

## RÉPUBLIQUE OF FRANCE OFFICER

Ever since the collapse of Napoleon's dreams of conquest, the French military has lived under the shadow of his achievements and the bitter after-taste of the Civil War. Only recently have these twin ghosts begun to fade in popular and military imagination.

In a multitude of prestigious academies across France, men and women are inducted into the new traditions of the flexible combined-arms Legions that form the backbone of Louis Napoleon's Republic. Indocctrinated with a sense of France's national prestige and resurgent power, many of these military scions are members or supporters of the Presidents political programmes, and are keen to exemplify the ideas of 'France restored.'



At the head of their platoons, French officers martial a wide variety of troops to achieve objectives; often according to meticulously planned engagements that take advantage of terrain features to give Legion troops a local advantage in both attack and defence. Favouring a strategy of combined arms even at such a small level, French officers must learn how to balance the strengths and weaknesses of the forces available to them, but also when to allow élan and esprit du corps to carry the day. The willingness of some officers to employ the latter as a replacement to careful planning, however, has alarmed less emotionally invested soldiers who fear that the rhetoric may encourage French soldiers to expend their lives needlessly as a point of pride as often as it gives them the strength to secure victory.

Schooled to uphold their nation's honour and pride, French officers do not shy away from the frontlines, and pride themselves on the flair with which they engage in combat. Pistols and sabres are their favoured weapons, and many a flagging charge has been rallied by the sight of a Legion capitaine crossing blades with his opponent, or else stoically holding the line.

# RÉPUBLIQUE OF FRANCE OFFICER

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

<b>SECTION SIZE</b>	<b>1 Officer and 0-5 Legionnaires.</b> The Legionnaires <b>MUST</b> be purchased with the same Experience Level as the Officer. (This Section joins the Officer to create a Command Squad)			
<b>COMMAND CAPABILITY &amp; MODEL COST</b>	The Officer's capability to command varies depending on their Rank. Use the tables below to determine the cost of the Officer you want to field.			
<b>RANK</b>	<b>COMMAND POINTS</b>	<b>COMMAND RANGE</b>	<b>EXP. LEVEL</b>	<b>POINTS</b>
2nd Lieutenant	4	4"	Regular	75
1st Lieutenant	5	6"	Regular	100
Captain	6	6"	Veteran	150
Major	8	8"	Veteran	175



NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	7"	4	3	3 [BLUE]	.44 Pistol	CQB Weapon, Small Arm
<b>COMMAND ABILITIES</b>	In addition to the standard Orders, all Infantry Officers in this ORBAT have access to the Order listed below: <b>Fire and Manoeuvre!</b> Command Point Cost = 2      Passes Required = 2 Issued in – Section's Command Segment Order – The Section gains the <b>Run and Gun</b> MAR for this activation.						

COMMAND SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	• Legionnaire upgrade to Staff Sergeant.	1	+20 Points
<b>Specialists</b>	• Legionnaire upgrade to Specialist armed with a Boiset Rifle Grenade Launcher.	Up to 2	+10 Points / Model
	• Legionnaire upgrade to Specialist armed with a Foulouse LMG.	1	+10 Points
<b>Gun Teams</b>	• None.		
<b>Section Attachments</b>	• In addition to the Section's complement of Legionnaires, a Musician may be added.	1	+20 Points
<b>Field Equipment</b>	• This Section may be upgraded to have Flashbangs.	Section	+2 Points / Model for all Models in the Section
	• This Section may be upgraded to have Tank Mines.	Section	+3 Points / Model for all Models in the Section
	• The Officer may replace their .44 Pistol with a Boiset Rifle Grenade Launcher.	Officer	+5 Points
<b>Transport</b>	• A Mercantour Truck may be added to the Section.	Section	+65 Points

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
.44 Pistol	0-8	9-16	3 [BLACK]	2 [BLACK]	1 [BLACK]	-	CQB Weapon, Small Arm

## LEGIONNAIRE BATTLE SECTION

The average French soldier in the Sturginium Age is much the same as he was at the turn of the century. Many serve as part of their mandated National Service or departmental conscription, whilst others are volunteer transfers from the Gendarmerie or else are professionals looking to advance a career in the teeth of battle. Almost all find something of a second home in their Legion and regiment, as the French military actively and, some say excessively, promotes a sense of esprit du corps amongst its troops.

Equipped with the finest weapons France's manufacturers can provide, the Legionnaires carry the famed Aiguille Type 7 all purpose rifle, often nicknamed the 'Chassepot'. This handy weapon is easy to maintain and light to carry, allowing Legionnaires to take accurate shots on the move before seeking cover. Specialists are armed with the Foulouse LMG and the Boiset Rifle-grenade to give sections a

veritable armoury to employ against their foes. Firepower can be further enhanced with the addition of a Chapuis MG from the platoon's battery, although such attachments often necessitate a Mercantour dedicated transport being sourced to maintain battlefield mobility.

Much like the infantry of other great powers, Legionnaires are expected to be versatile all purpose troops equally at home on the attack and defence. French doctrine favours careful, planned engagements that preserve life whilst seeking achievable military goals. As part of grander engagements, Legion infantry are often tasked with the creation of 'forward entrenchments', effectively battlefield fortifications erected in support of an advance; as French infantry command believes that the advantage lies with the defender, they are more likely to seize ground after a counter-attack has been worsted than assault it alone (although such attacks do happen.)

### Fire Teams

As a matter of expediency, certain Infantry Sections often find themselves separating into distinct Fire Teams to allow the members of their original Section to better support each other, particularly when on the advance. Sections capable of forming Fire Teams are always noted in their relevant Nation's ORBATs, and are governed by the following rules:

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

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated!

# LEGIONNAIRE BATTLE SECTION

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

<b>SECTION SIZE</b>	The Legionnaire Combat Section may contain <b>6 to 9</b> Legionnaires	
<b>MODEL COST</b>	All models in the Section must be purchased as either Regulars or Veterans:	<b>Cost</b>
	<ul style="list-style-type: none"> <li>• <b>Regular</b> Legionnaires</li> <li>• <b>Veteran</b> Legionnaires</li> </ul>	25 Points / Model 35 Points / Model

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Legionnaire	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	-
A Legionnaire can then be upgraded to any of the following (for the points cost below):							
Boiset Grenade Rifle Specialist	Infantry	6"	3	1	2 [BLACK]	Boiset Rifle Grenade	-
LMG Specialist	Infantry	6"	3	1	2 [BLACK]	Fouilouse LMG	-
Sergeant	Infantry	6"	3	2	3 [BLACK]	Aiguille Type 7 Rifle	NCO (1)
Staff Sergeant	Infantry	6"	4	2	4 [BLACK]	Aiguille Type 7 Rifle	NCO (2)
Gun Team	Infantry	5"	4	2	2 [BLUE]	Chapuis Heavy Machine Gun	Cumbersome, Move or Fire
Musician	Infantry	6"	3	1	2 [BLACK]	Aiguille Type 7 Rifle	Musician

SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Commando may be upgraded to be an NCO chosen from the following: <ul style="list-style-type: none"> <li>• A Sergeant.</li> <li>• A Staff Sergeant.</li> </ul>	0-1	+5 Points for a Sergeant +20 points for a Master Sergeant
<b>Specialists</b>	• Legionnaire upgrade to a Specialist armed with a Rifle Grenade Launcher.	Up to 2	+10 Points / Model
	• Legionnaire upgrade to a Specialist armed with a LMG.	1	+10 Points
<b>Gun Teams</b>	• Legionnaire upgrade a Gun Team. These Legionnaires must exchange their Type 7 Rifles to crew a single Heavy Machine Gun.	2	+20 Points
<b>Section Attachments</b>	• In addition to the Section's complement of Legionnaires, a Musician may be attached.	1	+20 Points
<b>Field Equipment</b>	• Section upgrade to have Flashbangs and Tank Mines.	Section	+5 Points per Model for all Models in the Section
<b>Transport</b>	• A Mercantour Truck may be added to the Section.	1	+65 Points

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Aiguille Type 7 Rifle	1-16	17-32	2 [BLUE]	1 [BLACK]	1 [BLACK]	-	Small Arm
Fouilouse LMG	1-16	17-24	3 [BLUE]	2 [BLUE]	1 [BLUE]	-	Small Arm
Boiset Rifle Grenade	1-16	17-24"	2 [BLUE]	3 [RED]	3 [RED]	-	Armour Piercing (1), Small Arm
Chapuis HMG	1-24	25-40	6 [BLUE]	5 [BLUE]	4 [BLUE]	4 [BLACK]	Spray and Pray

## MARINE COMBAT SECTION

Ever since Napoleon institutionalized a military organisational structure for the French navy's personnel, and included a regiment of Marines in his own Imperial Guard (fighting exclusively on land as line infantry), the personnel of the French Navy's garrison forces have often found themselves seconded to the official land based military.

Priding themselves on their discipline and elite status, both on the battlefield and off, French Marines now form the bulk of the President's personal guard and the Garde Républicain. Many of their number serve onboard landships and mobile airfields, the roles being remarkably similar to service at sea. It is only a matter of time, say commentators, before the number of Marines on land service exceeds that at sea; or that full regiments of Marines are fielded without any other branch of the French military present.

In battle, these elite soldiers employ devastating hand-held versions of the dreaded heat lance, an energy projector that superheats anything it touches with horrifying results. It takes a hardened mind to willingly employ such devices, but the Marines are inured to such violence having spent many years in the thickest of fighting. Much of their equipment and training revolves around the armaments they carry, the thick armour they wear being as much to protect them from their weapons as from enemy fire. By necessity all wear gas-masks, as the discharge of their lances creates a cloud of toxic gasses that are vented in the user's direction.

With deadly effectiveness, Marine Sections will act as the cutting edge of any French platoon they form a part of, as their are few foes that cannot be reduced to molten slag by their volleys.





## MARINE COMBAT SECTION

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

<b>SECTION SIZE</b>	The Marine Battle Section may contain between <b>4 to 6</b> Marines.	
<b>MODEL COST</b>	All models in the Section must be purchased as Veterans.	<b>Cost</b>
	• <b>Veteran</b> Marines	45 Points / Model

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Marine	Infantry	6"	4	1	2 [BLUE]	Heat Gun	Flashbang, Tank Mine
A Marine can then be upgraded to any of the following (for the points cost below):							
Marine Specialist	Infantry	6"	4	1	2 [BLUE]	Type 4 Heat Ray	Flashbang, Tank Mine
Marine Master Sergeant	Infantry	6"	5	2	4 [BLUE]	Heat Gun	Flashbang, Tank Mine, NCO (2)

SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	• Marine upgrade to Master Sergeant.	0-1	+20 Points
<b>Specialists</b>	• Marine upgrade to Specialist armed with a Type 4 Heat Ray.	0-1	+5 Points / Model
<b>Gun Teams</b>	• None.		
<b>Section Attachments</b>	• 1 Section in a Force may have Veronique Dubois attached if desired.	1 Section	See the relevant Profile Entry.
<b>Field Equipment</b>	• None.		
<b>Transport</b>	• A Mercantour Truck may be added to the Section.	0-1	+65 Points

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Heat Gun	1-8	9-16	3 [BLUE]	2 [BLACK]	2 [RED]	1 [RED]	Armour Piercing (1)
Type 4 Heat Ray	1-16	17-24	3 [BLUE]	3 [BLACK]	3 [RED]	2 [RED]	Armour Piercing (1)

# VERONIQUE DUBOIS – LEGION SWEETHEART

Where her sister is calm and gentle, Veronique is cold and hard. A frosty woman who takes after the father who never truly forgave her, Veronique has had a hard life that has left her inured to suffering and determined to be strong and self-reliant.

Returning to France in the entourage of Markov Helsinki, Veronique abandoned the Covenant and the Arch-Traitor himself in order to join her father in Paris, a decision which haunts her to this day. Finding her old home cold and unwelcoming, she volunteered for medical training with the Legion, and became one of the most technically proficient combat medics in French service (her only weakness being a distinct lack of bedside manner).

Her analytic frame of mind and keen intel-

lect soon recommended her for a commission with French intelligence, often responsible for interrogating wounded enemy soldiers captured during engagements. Not one to suffer fools gladly, Veronique's intelligence career has been marred by criticisms of her superiors and her willingness to exceed her orders.

Codename Iron Scorpion was Veronique's first independent commission by the DGS, an event long time coming for such an effective (if problematic) asset. Simultaneously providing expert trauma care to the soldiers of her strike force, Veronique is also on the lookout for the specialist responsible for the Covenant's Automata, and woe betide anyone who stands between her and yet another chance to prove her strength.

## STATISTICS & MAR

This element does not occupy a Section Slot in the Platoon Structure and is instead treaded as an attachment to an existing Section.

SECTION SIZE		This Model is taken as an attachment to a République of France Marine Combat Section.					
MODEL COST		Veronique Dubois					+50 Points.
NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Veronique Dubois	Infantry	6"	-	-	-	-	Lucky (D3+1), Medic (4+), Non-Combatant, Unique

### Medic (X+)

Whenever a Section containing a model with the **Medic** MAR suffers one or more Casualties from a Melee or Ranged Attack, **DO NOT** remove the models, but instead carefully tip them over on their side, place *Wound Markers* on them, or otherwise mark them as Casualties. The section may still be called upon to take a Morale Check for suffering casualties as normal, counting models tipped or with Tokens as if they had been lost. During the **Repairs and Medics Step** of the **End Phase**, if the Section is not engaged in Melee, roll a **D6** for each casualty. If it equals or exceeds the **X+** listed in the brackets, the model recovers to having **ONE** Life Point remaining.

**Note:** This MAR has no effect on Ironclads or models with the **Drone** MAR.



# MONIQUE DUBOIS – COVENANT GENIUS

The younger daughter of Colonel Dubois, one of the DGS' finest officers, Monique took the Covenant shortly after her father's death.

An expert with all mechanisms from basic clockwork to far more complex Vault derived examples, Monique settled into a comfortable routine in one of the many laboratories in Wells Chasm. Of a kindly nature, albeit shy, Monique's initial years in Antarctica were exactly what she had hoped for: quiet days spent exploring the intricacies of machinery, with a few new friends for company; a far cry from her cold life back in Paris.

Her work quickly drew the attention, however, of senior figures when she success-

fully tested a prototype logic engine that mirrored that of the large Iron Men employed by the War Fleets. Since that time, Monique has worked tirelessly to perfect the new Automata combat drones. This has caused her a fair degree of emotional angst, but she is nothing if not a true believer in the Covenant's mission, constantly reminding herself that 'she who desires peace must prepare for war.'

Out in the field for the first time, Monique makes herself useful by focusing on that which she understands: machines, a role that both keeps her out of danger and also allows her to ignore the chaotic world she now finds herself inhabiting.

## STATISTICS & MAR

This element does not occupy a Section Slot in the Platoon Structure and is instead treaded as an attachment to an existing Section.

SECTION SIZE		This Model is taken as an attachment to a Covenant of Antarctica Automata Section.					
MODEL COST		Monique Dubois					+50 Points.
NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Monique Dubois	Infantry	6"	-	-	-	-	Non Combatant, Drone Engineer (4+), Unique

### Drone Engineer (X+)

Whenever a Drone Section containing a model with the **Drone Engineer** MAR suffers one or more Casualties from a Melee or Ranged Attack, do NOT remove the models if they have the **Drone** MAR; instead carefully place them on their side, place *Wound Markers* on them, or otherwise mark them as Casualties.

The section may still be called upon to take a Morale Check for suffering casualties as normal, counting models tipped or with Tokens as if they had been lost.

During the **Repairs and Medics Step** of the **End Phase**, if the section is not engaged in Melee, roll a **D6** for each casualty. If it equals or exceeds the **X+** listed in the brackets, the Drone model recovers to having ONE Life Point remaining.



## COVENANT OF ANTARCTICA INFANTRY OFFICER

The officer corps of the Covenant of Antarctica is the smallest professional military body of all the major world powers. Reliant chiefly on an intake of experienced mercenary commanders, the various ranks of the organization have only recently begun filling out with professional soldiers born and raised in the Covenant.

Under the steady hand of War Master Maximillian Schneider, entrance into the Covenant's officer training programmes necessitates five years of service with the Covenant prior to actually taking Covenant citizenship, and at least a further two years afterwards.

On the battlefield, Covenant officers lead elite teams of highly trained commandos in surgical strikes on key objectives around the globe. Antarctic officers, whilst therefore

given greater operational freedom and being individually more skilled than their counterparts, are also under far greater degrees of pressure: supply lines can be long to non-existent, objectives difficult, and the resources to achieve them limited and precious. A successful Covenant commander therefore learns when to employ his high cost and fragile elite units, and when to rely on more expendable drone forces to achieve lesser objectives.

To ensure maximum devastation, Covenant strike teams employ a wide variety of highly advanced weapons; of which the officers have first choice. Many chose to carry the flexible Sirius Energy Pistol, although others continue to employ a larger Energy Blaster.



# COVENANT OF ANTARCTICA INFANTRY OFFICER

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



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

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS AND ABILITIES
Officer	Infantry Officer	7"	4	3	3 [BLUE]	Sirius Energy Pistol	-
<b>COMMAND ABILITIES</b>	In addition to Standard Orders, all Infantry Officers in this ORBAT have access to the Order listed below: <b>Increase to Power 11</b> Command Point Cost = 1      Passes Required = 2 Issued in — Section's Command Segment Order — All Energy Weapons in a Section gain the <b>Lethal MAR</b>						

COMMAND SECTION UPGRADE — LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	• Commando upgrade to Master Sergeant.	1	+20 Points
<b>Specialists</b>	• Commando upgrade to Specialist armed with a Proxima Energy Blaster.	1	+5 Points
<b>Gun Teams</b>	• None.		
<b>Section Attachments</b>	• None.		
<b>Field Equipment</b>	• The Officer may replace their Sirius Energy Pistol with a Proxima Energy Blaster.	Officer	+10 Points
<b>Transport</b>	• This section may use Portals.		

NAME	RANGES		RAD		IAD		MARS
	ER	LR	ER	LR	ER	LR	
Sirius Energy Pistol	0-8	-	3 [BLUE]	-	1 [BLUE]	-	CQB Weapon, Energy Weapon, Small Arm
Proxima Energy Blaster	1-20	-	4 [BLUE]	-	1 [BLUE]	-	Energy Weapon, Small Arm

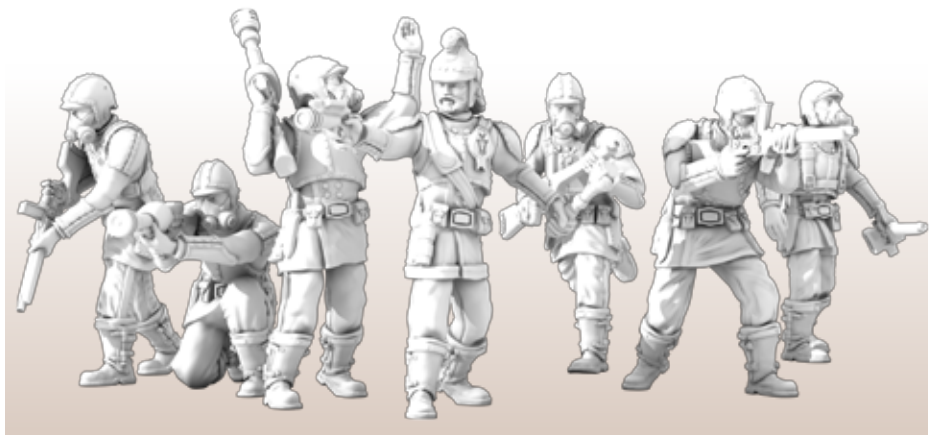
## COMMANDO BATTLE SECTION

The elite commandos of the Covenant War Fleets are some of the most highly trained infantry ever fielded in the history of warfare. Many are veterans from other militaries, or else are professional mercenaries who have transferred their allegiance to a more permanent home. All of these men and women have many years of fighting experience, and have benefited hugely from the punishing training programme they are subjected to when wishing to join the commando force.

Whereas soldiers of other powers are expected to engage in what are effectively stand-up engagements, facing toe-to-toe with their opposite number in most situations, the Commandos spend much of their time training for far more stealthy roles. Theirs is the task to trek across wilderness, infiltrate strongholds and strike from O-Space translocation against all manner of targets deemed important by the Covenant's strategists. For each scientist or laboratory eliminated, so they are told, the world comes one step closer to peace.

When engaged in larger battles, which they cannot at all times avoid, these soldiers act in support of their Automata counterparts, adding an element of flexible versatility to the unwieldy metal ranks that engage in most of the fighting. Often tasked by their commanders to seize vital objectives or eliminate specific enemy strongpoints, commandos are equipped with the very best that Antarctica can manufacture. Most carry the Vulkan Carbine, a short-ranged weapon of exceptional high quality and impressive stopping power. Specialists carry more esoteric weapons, such as the Proxima Energy Blaster for added anti-ironclad effectiveness.

As skilled as they are, Covenant commandos are not limitless; and Antarctica can sometimes struggle to make good the loss of even a single squad. Therefore, these elite troops are rely on supporting arms to clear the way to the objective, avoiding the grueling attrition fights that are the lot of the Great Power infantryman.



# COMMANDO BATTLE SECTION

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

<b>SECTION SIZE</b>	The Combat Section may contain between <b>4 to 6</b> Commandos.	
<b>MODEL COST</b>	All models in the Section must be purchased as either Regulars or Veterans:	<b>Cost</b>
	• <b>Regular</b> Commando	40 Points / Model
	• <b>Veteran</b> Commando	50 Points / Model

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Commando	Infantry	7"	4	1	3 [BLUE]	Vulkan Carbine	Flashbangs, Steadfast, Tank Mines
A Commando can then be upgraded to any of the following (for the points cost below):							
Specialist	Infantry	7"	4	1	3 [BLUE]	Proxima Energy Blaster	Flashbangs, Steadfast, Tank Mines
Commando Sergeant	Infantry	7"	4	2	3 [BLUE]	Vulkan Carbine	Flashbangs, NCO [1], Steadfast, Tank Mines
Commando Master Sergeant	Infantry	7"	5	2	4 [BLUE]	Vulkan Carbine	Flashbangs, NCO [2], Steadfast, Tank Mines

SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	Up to 1 Commando may be upgraded to be an NCO chosen from the following: • A Sergeant. • A Master Sergeant.	0-1	+5 Points for a Sergeant +20 points for a Master Sergeant
<b>Specialists</b>	• 1 Commando may be upgraded to a Commando Specialist armed with a Proxima Energy Blaster.	1	+5 Points
<b>Gun Teams</b>	• None.		
<b>Section Attachments</b>	• None.		
<b>Field Equipment</b>	• None.		
<b>Transport</b>	• This section may use Portals.		

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Vulkan Carbine	1-16	17-24	2 [RED]	1 [BLUE]	1 [BLUE]	-	Small Arm
Proxima Energy Blaster	1-20	-	4 [BLUE]	-	1 [BLUE]	-	Blast, Energy Weapon, Small Arm

## DRONE CONTROLLER SECTION

Acting in support of the main battle-line, Covenant sphere-drone arrays are employed throughout the world as sentries and battlefield auxiliaries. Based on designs found amidst the many blueprints stored in the Vault, these relatively basic machines are built around a simple rotor-drive and repulsor plate hull that permits them to effortlessly glide above the battlefield.

The two current models employed are the Rotor Gun Drone and Rotor Support Drone, both of which are shipped in their hundreds wherever the War Fleets intend to fight. The former model has a fixed hull-mounted Betelgeuse energy blaster for direct gunfire support, albeit with added mobility given the drone's ability to skim over terrain. The second common variant has a dedicated range-finding imager, with the space saved given over to a miniaturized shield generator.

Unlike combat Automata, rotor drones do not mount an internal logic engine, and their rudimentary sensors can make only limited decisions based on pre-determined parameters.

As a result they generally take to the field as part of a drone controller coterie, whose skilled manipulation of all the Covenant's automated units makes them a superb addition to any platoon. By effectively hijacking

the radiographic antenna of any drone in the vicinity, these skilled technicians can give automated units a greater sense of purpose that is otherwise lacking in the machine-logic when functioning autonomously.

As valuable professionals, drone controllers are always accompanied by a coterie of autonomous bodyguards to protect their charges in the heat of combat. Often advancing just behind the metallic ranks of the platoon, the rotor drones of the section provide

fire-support, reconnaissance and defensive support to all nearby squads. On more than one occasion, however, these units have become offensive weapons in their own right, leading the advancing sections of Automata to victory.



## DRONE SUPPORT SECTION

This Section occupies the Support Section in the Platoon Structure.

<b>SECTION SIZE</b>	<ul style="list-style-type: none"> <li>• 1-3 Drone Controllers</li> <li>• 0-5 Automata</li> <li>• 0-3 Gun Rotor Drones</li> <li>• 0-1 Support Rotor Drones</li> </ul>	
<b>MODEL COST</b>	• Veteran Drone Controller	50 Points / Model
	• Each Militia Automata	20 Points / Model
	• Each Militia Gun Rotor Drones	40 Points / Model
	• Each Militia Support Rotor Drones	25 Points / Model

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Drone Controller	Infantry	7"	4	2	3 [BLUE]	Sirius Energy Pistol	Drone Controller, Steadfast
Gun Rotor Drone	Infantry	8"	5	2	1 [BLACK]	Proxima Energy Blaster	Drone, Skimming
Support Rotor Drone	Infantry	8"	5	2	1 [BLACK]	None	Skimming, Drone, Drone Engineer [6+]
Automata	Infantry	5"	4	1	1 [BLACK]	Altair Energy Rifle	Drone

### SECTION UPGRADE – LIMITS & COSTS

SECTION	UPGRADE	Number	Additional Cost
<b>NCOs</b>	• None.		
<b>Specialists</b>	• None.		
<b>Gun Teams</b>	• None.		
<b>Section Attachments</b>	• None.		
<b>Field Equipment</b>	• None.		
<b>Transport</b>	• This section may use Portals.		

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Sirius Energy Pistol	0-8	-	3 [BLUE]	-	1 [BLUE]	-	CQB Weapon, Energy Weapon, Small Arm
Altair Energy Rifle	1-24	-	2 [BLUE]	-	1 [BLUE]	-	Energy Weapon, Small Arm
Proxima Energy Blaster	1-20	-	4 [BLUE]	-	1 [BLUE]	-	Blast, Energy Weapon, Small Arm

### Fearless MAR

Models with the *Fearless* MAR do not take Morale Tests for any reason. If a Model with the *Fearless* MAR is part of a Section, all Models in the Section are considered to have this MAR!

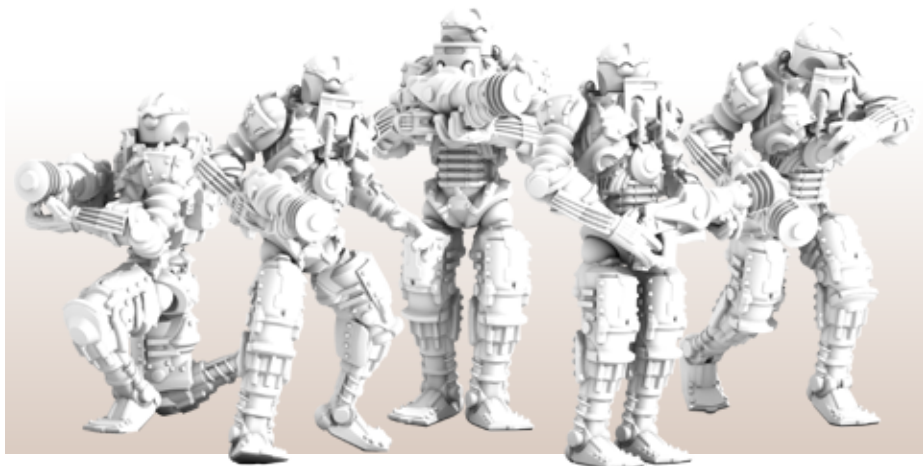
## AUTOMATA COMBAT SECTION

Designed by Monique Dubois and a dedicated team of scientists at Wells Chasm, the battlefield combat Automata is a modern adaptation of the larger Iron Men employed by the War Fleets. Constructed of durable sturginium treated alloys the Automata chassis stands nearly seven feet tall, and incorporates the latest in miniaturized actuators and power-supplies. Without need of rest or sleep, and easily stowable, battlefield Automata are War Master Schneider's answer to the Covenant's ever present manpower shortage... with factories able to produce theoretically limitless numbers of these machines, more valuable human warriors can be held in reserve for when their flexibility and training will have the greatest impact.

The most dramatic innovation for these drones is the logic engines mounted in their 'heads'. These cog-and-gear devices are intricate examples of Vault derived technology, and allow the drones to react independently

of a controller to their environment. They are also capable of processing verbal orders, although it is still far more effective to override the logic engines' mechanisms with a standard drone control device than rely on the still young technology.

As basic line infantry, Automata can maintain the pressure on the foe for as long as they remain in working order. Armed with Altair energy rifles of a size too large to be employed by mere humans, serried ranks of these metal men advance on the foe and obliterate them at the behest of their makers. Whilst some in the Coterie, including the High Lord, express some qualms about the use of such machines, the War Master and his fellow officers harbour no such doubts. If they could employ only drones to bring an end to the World War they would quite happily do so... and nothing would delight Schneider more than to see Markov dragged back to Antarctica by cold steel hands.





# AUTOMATA COMBAT SECTION

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

<b>SECTION SIZE</b>	6 to 10 Automata	
<b>MODEL COST</b>	Each Militia Automata	20 Points / Model
	Veteran Drone Controller	50 Points

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARs & ABILITIES
Automata	Infantry	5"	4	1	1 [BLACK]	Altair Energy Rifle	Drone
Drone Controller	Infantry	7"	4	2	3 [BLUE]	Sirius Energy Pistol	Drone Controller, Steadfast

SECTION UPGRADE – LIMITS & COSTS			
SECTION	UPGRADE	Number	Additional Cost
NCOs	• None.		
Specialists	• None.		
Gun Teams	• None.		
Section Attachments	• This Section may attach a Drone Controller.	0-1	+50 Points
Field Equipment	• None.		
Transport	• This section may use Portals.		

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Sirius Energy Pistol	0-8	-	3 [BLUE]	-	1 [BLUE]	-	CQB Weapon, Energy Weapon, Small Arm
Altair Energy Rifle	1-24	-	2 [BLUE]	-	1 [BLUE]	-	Energy Weapon, Small Arm



Writers: Derek Sinclair, Sam Bevan, Giles Pritchard

Artwork by Jeff Porter

Design & Layout: Richard Gale

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