

This document contains Model statistics for the **Covenant of Antarctica**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0

Covenant of Antarctica Universal Rules

- All non-Energy Primary Weapons in the Covenant force list have the Sturgenium Munitions Type.
- All Surface Mines deployed by Covenant Models (including Mine Fields) have the High Payload Munitions Type.
- In some places, the Covenant of Antarctica is abbreviated as Covenant or COA in the Force Guide.

Covenant of Antarctica Commodore Rules

Commodore Traits

- Covenant of Antarctica Commodores may always take the Spy Master Command Trait instead of making a roll on the Command Trait table.
- Covenant of Antarctica Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
 - Masters of Technology – Once per Turn: This Ability may be activated at any time during a Squadron's activation provided a member of the Squadron is within 8" of a Commodore's Model. It may apply ONE of the following effects:
 - An initial dice roll of a Generator may be modified by +/-1. This may allow a Die to move from a 5 to a 6.
 - The XD6 for an energy blast may be re-rolled.
 - An immediate repair attempt may be made on ONE critical effect marker on the activating squadron.

Isolationists

Covenant of Antarctica Models may never be taken as allied models by any force.

COVENANT OF ANTARCTICA

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

Theta Squadron

Squadron MUST contain:

2x Plato Light Cruisers with Energy Turrets (Parent Element)

+1 Fresnel Gunship (Attached Element)

Sigma Squadron

Squadron MUST contain:

- 1x Zeno Armoured Cruiser (Parent Element)
- +3x Galen Escorts (Attached Element)

Omega Squadron

Squadron MUST contain:

- 2x Kepler Drone Launcher (Parent Element)
- 2x Cleomedes Cruiser (Attached Element)

Epsilon Squadron

Squadron MUST contain:

- 2x Atticus Medium Tanks (Parent Element)
- +2x Xenophon Small Tanks (Attached Element)
- +1x Janus Small Walker (Attached Element)

Omicron Aerial Squadron

Squadron MUST contain:


- 1x Epicurus Sky Fortress (Parent Element)
- 2x Capek Interceptors (Attached Element)


Rho Aerial Squadron

Squadron MUST contain:

- 1x Ptolemy Mine-Layer Flyer (Parent Element)
- +3x Alea Escort Mine Layers (Attached Element)





Covenant Of Antarctica					Fresnel		Points	100
Gunship					Grew Type: Elite			
					Medium Naval Capital Model			
					Minimum Move: 2"			
					Turning Template: Medium			
					Turn Limit: 0"			
					Squadron Size: 1-2			
RB	1	2	3	4	DR	GR	MV	HP
Heavy Energy Turret (S)	6	6	6	6	4	7	8"	5
Energy Turret (S)	3	3	3	3	AP	AA	CC	IR
P/S Energy Broadside (S)	4	4	4	4	3	3	2	3
-	-	-	-	-				
MAR:					Inventive Scientists, Strategic Value (25), Vulnerable			
Options:					This Model is fitted with an Internal Shield (2) Generator			
Weaponary Arcs:					ONE Heavy Energy Turret (S) has a 360-degree Fire Arc ONE Energy Turret (S) has a 270-degree Fore Fire Arc The P/S Energy Broadside (S) have a Broadside Fire Arc			

Covenant Of Antarctica					Kepler		Points	95
Drone Launcher					Grew Type: Elite			
					Medium Naval Capital Wave Larker Model			
					Minimum Move: 2"			
					Turning Template: Medium			
					Turn Limit: 0"			
					Squadron Size: 1-2			
RB	1	2	3	4	DR	GR	MV	HP
Lower P/S Energy Broadside (S)	6	6	6	6	5	6	8"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	5	3
-	-	-	-	-				
MAR:					Attachment (CoA: Aristotle, 1), Carrier (5, 1x4 Wing), Experienced Engineers, Fuel Reserves, Inventive Scientists, Specialised Defences (2), Strategic Value (25), Combat Coordinator (CoA, SAS, 8", Hunter (surface) +1)			
Options:					This Model is fitted with an Internal Shield (2) Generator			
Weaponary Arcs:					The P/S Energy Broadside (S) have a Broadside Fire Arc			



Covenant Aces: The Covenant of Antarctica may not use Aces.

Covenant Of Antarctica					Goeus		Points	380
Dreadnought-Robot					Grew Type: Elite			
					Massive Armoured Capital Multi Purpose Robot			
					Minimum Move: 0"			
					Turning Template: 360-Degrees			
					Turn Limit: 0"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Particle Accelerator (T)	13	-	-	-	7	14	6"	10
Back Mounted Rocket Battery (T)	9	9	9	9	AP	AA	GG	IR
-	-	-	-	-	12	4	4	9
-	-	-	-	-				
MAR:					All-Terrain, Crushing Impact (Boarding), Hull Breaker (Boarding Only, +D3), Inventive Scientists, Strategic Objective (150), Terrifying (Boarding + Ramming), Wing Launcher (4)			
Options:					The Model has an Internal Guardian (2, 8", Protective=2) Generator This Model has the Pinpoint Attack (Rockets) Munitions Type			
Weaponary Arcs:					ONE Particle Accelerator (T) has a Fixed Channel Fore Fire Arc THREE Rocket Batteries (T) has a 360-degree Fire Arc			
Special Rules:					REARING EXPULSION - Instead of firing its Particle Accelerator in the conventional fashion, the Goeus may instead nominate a single target occupying the Flying Height Band to be the target of its Particle Accelerator. The target is hit on a 5+ with no other modifications.			
					GOEUS BOARDING ATTACKS - Instead of making a standard Robot Boarding Attack, the Goeus Dreadnought Robot may elect to use ONE of the following attacks as part of a Robot Boarding Action:			
					Energised Bite Attack - Provided the Goeus did NOT use the Particle Accelerator in its preceding Firing Phase, it may elect instead to use its Particle Accelerator in Robot Boarding adding HALF the remaining AD available generated at Range Band 1 to the Particle Accelerator to its AP statistic! This represents the creature biting down on its target and then blasting it apart with its maw-mounted Particle Accelerator as its target struggles beneath the creature-robot's grip!			
					Crushing Grip Attack - This attack may only be mounted against Large or Massive Models in the Surface Height Level. The Goeus robot may roll D6 rather than D3 when determining the effect of its Hull Breaker MAR.			


Covenant Of Antarctica					Herodotus		Points	190
Drone Launcher Walker					Grew Type: Elite			
					Massive Armoured Capital Robot			
					Minimum Move: 0"			
					Turning Template: Large			
					Turn Limit: 3"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
P/S Broadside (S)	9	7	4	2	6	9	6"	9
Particle Accelerator (S)	12	-	-	-	AP	AA	GG	IR
Bombard Rocket Battery (T)	9	9	9	9	6	7	4	7
-	-	-	-	-				
MAR:					Carrier (9, 2X4 Drone Wings), Fuel Reserves, Inventive Scientists, Strategic Value (100), Combat Coordinator (GOA: SAS, Hunter (Aerial +1), Swarm Tactics, 16")			
Options:					This Model is fitted with an Internal Shield (3) Generator			
Weaponary Arcs:					The P/S Broadside (S) have a Broadside Fire Arc ONE Particle Accelerator (S) have a Fore Fixed Channel Fire Arc ONE Bombard Rocket Battery (T) has a 360-degree Fire Arc			













Covenant Of Antarctica					Tower Defensive Line		Points	☼☼☼
Universal Fortification					Crew Type: Defensive			
					Medium Capital Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 2-4			
RB	1	2	3	4	DR	GR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	2	0	7
-	-	-	-	-				
MAR:					Inventive Scientists, Redoubtable, Rugged Construction (2), Security Posts (1)			
Options:					<p>Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:</p> <p>Communications Tower - 40pts - The Model gains the Combat Coordinator (CoA, Die Hard Attitude, 12") MAR.</p> <p>Flak Tower - 40pts - The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.</p> <p>Generator Tower - 35pts - Gains a Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +35 points OR Disruption (8") Generator for +25 points</p>			
Weaponary Arcs:					ONE Main Turret (P) has a 360-degree Fire Arc			

Covenant Of Antarctica					Infantry Company		Points	25
Assault Infantry					Crew Type: Reckless			
					Tiny Armoured Infantry			
					Minimum Move: 0"			
					Turning Template: 360-Degrees			
					Turn Limit: 0"			
					Squadron Size: 1-3			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	0	0
-	-	-	-	-				
MAR:					Difficult Target, Elusive Target, Fearless, Sustained Assault (2)			
Options:					May become Mechanised			
Weaponary Arcs:					None			

Covenant Of Antarctica					Infantry Company		Points		30	
Engineer Infantry					Crew Type: Defensive					
					Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3					
RB		1	2	3	4	DR	GR	MV	HP	
-		-	-	-	-	3	4	5"	3	
-		-	-	-	-	AP	AA	CC	IR	
-		-	-	-	-	3	1	0	0	
-		-	-	-	-					
MAR:		Difficult Target, Elusive Target, Fearless								
Options:		May become Mechanised								
Weaponary Arcs:		None								

Covenant Of Antarctica					Infantry Company			Points	30
Close Support Infantry					Crew Type: Defensive				
					Tiny Armoured Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3				
RB	1	2	3	4	DR	GR	MV	HP	
Close Mortars (S)	3	5	-	-	3	4	3"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	0	0	
-	-	-	-	-					
MAR:	Difficult Target, Elusive Target, Fearless, Sustained Fire (Close Mortars, 2)								
Options:	May become Mechanised								
Weaponary Arcs:	The Close Mortars (S) have a 360-degree Fire Arc								

Covenant Of Antarctica					Infantry Company			Points		30	
Reconnaissance Infantry					Crew Type: Defensive						
					Tiny Armoured Infantry Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1						
RB		1	2	3	4	DR	CR	MV	HP		
-		-	-	-	-	3	4	8"	3		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	2	1	0	0		
-		-	-	-	-						
MAR:		Difficult Target, Elusive Target, Fearless, Spotter (24")									
Options:		May Become Mechanised									
Weaponary Arcs:		None									