Physeter Token to any Physeter Ambush at the start of the Encounter.



**CHRONO GENERATOR:** *Particles of Omicron Thirty-One are held within this device. A temporal matter re-arranger, the particles are released to materialise a duplicate of that vessel from an alternate time where their destruction has not taken place.* Each time a Model in a Unit is destroyed, provided there is an active Chrono Generator in the Unit, the controlling Player may choose to roll an Action die and consult the following table. A Model that is Destroyed cannot use its own Chrono Generator to replace itself.

-  Replace the Destroyed Model with an identical Model with full Hull Points at its Crippled value.
-  Replace the Destroyed Model with an identical Model with 1 Hull Point remaining at its Crippled value.
-  The Destroyed Model is not replaced.

The Identical Model has the exact same upgrades, weapons and traits as the Model that was Destroyed. They do not carry over any Markers or Tokens from the Destroyed Model. As this is a duplicate of the Model Destroyed and not the same Model, any Victory Conditions that would have been achieved by the original 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 which cannot be changed or ignored.

**CLOUD DIVE:** Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

**CLOUD HUNTING:** Once per Activation, this Unit gains +2 to an Attack Action Dice Pool for each Model with this rule that contributes to the Attack provided that the Initial target is an Aerial Unit.

**COASTAL BOMBARDMENT:** Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

**COLOSSUS:** A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

**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.

**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.

**CORVETTE DUTY:** This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**CROSS THE BEAMS:** Once per Activation, before declaring an Initial Target, This Unit may make the following Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). When making an Attack, Models in the Unit's may support with the Lead value of a Particle Bearer or Heavy Particle Cannon to the Action Dice Pool, rather than the normal support value.

**DEEP DIVE:** In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

**DELICATE GYROSCOPICS:** Receiving a Navigation Lock Critical Damage causes two points of damage to be suffered by the Model. Receiving a Sturgenium Flare Critical Damage causes an additional point of damage to be suffered by the Model rather than the usual one.

**DEVIL'S OWN LUCK:** Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

**DIOPHANTUS CHAOS-ORB:** In the Special Operations Step of the Operations Phase, all Enemy Models within 5" of this Model receive the Shredded Defences Critical Damage Marker unless they already have it. 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. **The Heavy Particle Cannon may also trigger its own Valour Effect in the same Step.** A Model may not be Wavelurking while using a Diophantus Chaos-Orb. This device is unaffected by Generator Shutdown Critical Damage.

**DISCIPLINED:** Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder.

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

**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 or **Advanced Repair Facilities** 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.



**ENTROPIC GENERATOR (INTERNAL):** *The Enlightened 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 wide numbing effect they have on the unaugmented mind and the localised effect on the Sturgenium alloys in the hull of vessels causing them to harden in resonance to the kinetic energy of all but the most potent of attacks. Enemy Models making an Attack within 15” of one or more Models with an Entropic Generator remove a single die from the Attack Action Dice Pool. Furthermore, if that Attack is also against a Model with an Entropic Generator, the Action Dice in those Attacks may not be re-rolled. This Generator cannot be used against Attacks with the Torpedo or Arc Qualities or against SRS Attack Runs, Ramming or Assaults.*

**ENLIGHTENED GENERATOR SHIP:** While this Model is Battle-Ready, any Friendly Models with the Enlightened and Surface Model Traits counts as being equipped with the same Generators as this Model while they remain within 10” of this Model. This Unit cannot give the benefit from any Generator type to an Automata Unit.

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

**FOCUSED GUNNERY:** A single Attack each Activation, led by a Model with this rule with the Gunnery Quality, receives +2 Action Dice and may re-roll Blank results.

**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.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter’s deployment zones and least 12” from the enemy deployment zone.

**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.

**FURY GENERATOR:** *The Fury pattern Rf-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.*

**GIANT SLAYER:** Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

**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.*

**GROUPTHINK PILOTING:** *Scythe aero-superiority fighters combine a surgically enhanced pilot with repulsion generating engines that enable it to make incredible turns and acceleration, though lacking in creativity and nuance. 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 and cannot use the SRS Mine Clearance rule.*

**HAMMER SWEEP:** During its Activation, Models in this Unit with this rule may increase their Speed by 1” and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5”. This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**HEAVY FIREPOWER:** Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model’s weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

**HEAVY LANDER:** While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.

**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 of those 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. This rule cannot be used with Orca SRS Tokens.*

**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.

**HYDROPHONE RELAY:** Attacks against Enemy Models within 10” of this Model ignore the Obscured rule.

**IMMOBILE:** Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**INSPIRATIONAL:** Any friendly Model within 10” of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action die each step of their Activation.



**INTERPHASE NAVIGATOR:** At the start of the Maintenance Step of the End Phase, this Unit may become an Interphased Unit. An Interphased Unit is removed from the Play Area, placed into Reserves, and a 50mm Interphase Marker is placed in the position of any one Model in this Unit. In subsequent Rounds, Interphased Units must be the first Units Activated in a Force. When an Interphased Unit is Activated, it is immediately deployed, and must be placed within 20" of any Interphase Marker in the Play Area. You must remove one of your Interphase Markers each time this happens. No Model in this Unit can be deployed touching another Model.

**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 Phyteter Assaults) have the Sustained, Hazardous and Devastating qualities.

**LANDING VESSEL:** Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5" of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least 2" from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

**LARGE TARGET:** During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

**LINEAR DASH:** Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

**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.

**LOW-LEVEL STRIKE:** In the Special Operations phase of the round, while battle Ready, this Unit may declare it is making 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. During deployment, any Unit with this rule may deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

**LUMBERING:** This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

**LUMINIFEROUS DEFENCES:** Units with this rule may use a Defence Action Dice Pool equal to their unmodified Battle-Ready ADV to defend against any Attack with the Gunnery, or Broadside Qualities. Crippled Models or Models with Shredded Defences cannot use Luminiferous Defences.

**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 focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10". Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3" of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit.

**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.

**MARITIME PATROL:** *Enemy Units with the Submarauder rule cannot be deployed within 10" of this Model.* Models in this Unit with this rule may ignore the Deep Dive rule and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

**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.

**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.

**NAVAL SHIELD AMPLIFIER:** Any Friendly Surface Units within 10" of Models with this rule counts as having a Mass of +1 for calculating the effectiveness of their Shield Generators. The amplifier enables the Unit's Shield Generator to be limited to a maximum of 4 dice rather than the usual 3.



**NULL-CLONE GENERATOR:** In the Special Operations Step of the Operations Phase, all Enemy Models that have Generators and are within 5” of this Model receive the Generator Shutdown Critical Damage Marker unless they already have it. Furthermore, in the same Step, this Unit may target a Model within 15” of this Model. If the target has an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator then this Unit counts as having that Generator for the remainder of the Round.

**ONYX CLADE TARGETING ARRAY:** This rule cannot be used if this Model has Generator Shutdown Critical Damage. Weapons with the Arc Quality used by Models with this rule gain the Piercing Quality if the Initial Target is within 10” of any friendly Model with this rule. Furthermore, Enemy Units cannot be deployed within 10” of this Model. The Fog of War Rule has no effect on any targeted Unit that is within 15” of this Model.

**ORCA SRS CAPACITY (X/X):** *Alongside larger Physeter cousins, the Enlightened can call upon pods of cunning Orcas with deadly anti-ship weaponry grafted to them.* These are a type of SRS Token with the following differences. 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 Orca SRS Tokens and place them in base contact with Friendly and/or Enemy Models. Each Orca SRS Token has a launch range of 30” and each Token contributes 4 Action Dice to their Attack Run, which has the Piercing and Submerged Qualities. Resolve the Attack Run before any others on the Attack Run Target. Instead of ‘Weight of Fire’, if the number of Orca Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Sustained Quality. Orca SRS Tokens cannot make Attack Runs on Ground, Aerial or Skimming Units and must try to find New Targets if this situation arises (page 26 of the Rules). Targets of an Attack Run must use their SDV to calculate its Interception Dice Pool. Orca SRS Tokens cannot be targeted by the Flak Barrage rule.

**PACK HUNTER:** This rule applies while the Unit numbers two or more Models. A single Attack or Assault by this Unit each Activation receive +1 action dice for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

**PHYSETER ASSAULT:** This is a Special Operations Action that may be made by this Unit instead of a normal Assault this Activation. Each Model in this Unit with this rule may place Physeter Tokens in contact with a Submerged or Surface Unit as an Initial Target up to 20” away. These are Assault Tokens. At the beginning of the End Phase, before SRS Resolution, each Physeter Assault Token contribute 5 Action Dice to an Assault against that Initial Target. All Physeter Assault Tokens in base contact form a single stack and count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Physeter Token stack in the Assault. All Physeter Tokens in the stack are discarded at the end of that Assault.

**PHYSETER CAPACITY (X/X):** *Communicating with these surgically augmented species of Cetaceans, the Enlightened have formed unlikely but potent allies in their quest to secure humanity’s future. Mighty Physeters surge forth with assault troops embarked in boarding capsules mounted on the whale’s flanks.* 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 Physeter Tokens and place them in base contact with Friendly and/or Enemy Models. These are a type of Assault Token when used in Physeter Assaults. Alternatively, Physeter

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 already have Escorts Tokens. A Friendly Unit may not have more than 4 Physeter Tokens as Escorts. As Escort Tokens, Physeters may only be destroyed if the triggering Attack contains the Submerged Quality. They are removed in the Maintenance Step of each Round.

**POWERSLIDE:** Models in this Unit with this rule 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.

**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.

**RELIABLE DESIGN:** This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model’s Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.

**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.

**RESTRICTED FIRE ARCS:** This Unit may only support an Attack with up to three weapons.

**SCYTHING STRIKE:** This Model gains +3 to any Ramming Attack it makes in its Activation.

**SHADOW HUNTER:** Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area.

**SHALLOW DRAUGHT:** This Unit treats Treacherous Water as Open Water.

**SHARPSHOOTER:** The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by Models with this rule.

**SHIELD GENERATOR:** A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack.

**SHRAPNEL:** The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.



**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.

**SKYFIRE:** Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.

**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.

**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:** 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.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

**STRATEGIC WITHDRAWAL:** At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.

**SUBMARAUDEUR:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submarauaders are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as

Submarauaders. On subsequent Rounds Submarauaders may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.

**SUPERIOR VOID-ENGINE:** As a Special Operations Action during its Activation, this Unit may declare that it will activate its Superior Void Engines. The Unit may either target an Enemy or a Friendly Unit within 10". If this Unit targets an Enemy Unit, it creates lethal spatial rift. The Active Player applies a Catastrophic Explosion to a Model in the targeted Unit, with an additional point of damage caused equal to the number of additional Models with this rule in this Unit. Alternatively, if this Unit targets either itself or a Friendly Unit, roll a number of Action dice equal to the number of Models in this Unit and choose one result as a Turbo Encabulation test (see Turbo Encabulation Drive). Apply the result of the test to the targeted Unit. The number of dice rolled in this specific test is not affected by the number of times a Turbo Encabulation test has already been made this Round, though it is still a Turbo Encabulation test and may affect other tests made that Round.

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

**TEMPERAMENTAL DESIGN:** This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

**TERROR FROM ABOVE:** This Unit may Ram Ground Units and 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 Ground Units and Surface Units.

**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.






**TRANSDUCTIVE POWER LINK:** This rule cannot be used on Ramming Actions or if this Model has Generator Shutdown Critical Damage. Weapons with the Arc Quality used by Models with this rule gain the Piercing Quality if another Unit with this rule is within 15" of either the Attacking Unit or the Initial Target. Furthermore, once per Activation this Unit may add three additional Action Dice to one Attack Action Dice Pool.

**TRIANGULATED SOLUTION:** A single Attack with the Torpedo Quality by this Unit each Activation receives +5 action dice if the Initial Target is within 15" of a Model with the Hydrophone Relay rule.





**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 small void engine warps space around the Unit displacing it in local space-time. The more the drive is used the easier it can be to operate it, but the more dangerous the transit itself becomes.* Instead of the Movement step for a Unit with this rule, the Unit may use their drive make a Turbo Encabulation test. Add an additional die to the roll for each time a Turbo Encabulation test is attempted by the Force in the same Round (so the second use that Round you would roll two dice, the third, three and so on). The Active Player may choose any single result from the dice rolled, except you must always choose a blank if rolled.

-  **Perfect Encabulation:** The affected Unit is removed from the Play Area and Placed at a new point anywhere in the Play Area. It gains a Level of Disorder and keeps the same facing.
-  **Satisfactory Encabulation:** The affected Unit is removed from the Play Area and Placed at a new point in the Play Area completely within 30” of its original position. It gains a Level of Disorder and keeps the same facing.
-  **Delayed Encabulation:** The affected Unit is removed from the Play Area and placed into Reserves.
-  **Failed Encabulation:** The affected Unit makes a Drift move, receives a Level of Disorder, and then ends its Activation if it has one.
-  **Otherworldly Encabulation:** The affected Unit is removed from the Play Area and Destroyed

Turbo Encabulation tests may not be re-rolled or otherwise manipulated except by a rule that specifically affects Turbo Encabulation tests. Models Placed must be in Open Water and in Coherency. Models may not Assault or perform Ramming Actions after having a result applied to them from a Turbo Encabulation Drive test.

**UNEXPECTED ARRIVAL:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it 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 touching 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. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

**UNSTOPPABLE:** After this Model performs a Ramming action, it is removed from the Play area before disengaging and is Placed the other side of the Impacted Model, retaining its facing as though it had just passed through the Impacted Model and emerged the other side.

**USEFUL FREIGHT:** Once per turn on their Activation, for each Model in this Unit, the controlling Player 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.

09 March 2024

**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.

**VETERAN REPAIR TEAMS:** This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model’s Mass.

**VOID SHEPHERD:** Once per Round, this Model, or a Model within 5” of this Unit, may re-roll a single blank result on a Turbo Encabulation roll.

**VULNERABLE STERN:** This rule affects Shooting Attacks against this Model, where this Model’s Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.

**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.



# GENERATORS

Many Covenant Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Covenant of the Enlightened Generator confers the benefits as described below and normally remains active for the remainder of the game 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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

## GENERATOR IDENTIFICATION GUIDE



**TRIDENT GENERATOR**



**LANGSAM GENERATOR**



**INTERPHASE GENERATOR**



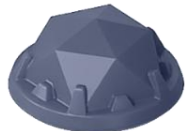
**SHIELD GENERATOR**



**SOLEX GENERATOR**



**REPULSION FIELD GENERATOR**



**NULL GENERATOR**



**PORTAL GENERATOR**



**MAGNETIC GENERATOR**



**MAGMA GENERATOR**



**MIRAGE GENERATOR**



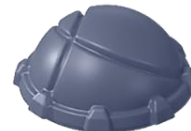
**SHROUD GENERATOR**



**GREAT WALL GENERATOR**



**FURY GENERATOR**



**CHRONO GENERATOR**



**ATOMIC GENERATOR**



**ARC GENERATOR**



# 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:

## MAIN

- Your Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.



- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- 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).

## 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.

**PRELIMINARY SURVEY:** At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.

**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 Assault Tokens in what is called a Physeter Ambush. This stack consists of a Physeter Assault 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 Assault Token contribute 5 Action Dice to an Assault against that Surface Unit or Submerged Unit in an Assault Action that takes place in the End Phase just prior to SRS Resolution. The Physeter Assault Token stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Surface Unit may support the Physeter Assault Tokens. Up to four additional Physeter Assault Tokens may be added to this Physeter Ambush stack for +12pts per Token. The stack may not be split, and all Physeter Assault Tokens in the stack are discarded at the end of that Assault.











**STRATEGIC RESERVES:** Either all Units in this Battlefleet are held in Reserve, or none of them. 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. If they do so, they must use the Crippled profile of their weapons for that Round.

**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

### MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the <b>Enlightened</b> 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 <b>Enlightened</b> Trait.
 	May include only ONE	Submerged Unit must have the <b>Enlightened</b> Trait.
 	May include only ONE	Skimming Unit must have the <b>Enlightened</b> Trait.
 	May include up to TWO	Aerial Units must have the <b>Enlightened</b> Trait.
<b>BONUS:</b>		
<ul style="list-style-type: none"> <li>• If this is the second Battlefleet included in the Force, then it gains the Strategic Reserves Battlefleet Bonus.</li> </ul>		

## ENLIGHTENED FRONTLINE BATTLEFLEET

### MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the <b>Archimedes-class</b> , <b>Hypatia-class</b> , <b>Kepler-class</b> , <b>Nansen-class</b> , or <b>Xenophon-class</b> 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 <b>Enlightened</b> Trait.
 	May include only ONE	Submerged Unit must have the <b>Enlightened</b> Trait.
 	May include only ONE	Aerial Units must have the <b>Enlightened</b> Trait.
<b>BONUS:</b>		
<ul style="list-style-type: none"> <li>• Valorous Conduct</li> </ul>		

## MERCENARY BATTLEFLEET

### SPECIALIST BATTLEFLEET

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

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below.

**Black Wolf** (See *Commonwealth ORBAT*)

**Honourable Eclipse Company** (See *Union ORBAT*)

**Scions of Jutland** (See *Imperium ORBAT*)









**Crimson League** (See *Sultanate ORBAT*)

**Nautilus** (See *Crown ORBAT*)









## ENLIGHTENED SUPPORT BATTLEFLEET

## MAIN BATTLEFLEET

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







## CETACEAN OPERATIONS BATTLEFLEET

## SPECIALIST BATTLEFLEET

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

## AUTONOMOUS RESEARCH BATTLEFLEET

## SPECIALIST BATTLEFLEET

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



## ENLIGHTENED PATRONS

You may include a single Patron from those listed below for a Covenant of the Enlightened Force in any Encounter of Dystopian Wars.

- **CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- **PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent's Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron's cost.
- **PATRON RULES** – A Patron's rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron's rule is used.

### ❖ JULIANNA DRAKENBURG – TECHNOCRATIC SPYMISTRESS

**PATRONAGE: +2VP**

During the Maintenance Step of the End Phase, you may choose to discard a Victory & Valour card from your hand and replace it with any one card of your choice (with a value of 40 or less) from your discard pile.

### ❖ MAXIMILLIAN SCHNEIDER: WARMASTER OF THE COVENANT

**PATRONAGE: +3VP**

All Enlightened Units in the Force, except Automata, gain the Disciplined rule.





## ENLIGHTENED FLAGSHIPS

### ARCHIMEDES VAULT SHIP

388 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	8	14	6	6	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

#### Weapons

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

#### Special Rules

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

#### Options:

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

### THE ARCADIAN STORM

390 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	8	14	6	6	12	8
Crippled	4	2	2	7	12	5	5	12	8

*One of the ships loyal to Her Eminence Lamia during the Ghosts of Midwinter crisis, the Arcadian Storm was outfitted with specialists in ruby laser emissions and some of the finest void engineers to achieve feats no other Archimedes-class could. It was for this fact alone that her actions during 1876 were pardoned by the Antarctician Peers.*

#### Unit Composition

- 1 The Arcadian Storm

#### Traits

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

#### Weapons

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

#### Special Rules

- Callimachus Chrono-Lathe
- Enlightened Science
- Entropic Generator (Internal)
- Flak Barrage (6)
- Heavy Firepower
- Luminiferous Defences
- Ruby Focus Crystals
- **Superior Void Engine**
- Void Shepherd
- Wavelurker

#### Options:

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

**RUBY FOCUS CRYSTALS:** Attacks with the Gunnery Quality by this Unit treat the Citadel of their Initial Target as two lower than indicated. As a Valour Effect declared before rolling an Attack, if the number of Exploding Hits rolled against the Initial Target are equal to or greater than the number of Blanks then all Heavy Hits in the initial roll (before any Sustained re-rolls or other manipulations) for the Attack count as Exploding Hits. Action dice generated by the Exploding Hits are unaffected by this rule.



## THE SCHNEIDER

455 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	8	14	6	6	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

### Weapons

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

### Special Rules

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

### Options:

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

## BELLEROPHON HEAVY PLATFORM

190 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

*These floating bases of operation are used by the Covenant for remote research and security operations. Often, they act as command centres coordinating fleet actions when they find themselves the target of unwanted attention.*

### Unit Composition

- 1 Bellerophon Heavy Platform

### Traits

- Enlightened
- Surface Unit
- Heavy Platform
- Bellerophon-class
- Flagship

### Special Rules

- Command Codes
- Enlightened Science
- Entropic Generator (Internal)
- Forward Deployment
- Heavy Escort
- Immobile
- Luminiferous Defences

### Weapons

- Heavy Gun Battery – 360
- Heavy Gun Battery – 360

- Heavy Gun Battery – 360

### Options:

- The Model may replace any Heavy Gun Battery with a Particle Beamer or Pulse Emitter for +5pts, a Caloric Oscillator for +6pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may take up to four Gun Batteries for +10pts per weapon. The Gun Batteries have a 360 Fire Arc.
- Any Model in this Unit may take a Chrono, Magnetic, Null-Clone, Shield or Shroud Generator for +25pts.
- The Unit may take up to four Escort Tokens for +8pts each.





## CHIONE SUBNAUTICAL EXPLORER

410 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	5	7	13	4	5	9	6
Crippled	3	4	4	6	11	3	3	9	4

*These magnificent vessels are highly prized amongst the Enlightened Peers. Often used as vast mobile laboratories, they are perfect for operating in secret far from prying eyes. The Chione-class are able to defend themselves when called upon with an array of esoteric weaponry and protective systems.*

### Unit Composition

- 1 Chione Subnautical Explorer

### Traits

- Enlightened
- Submerged Unit
- Subnautical Explorer
- Chione-class
- Flagship

### Special Rules

- Deep Dive
- Enlightened Science
- Entropic Generator (Internal)
- Euripides Automata
- Forward Deployment
- Luminiferous Defences
- Microwave Control Node
- Triangulated Solution
- Vulnerable Stern

### Weapons

- Aetheric Torsion Array – F
- Precognisant Torpedo Salvo – F
- Precognisant Torpedo Salvo – A

**EURIPIDES AUTOMATA:** Any Battlefleet in this Faction that includes a Chione Subnautical Explorer Unit MUST include one Unit of Euripides Ambush Submarines. There is no cost for this Unit, and it increases the Submerged Unit limitation for the Battlefleet by one, to account for this Unit. When the Chione is deployed, you must immediately deploy a Unit of Euripides Ambush Submarines within 5” of this Unit in Open Water. Destroying the Euripides Unit does not confer a Squadron Killer Victory Point bonus.

**MICROWAVE CONTROL NODE:** Friendly Models with the Automata Trait within 10” of this Model may add 2 Action Dice to their own Repair Tests. Furthermore, if this Unit suffers a Catastrophic Explosion, the damage caused by the Catastrophic Explosion itself may be ignored and instead a single Friendly Model with the Automata Trait within 10” is immediately Destroyed.

## EURIPIDES AMBUSH SUBMARINE

ONE FREE UNIT WITH EACH CHIONE

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	7	7	4	10	0	3	8	3

*Each Chione is escorted by a pack of Euripides-class automata. These submersible machines are adept at identifying and ambushing potential threats.*

### Unit Composition

- 6 Euripides Ambush Submarines

### Traits

- Enlightened
- Submerged Unit
- Automata
- Ambush Submarine
- Euripides-class

### Weapons

- Conodontic Flenser – F
- Pulse Broadside – P&S

### Special Rules

- Attached Unit
- Deep Dive
- Flensing Maw
- Hydrophone Relay
- Mechanical Soul

**ATTACHED UNIT (CHIONE-CLASS):** 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.

**FLENSING MAW:** This Unit gains the Devastating Quality when making an Assault.



## DAEDALUS FORTIFIED TETHERSHIP

260 POINTS

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

*Detailed drafts for the Daedalus-class Fortified Teathership 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

### Weapons

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

### Special Rules

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

### Options:

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

**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.

## DESCARTES CONTROL SHIP

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	6	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 Launch Tubes
- Command Codes
- Enlightened Science
- Entropic Generator (Internal)
- Heavy Firepower
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Physeter Assault
- Physeter Capacity 5/3
- Turbo Encabulation Drive
- Vulnerable Stern

### 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Escort Tokens for +8pts each.

**ORCA POD TRAINING:** Each Model in this Unit may be upgraded to also launch Orca Tokens for +65pts. It gains the Orca SRS Capacity (5/3), SRS Mine Clearance and SRS Recon rules. This Unit may still launch Physeter Assault Tokens, though it becomes Physeter Capacity 4/2.



## THE OEDIPUS

260 POINTS

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

*Custodian-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

### Weapons

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

### Special Rules

- Agitation Harmoniser
- Cetacean Launch Tubes
- Enlightened Science
- Entropic Generator (Internal)
- Lamarckian Barracks
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Physzer Assault
- Physzer Capacity 6/4
- Turbo Encabulation Drive
- Vulnerable Stern

### Options:

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

## HYPATIA GENERATOR SHIP

270 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	6	7	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
- Enlightened Generator Ship
- Entropic Generator (Internal)
- Heavy Firepower
- Luminiferous Defences
- Naval Shield Amplifier
- Turbo Encabulation Drive
- Vulnerable Stern
- 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon 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-Clone Generator, Repulsion Generator, Shield Generator or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each.



## THE PROMETHEUS

255 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	6	7	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 The Prometheus

### Traits

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

### Special Rules

- Enlightened Generator Ship
- Enlightened Science
- Entropic Generator (Internal)
- Heavy Firepower
- Luminiferous Defences
- Naval Shield Amplifier
- Temperamental Design
- Turbo Encabulation Drive
- Vulnerable Stern
- Wavelurker

### Weapons

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

### 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-Clone Generator, Repulsion Generator, Shield Generator or Shroud Generator.
- The Unit may take up to four Escort Tokens for +8pts each.

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

## ICARUS AERONAUTIC FABRICATOR

260 POINTS

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

*One of the largest vessels built by the Yemoja 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

### Weapons

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

### Special Rules

- Advanced Repair Facilities (2)
- Combat Air Patrol
- Enlightened Science
- Entropic Generator (Internal)
- Flak Barrage (6)
- Groupthink Piloting
- Heavy Firepower
- Luminiferous Defences
- SRS Capacity 10/5
- SRS Recon
- Turbo Encabulation Drive
- Vulnerable Stern

### Options:

- The Unit may replace any Particle Beamer with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Escort Tokens for +8pts each.



## NANSEN EXPLORER

330 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	7	14	6	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

### Weapons

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

### Special Rules

- Combat Air Patrol
- Elite Crew
- Enlightened Science
- Entropic Generator (Internal)
- Groupthink Piloting
- Heavy Firepower
- Logistical Support
- Luminiferous Defences
- SRS Capacity 6/4
- SRS Recon
- Turbo Encabulation Drive
- Vanguard
- Wavelurker

### Options:

- The Unit may replace any Particle Beamer with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to four Escort Tokens for +8pts each

## THULE SKY-FORTRESS

360 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	5	10	6	13	6	0	10	8
Crippled	5	4	6	5	12	4	0	9	5

*Each Thule Sky-Fortress is formed by two Haunebu-class craft docked around a central carrier spindle. Levitating weightlessly in the sky, this vast structure enables the Covenant Lords and Ladies aboard to survey the world below in relative safety 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

### Weapons

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

### Special Rules

- Agile
- Combat Air Patrol
- **Delicate Gyroscopics**
- Enlightened Science
- **Entropic Generator (Internal)**
- **Emergency Saucer Separation**
- Groupthink Piloting
- Heavy Firepower
- Hellion Cohort
- Luminiferous Defences
- **Onyx Clade Targeting Array**
- Powerslide
- Shield Generator
- SRS Capacity 8/4
- SRS Recon
- Turbo Encabulation Drive

### Options:

- The Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperator for Free, or a Sturgenium Atomiser for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**EMERGENCY SAUCER SEPARATION:** During its Activation, if this Unit is Crippled you may represent the central carrier spindle being abandoned by immediately deploying a free Unit of two Crippled Haunebu Battle Saucers within 5". The Haunebu have the same weapon replacement as the Thule. The Thule is removed from the Play Area and considered Destroyed for Victory Point purposes.



## SURFACE UNITS

### AMO CARRIER FRIGATE

76 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 as a specialised variant of the Merioan Automata Frigate, 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 Recon
- Turbo Encabulation Drive

#### Weapons

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

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

### ANTARCTICA SUPERIORITY CRUISER

144 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

- Cross the Beams
- Enlightened Science
- Entropic Generator (Internal)
- Luminiferous Defences
- Turbo Encabulation Drive
- Wavelurker

#### Weapons

- Heavy Particle Cannon - F
- 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon 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 Sturgenium Atomiser for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

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



## 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

- Admiral's Flag
- Agitation Harmoniser
- Enlightened Science
- Hydrophone Relay
- Interphase Navigator
- Luminiferous Defences
- Shield Generator
- Turbo Encabulation Drive
- Wavelurker

### Weapons

- Sturginium Atomiser - 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 two Escort Tokens for +8pts each.

**ADMIRAL'S FLAG:** This Unit may gain the Flagship Trait for free. It then counts as a Flagship in all respects.

## CHATELET RECON CRUISER

97 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
- Entropic Generator (Internal)
- Groupthink Piloting
- Luminiferous Defences
- Maritime Patrol
- SRS Capacity 2/0
- SRS Recon
- Turbo Encabulation Drive
- Vanguard
- Wavelurker

### 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional Models at a cost of +97pts per Model.



## CLAUDIUS MERCHANTMAN

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	6	6	5	3
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
- Entropic Generator (Internal)
- Luminiferous Defences
- Mine Sweeper
- Q-Ship
- Turbo Encabulation Drive
- Useful Freight
- Wavelurker

### Weapons

- 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, Fury, Magnetic, Null-Clone, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.
- The Unit may take up to two Escort Tokens for +8pts each.

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

**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). Carry over any damage sustained by the replaced Claudius but not any Critical Damage Markers. 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.

## COPERNICUS HEAVY CRUISER

130 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
- Entropic Generator (Internal)
- Luminiferous Defences
- Turbo Encabulation Drive
- Wavelurker

### Weapons

- Heavy Particle Cannon - F
- 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or Gravitronic Imperilator for Free, or a Sturgenium Atomiser for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

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





## DAIMLER RESEARCH PLATFORM

80 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

*These versatile and commonly deployed structures are used as remote research centres by paranoid Peers or as support platforms by the Enlightened Scientific Custodian Force.*

### Unit Composition

- 1 Daimler Research Platform

### Traits

- Enlightened
- Surface Unit
- Research Platform
- Daimler-class

### Special Rules

- Attached Unit
- Enlightened Science
- Entropic Generator (Internal)
- Forward Deployment
- Heavy Escort
- Immobile
- Luminiferous Defences
- Strategic Asset
- Supply Depot
- Useful Freight

### Weapons

- Heavy Gun Battery - 360
- Gun Battery - 360
- Gun Battery - 360

### Options:

- Any Model may replace their Heavy Gun Battery with a Particle Beamer or Pulse Emitter for +5pts, a Caloric Oscillator for +6pts, a Sturgenium Agitator for +8pts or a Molecular Disharmoniser for +15pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may remove their Heavy Gun Battery for free (replacing it with a crane or other suitable feature). Any Model that does so gains the Advanced Repair Facilities (2) rule.
- Any Model in the Unit may take up to a further two Gun Batteries for +10pts each. Each weapon has a 360-degree Fire Arc.
- The Unit may take up to two Escort Tokens for +8pts each.

**Squadron:** This Unit may include up to two additional models at a cost of +80pts per Model.

**ATTACHED UNIT (BELLEROPHON-class):** 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.

## LOVELACE CRUISER

95 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 ESCF's 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
- Entropic Generator (Internal)
- Luminiferous Defences
- Turbo Encabulation Drive
- 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional Models at a cost of +95pts per Model.



## MERIAN AUTOMATA FRIGATES

84 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
- Turbo Encabulation Drive
- 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 (Sturgenium Agitator) + 6pts
  - Germain Pattern (Particle Beamer) + 0pts
  - Prevost Pattern (Caloric Oscillator) + 3pts

**Squadron:** This Unit may include up to four additional Models at a cost of +42pts 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.

**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.

## NEWTON VOIDSHIP

128 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 Yemoja shipyard around a massive Poincaré-type Void Engine, a superior design of spatial displacement drive. Able to tear a passage through two otherwise unconnected locations, the technology was developed at Wells Chasm and is far more powerful than the more common but unpredictable Turbo Encabulation Drive.*

### Unit Composition

- 1 Newton Void-Engine Cruiser

### Traits

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

### Special Rules

- Enlightened Science
- Entropic Generator (Internal)
- Luminiferous Defences
- Superior Void-Engine
- Void Shepherd
- Vulnerable Stern

### Weapons

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

### Options:

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

**Squadron:** This Unit may include up to two additional Models at a cost of +128pts per Model.



## ORIGEN LATHE SHIP

62 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	6	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
- Entropic Generator (Internal)
- Luminiferous Defences
- Turbo Encabulation Drive
- Vulnerable Stern

### Weapons

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

### Options:

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

**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.

## PLINIUS SUPPORT CARRIER

133 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	11	6	5	7	3
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
- Entropic Generator (Internal)
- Groupthink Piloting
- Luminiferous Defences
- SRS Capacity 4/3
- SRS Recon
- Turbo Encabulation Drive
- Wavelurker

### Weapons

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

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



## QUINTILIAN BOMBARDMENT CRUISER

134 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	6	4	6	4
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
- Entropic Generator (Internal)
- Luminiferous Defences
- Spotter
- Turbo Encabulation Drive
- Wavelurker

### 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, Fury, Magnetic, Null-Clone, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.

**Squadron:** This Unit may include up to two additional Models at a cost of +134pts per Model.

## STILETTO FAST CRUISER

81 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, Stiletto's 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
- Entropic Generator (Internal)
- Full Steam Ahead
- Luminiferous Defences
- Turbo Encabulation Drive
- Wavelurker

### 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional Models at a cost of +81pts per Model.



## TACITUS ASSAULT CRUISER

140 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	6	5	9	4
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
- Entropic Generator (Internal)
- Focused Gunnery
- Lamarckian Barracks
- Luminiferous Defences
- Turbo Encabulation Drive
- Wavelurker

### Weapons

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

### Options:

- Any Model in the Unit may replace any Particle Beamer with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Each Model MUST take either an Atomic, Chrono, Fury, Magnetic, Null-Clone Generator, Repulsion, Shield or Shroud Generator. Each Model can have a different Generator if desired.

**Squadron:** This Unit may include up to two additional Models at a cost of +14.0pts per Model.

## ULYSSES VANGUARD CRUISER

114 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 the Enlightened Scientific Custodian Force's 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
- Entropic Generator (Internal)
- Luminiferous Defences
- SRS Capacity 2/0
- SRS Recon
- Turbo Encabulation Drive
- Vanguard
- 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 with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +8pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional Models at a cost of +11.4pts per Model.



## VESALIUS CETACEAN SURGICAL SHIP

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	6	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 Yemoja 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 cetaceans.*

### Unit Composition

- 1 Vesalius Cetacean Surgical Ship

### Traits

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

### Special Rules

- Enlightened Science
- Entropic Generator (Internal)
- Luminiferous Defences
- Mine Layer
- Minesweeper
- Orca SRS Capacity 3/1
- SRS Mine Clearance
- SRS Recon
- Turbo Encabulation Drive
- Vulnerable Stern

### Weapons

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

### Options:

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

**Squadron:** This Unit may include up to two additional Models at a cost of +12.5pts per Model.

## ZUMEENA CAPACITOR SHIP

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	6	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
- Entropic Generator (Internal)
- Luminiferous Defences
- Power Transfer Generator
- Supply Depot
- Turbo Encabulation Drive
- Volatile
- Vulnerable Stern

### Weapons

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

### Options:

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

**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.

**POWER TRANSFER GENERATOR:** Each time any Friendly Model within 4” of a Model in this Unit contributes one or more Action Dice to any Attack or Defence Action Dice Pool, it may add three additional Action Dice to that Action Dice Pool. This Model suffers a Level of Disorder.

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



## SUBMERGED UNITS

### UDIOGENES TORPEDO SUBMARINE

82 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
- Weiriding Torpedo Salvo - F

#### Traits

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

**Squadron:** This Unit may include up to three additional Models at a cost of +4pts per Model.

#### Special Rules

- Deep Dive
- Mechanical Soul
- Maritime Patrol
- Pack Hunter
- Triangulated Solution

### KETOS MYRIAPODA COLOSSUS AUTOMATA

131 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	3	6	11	0	2	7	4
Crippled	2	3	2	5	11	0	1	5	3

*Technically an oceanid assault automata rather than a true colossus as it lacks a human crew, the Ketos utilise Sturgenium 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

#### Weapons

- Sturgenium Agitator – F/P/S
- Ventral Atom Smashers – F

#### Traits

- Enlightened
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Myriapoda Colossus
- Automata
- Ketos-class

**Squadron:** This Unit may include up to two additional Models at a cost of +13pts per Model.

**LOTAN HUNT PARTNER:** If the Battlefleet includes one or more Units of Lotan Myriapoda Colossus, then it may always include an additional Ketos Myriapoda Colossus Unit for the usual cost and increases the Submerged Unit limitation for the Battlefleet by one, to account for this Unit.

#### Special Rules

- Agitation Harmoniser
- Amphibious
- Apocalypse Protocol
- Colossus
- Enlightened Science
- Entropic Generator (Internal)
- Mechanical Soul
- Mine Layer
- Submarauder
- Transconductive Power Link



## LOTAN MYRIAPODA COLOSSUS AUTOMATA

136 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	3	6	11	0	2	7	4
Crippled	2	3	2	5	11	0	1	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 Coeus Shockmaw down to rip apart vessels like a sea monster of myth.*

### Unit Composition

- 1 Lotan Myriapoda Colossus

### Traits

- Enlightened
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Myriapoda Colossus
- Automata
- Lotan-class

### Special Rules

- Amphibious
- Apocalypse Protocol
- Colossus
- Enlightened Science
- Entropic Generator (Internal)
- Mechanical Soul
- Nemesis Protocol
- Scything Strike
- Submarauder
- [Transconductive Power Link](#)

### Weapons

- Coeus Shockmaw – F/P/S
- Ventral Atom Smashers – F

**Squadron:** This Unit may include up to two additional Models at a cost of +136pts per Model.

**NEMESIS PROTOCOL:** Once per Activation, this Unit may make the following Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). Instead of using it as Ramming weapon this Activation, any Coeus 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.

## PRAKILLA HUNTER SUBMARINE

68 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	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

### Traits

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

### Special Rules

- [Deep Dive](#)
- Hammer Sweep
- Linear Dash
- Mechanical Soul
- Terror From Below

### Weapons

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

**Squadron:** This Unit may include up to **four** additional Models at a cost of +34pts per Model.







## AERIAL UNITS

### ADAMSKI STRIKE SAUCER

134 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	6	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
- Delicate Gyroscopics
- Enlightened Science
- Entropic Generator (Internal)
- Interphase Navigator
- Low Level Strike
- Luminiferous Defences
- Onyx Clade Targeting Array
- Powerslide
- Shield Generator
- Turbo Encabulation Drive

#### Weapons

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

**Squadron:** This Unit may include an additional Model at a cost of +131pts.

### EUCLID SCOUT SAUCER

90 POINTS

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

*The Enlightened Scientific Custodian Force deploys these nimble craft far from their main fleet deployments to better scout out the area and identify any hidden threats.*

#### Unit Composition

- 2 Euclid Scout Saucers

#### Traits

- Enlightened
- Aerial Unit
- Scout Saucer
- Euclid-class

#### Special Rules

- Agile
- Delicate Gyroscopics
- Enlightened Science
- Forward Deployment
- Hydrophone Relay
- Luminiferous Defences
- Powerslide
- Shield Generator
- Turbo Encabulation Drive

#### Weapons

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

#### Options:

- Any Model in the Unit may replace any Particle Beamer with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +10pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional models at a cost of +45pts per Model.



## HAUNEBU BATTLE SAUCER

150 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	6	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
- Cloud Dive
- Delicate Gyroscopics
- Enlightened Science
- Entropic Generator (Internal)
- Helion Cohort
- Luminiferous Defences
- Onyx Clade Targeting Array
- Powerslide
- Shield Generator
- Turbo Encabulation Drive

### Weapons

- Electrostatic Vacuum Bombs – A
- Aetheric Broadside – F&A
- 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 Sturgenium Atomiser for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include an additional Model at a cost of +150pts.

## PYTHEUS RECON SAUCER

110 POINTS

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

*Loaded with three Scytbe pattern aero-interceptors, the Pytheus recon saucer launches these aircraft to act as spotters and reconnaissance observers to better inform their Covenant masters and mistresses.*

### Unit Composition

- 2 Pytheus Recon Saucers

### Traits

- Enlightened
- Aerial Unit
- Recon Saucer
- Pytheus-class

### Special Rules

- Agile
- Cloud Dive
- Delicate Gyroscopics
- Enlightened Science
- Groupthink Piloting
- Luminiferous Defences
- Powerslide
- Shield Generator
- SRS Capacity 2/0
- SRS Recon
- Turbo Encabulation Drive

### Weapons

- Pulse Broadside – P&S

**Squadron:** This Unit may include up to two additional models at a cost of +55pts per Model.



## VALTAR AETHER SAUCER

141 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	10	5	11	6	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
- Cross the Beams
- Delicate Gyroscopics
- Enlightened Science
- Entropic Generator (Internal)
- Full Steam Ahead
- Luminiferous Defences
- Onyx Clade Targeting Array
- Powerslide
- Shield Generator
- Turbo Encabulation Drive

### Weapons

- Aetheric Broadside – F&A
- 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 Sturgenium Atomiser for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include an additional Model at a cost of +141pts.



## 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
Aetheric Broadside	5 (3)	3 (2)	-	Broadside, Sustained
	3 (2)	2 (1)	-	Broadside, Sustained
Aetheric Lance	6 (3)	5 (3)	-	Sustained, Gunnery
	4 (2)	3 (2)	-	Sustained, Gunnery
Aetheric Torsion Array	11 (6)	-	-	Arc, Sustained (Submerged Units)
	8 (4)	-	-	Arc, Sustained (Submerged Units)
Caloric Oscillator	Mx4	-	-	Torrent, Hazardous, Agitation
	Mx2	-	-	Torrent, Hazardous, Agitation
Ceous Shockmaw	-	-	-	Ramming 12, Arc, Devastating
	-	-	-	Ramming 10, Arc, Devastating
Conodontic Flenser	4 (3)	-	-	Torrent (Small), Devastating
	4 (3)	-	-	Torrent (Small), Devastating
Electrostatic Vacuum Bombs	14 (-)	-	-	Blast, Arc, Bomb, Limited
	-	-	-	-
Gravitronic Imperilator	6 (4)	8 (6)	6 (4)	Piercing, Sustained, <i>See ORBAT</i>
	4 (2)	5 (3)	4 (2)	Piercing, Sustained, <i>See ORBAT</i>
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heavy Aetheric Broadside	8 (4)	5 (3)	-	Broadside, Sustained
	5 (3)	3 (2)	-	Broadside, Sustained
Heavy Conodontic Flenser	10 (6)	-	-	Torrent, Devastating
	10 (6)	-	-	Torrent, Devastating
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Particle Cannon	6 (4)	9 (6)	5 (3)	Piercing, Blast, <i>See ORBAT</i>
	4 (3)	6 (4)	3 (2)	Piercing, Blast, <i>See ORBAT</i>
Hydrothermic Borer	-	-	-	Ramming 3, Piercing, Hazardous
	-	-	-	Ramming 2, Piercing, Hazardous
Magneto Encapsulator	-	8 (5)	8 (5)	Blast, Magnetic, <i>See ORBAT</i>
	-	5 (3)	5 (3)	Blast, Magnetic, <i>See ORBAT</i>
Micro Torpedo Salvo	5 (2)	5 (3)	-	Submerged, Torpedo, Homing
	-	-	-	-
Molecular Disharmoniser	4 (8)	3 (7)	2 (6)	Piercing, Gunnery, Arc
	3 (5)	2 (4)	1 (3)	Piercing, Gunnery, Arc
Particle Beamer	7 (5)	6 (4)	6 (4)	Sustained, Gunnery
	6 (4)	3 (2)	3 (2)	Sustained, Gunnery
Precognisant Torpedo Salvo	11 (4)	11 (6)	11 (6)	Submerged, Torpedo, Sustained
	7 (-)	7 (5)	7 (5)	Submerged, Torpedo, Sustained
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, Hazardous, Agitation
	Mx2	Mx2	M	Blast, Hazardous, 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)	-	-	Torrent (Small), Arc, Sustained
	7 (4)	-	-	Torrent (Small), Arc, 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
	8 (5)	4 (2)	-	Arc, Sustained