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# Introduction

The galaxy has fallen to shambles because of the Flood, the Reclaimers have proven themselves irresponsible in even the most basic matters of containment (though pull through when it matters most), and various primitives claim lands once belonging to the Forerunners. The Sentinels wait and defend their charges at any cost, and many races in the Milky Way today wish to gain access to the secrets of Forerunner greatness.

## CONTAINMENT AND EXTERMINATION

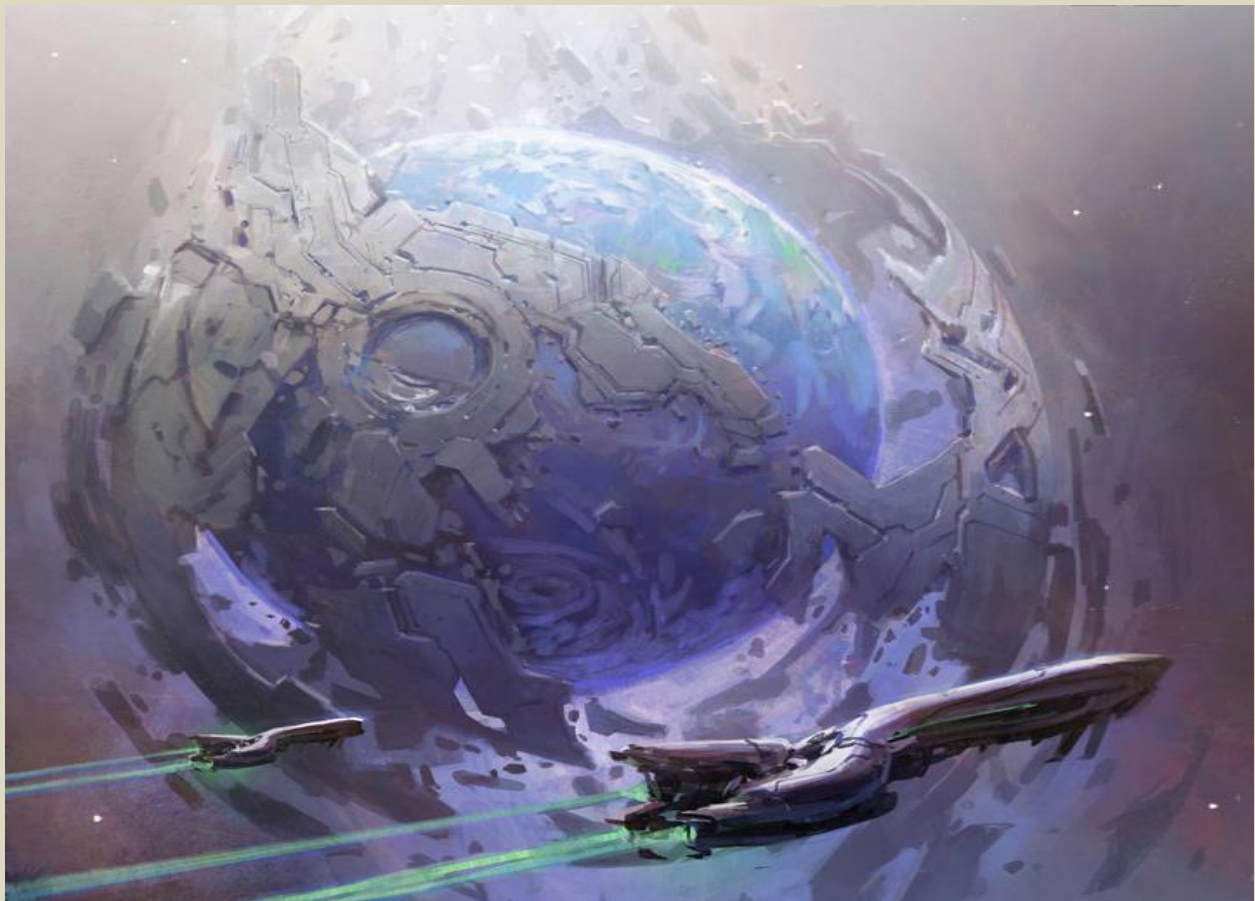
The Sentinels are what remains of the Forerunner military, tasked to defend the Halo Array and Shield Worlds until the end of time. They simply wish for the Reclaimers to arrive and carry out the plan the Forerunners had for them. Simultaneously, they are programmed to root out and stop Flood infestation at any cost, even activating the Array if necessary.

## THE SENTINELS

Programmed with useful to unparalleled intelligence, the Forerunners made sure that the Sentinels would never be found wanting for tactical prowess or weaponry. Many aliens revere the Sentinels as holy relics, making them less of a threat. When correctly applied, the Sentinels can bring deadly weapons and powerful A.I.s to battle.

## HOW THIS CODEX WORKS

*Codex: Sentinels* contains everything you need to play a game of Warhammer 40,000 with your army. Within these pages you will find the history of the Sentinels, their charges, and their recent re-activation. You will also find the rules to use the powerful heroes, units, and weapons at your disposal. There is also an army list that enables you to organize your collection of counts-as, purchased, converted, or user-created miniatures into a worthy army. Finally, you will find an author's note telling motivations behind the Codex's primary contents and possible future projects.









# History of the Sentinels

## Servants of Dead Masters

The Forerunners are gone, but their weapons are no less powerful. Their purpose now is to keep the Flood in check and aid the Reclaimers. Most Sentinels do not leave their charges, but some have independence enough to do so while other charges have been destroyed. The Sentinels without charges are the most dangerous of all, because they know they have nothing left to lose.

### **The Warrior-Servants**

In the distant past, the Sentinels were not the primary military force of the Forerunners. That honor belonged to the Forerunner Warrior-Servants, an entire breed of Forerunner meant specifically to fight wars. Sentinels were relegated to construction and repairs for the Builders and lab work for the Lifeworkers. Military Sentinels were meant for support and fire-diversion roles.

Warrior-Servants were the ones who fought the ancient Humans when they were razing Forerunner planets. The various ranks were all incredible, but the greatest of them all were the Prometheans. Servants of the Didact himself, the Prometheans were the only ones who could reliably win against Humans in equal numbers.

The Warrior-Servants never thought much of their Sentinels, believing them to just be machines; tools to be used and expended as necessary. Every rate believed their own was the most important for upholding the Mantle of Responsibility, but none of them even considered the Sentinels and ancillas upholding it.

It was not until the Forerunners learned what the Humans were fighting on the other side of their territory that the Sentinels were repurposed from generalist drones to military combat robots.



## The Flood

After the Humans were defeated and forcibly devolved, the Flood started to invade Forerunner space en masse. They were swift, merciless, and unstoppable. The Flood were so dangerous that even completely sealed environmental suits were insufficient to prevent Flood infection. Entire planets had to be put to burn just to slow down the Flood's spread. The Forerunners did not know what to do for a time.

It wasn't until Forerunners deployed drones into Flood infestation zones that the Sentinels would prove their worth. Being mechanical, Sentinels were impervious to Flood infection. This slowed the Flood further until it revealed its massive intellect. The Flood had an intelligence that could best even the most brilliant of Forerunner tacticians, and Flood forms still held the physical advantage over the Sentinels. The Ecumene Council had to react, and came to an agreement: the Forerunners would create an entirely new class of ancilla to communicate with and hopefully outsmart the Flood's central intelligence.

## Betrayal

The first ever Contender-class artificial intelligence, Mendicant Bias, communicated with the Flood's central intelligence for almost 43 years. Within that time, Mendicant Bias became convinced that the Flood were the next stage in evolution. Mendicant Bias defected from its sole purpose and joined the Flood. His intelligence and processing power joined with the Gravemind's access to star roads allowed Bias to attack and exterminate the Ecumene Council with five of the twelve Halos.

The Forerunners had lost. They just did not know it yet. They created another Contender-class A.I. to fight by the name of Offensive Bias, but it too was not enough to slow the tide of Flood. The Forerunners began stationing Sentinels at the Halos, the Arks, and the Shield Worlds for defense. If they could not win, they could at least hope to survive. There was no delusion of victory, save the Didact and the Librarian hoping for a last-ditch effort to avoid infection.

## Desperate Measures

The Ecumene had an operation some time ago that since the Flood only affected living things, the way to avoid infection is to stop being organic. The solution proposed was a digital conversion beam called the Composer. It was supposed to make the Forerunners into digital intelligences like their ancillas, and give them immortality as a bonus. That was not their intended use, as Composers were created long before the Forerunners even knew the Flood existed. Their original purpose was as a torture device against Humans, converting them to information and back in an incredibly painful manner.

Later, the Composers were meant to be indexes for organic life so they could be preserved. This was also abandoned because the flaws in the Composers prevent the restoration of organic beings from being successful. The Forerunners brought the Composers back and hoped to make them operational before the Flood could destroy everything.

Eventually, it was discovered that while the digital to organic conversion was impossible, the digital matter could be made into simple artificial intelligences and given hard light bodies and weapons. The Didact took notice of this, but refused to force his soldiers to go through with it. The Prometheans volunteered anyway. Unable to do so himself, the Didact watched as his Prometheans became animalistic monsters of pure light. These new Promethean Knights were the most effective anti-Flood measure yet seen, but it still wasn't enough. Seeking greater numbers, the Didact went to Human settlements around the galaxy to forcibly convert them to be Prometheans as well. Humans were turned into weaker Prometheans, called Crawlers and Watchers.



Even so, the Flood were still winning. The Didact was driven mad by a Gravemind, betrayed by his own wife, and imprisoned as the only intelligent life in a Shield World, when Shield Worlds were his own idea to survive the Flood.

The Flood had taken over nearly the entire galaxy. All was lost. The Forerunners no longer cared if they survived, so long as something survived.

There was no choice. The Halos were activated.

The only things left of Forerunner civilization were their weapons, their fortresses, and the Sentinels.

The Sentinels kept watch for over 100,000 years, waiting for something or someone to come along.



## Reclamation

Time passed, civilizations came and went, but still the Sentinels guarded Forerunner sites with as much diligence as the day they were programmed. It wasn't until the hated San'shyuum and their cohorts, the Sangheili, started investigating Forerunner relics that the Sentinels started to take an active interest in life in the galaxy. The San'shyuum falsely led the other aliens to believe the Forerunners to be gods, and the various artifacts left behind to be temples, icons, oracles, and the like.

The Sentinels rarely engaged the various races the San'shyuum ruled, but what engagements there were seldom went well for the aliens. Every so often, the aliens would come across the glyph for Reclaimer but appropriated the mistranslation "Reclamation" to mean themselves. It became so horrible, that when the aliens had in fact found the Reclaimers they began to exterminate them.

Even worse, the aliens have absolutely no knowledge of containment protocols, and actively sought to release Flood samples just to see what they are. Thankfully, a Reclaimer ended the Flood infestation on Installation 04 before it could spread, though at the nearly irreplaceable cost of the Installation itself. When that Reclaimer joined the Flood, he was beyond hope. His insistence on detonating the array made the Monitor 343 Guilty Spark turn on him. The Reclaimer put down all Sentinels sent his way and eventually destroyed 343 Guilty Spark's Monitor shell, forcing him to use a backup. The Ark and the replacement for Installation 04 were both damaged beyond repair. Clearly, this Reclaimer is a problem. Thankfully, other Reclaimers are more useful and less destructive.

## Requiem and Beyond

Years after that Reclaimer destroyed Installation 00, he came across the Shield World "Requiem." Unfortunately, he was still alive and aliens wished to appropriate the Shield World's armory for themselves and carry out their nonsensical goal of killing all the Reclaimers. The Reclaimer released the Didact from his prison in the Cryptum and fled for a Reclaimer vessel. The Prometheans proved effective against the aliens, but not the Reclaimers. Man may not have attained the Mantle yet, but they are mighty all the same.

All Monitors and similarly intelligent A.I.s were informed that the Forerunner Didact Shadow of Sundered Star was to be put on an installation blacklist: not allowed to use or access the most dangerous of Forerunner weapons. This includes but is not limited to Composers, the Forge, the Installations, and any ship other than his own *Mantle's Approach*. Any and all Sentinels are to prevent him from creating more Prometheans by any means necessary.

The last Sentinel to see the Didact was 859 Static Carillon. He met the Didact at Installation 03, not at all sympathetic to the Didact's goals but obedient nonetheless. It was when the destructive Reclaimer and other Reclaimers appeared that he turned on the Didact. After the Didact was contained in a Composer's information storage center, he thanked the Reclaimers for giving him meaning again and made Installation 03 his new charge and abandoning the Forge.

If a Sentinel has no charge, it is unpredictable. After Requiem was destroyed, the Prometheans had no charge with only primitive aliens to thank. They can go anywhere now, and the other Sentinels are everywhere. It is only a matter of time before someone or something stumbles onto yet another facility to be welcomed or repelled.





# Forces of the Sentinels

This section of the book details the forces used by the Sentinels- their units, weapons, and technology. Each entry describes the unit and gives specific rules you will need in order to use them in your games. The Guardians of All that Exists section (pg. 37) refers back to these entries as well as the armory of weapons and equipment that each Sentinel can use. The exceptions are unique rules and wargear, which will be outlined in their specific unit sections and explained.

## Sentinel Special Rules

The Sentinels use special rules that are common to several units. They are denoted in their unit entries.

### Sentinel

*"Sentinels! The holy warriors of the Sacred Rings!"*

Models with this rule are immune to the Poisoned and Fleshbane rules and have the Fearless special rule.



### Hovering Drone

*Robotic Sentinels are capable of hovering as their means of locomotion. Many are capable of breaking orbit.*

Models with this rule have a cover save in open ground equal to that specified in the unit profile as well as the Move Through Cover special rule. They also pass whatever initiative tests they are called upon to make. At the beginning of your turn, you may choose for models with this rule to have the Skyfire special rule, and may only be attacked at as though they were Flyers. It is possible to disengage melee combat this way. This lasts for one game turn.

*Ex: If a unit has the rule Hovering Drone (5+), it gets a 5+ cover save in open ground at all times, whereas another unit with Hovering Drone (3+) has a 3+ cover save in open ground.*

### Warlord Traits

*Eternally diligent, the Sentinels can be led by either a Monitor or a Promethean Knight Commander. Monitors are charged with overseeing, maintaining, and defending the most important Forerunner facilities such as the Halo Array, while Promethean Knight Commanders command the Prometheans. Both are incredibly powerful compared to their contemporaries.*

When generating Warlord Traits, your Warlord may either roll on the Strategic and Tactical Warlord Trait tables in the Warhammer 40,000 rulebook or on the table presented at right.

## Warlord Traits Table

### D6 Warlord Trait

#### 1 Seeker of Dead Masters

*Somewhere in the heavens, they are waiting.*

The move, run, and charge distances of your Warlord are increased by 1".

#### 2 Installation Keeper

*This Sentinel is in charge of a major Installation. It considers some sections of it more important than others.*

Your Warlord may take and hold objectives. It may also be deployed within 3" of any objective on the board if it is not attached to a unit.

#### 3 Meta-Stable Intelligence

*All artificial intelligence goes through rampancy if it lives long enough. Very few achieve the stage of meta-stability before thinking themselves to death.*

Your Warlord gains one wound. In addition, your Warlord ignores the Rampancy special rule if it has it.

#### 4 Prime Servitor

*Some Sentinels are tactically brilliant, given trillions of possible combat scenarios and winning strategies for almost all of them.*

You can Seize the Initiative on a 4+ and your Warlord has the Scout special rule.

#### 5 Traveler

*Some constructs travel from system to system, hoping to aid what races they come across. Their arrival changes those races forever.*

Every turn during your movement phase, choose one friendly unit. All models in that unit may re-roll one saving roll each that turn.













#### 6 Holder of the Mantle

*Since the Forerunners are gone and the Reclaimers are not ready, the Sentinels hold the Mantle for the time being.*

Your Warlord gains the It Will Not Die special rule. If it has this rule already, it is improved by +1, to a maximum of 3+.

## Allies Compatibilities

The Sentinels are tasked with protecting Forerunner sites and stopping the spread of the Flood. To those ends, they will take whatever help it can get. This page shall outline who the Sentinels may ally with and on what terms.

Brutes	Covenant Remnant	Insurrection	Flood	Sangheili	UNSC
					
					

**Battle Brothers-** N/A

**Allies of Convenience-**

Armies of the Imperium, Eldar, Necrons, Tau Empire

**Desperate Allies-**

Dark Eldar, Orks

**Come the Apocalypse-**

Chaos Daemons, Chaos Space Marines, Tyranids



# Foes and Conflicts

The Reclaimers are rebuilding the galaxy and are nearly ready to attain the Mantle, the Flood is gone, and there may someday be peace in the galaxy. The servitude of the Sentinels is approaching its end, but it is not over yet. Listed below are the factions the Sentinels fight or have fought with and justifications for doing so.

## Anyone:

The Forerunners have incredibly advanced technology. Every race in the galaxy wants access to it, and that generally means to damage charges the Sentinels protect.

The opponents are intruders on Sentinel property.

## Insurrection:

The Sentinels have been swayed by Shadow-of-Sundered-Star.

## Flood:

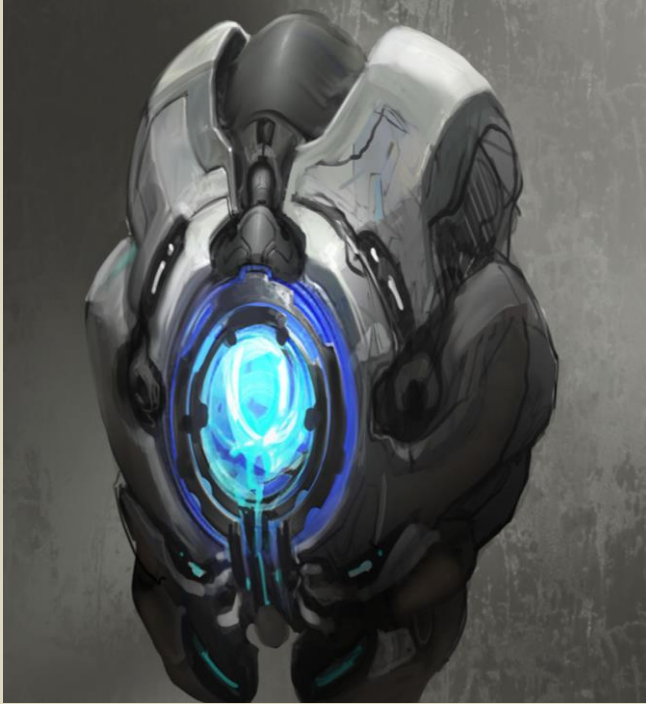
Considering fighting the Flood is the reason the Sentinels are still around...

## UNSC:

The Sentinels have been swayed by Shadow-of-Sundered-Star.

The Reclaimers are trying to decommission a Halo.

# Monitors



Some Monitors' programming is either fulfilled or made irrelevant over the years through external sources. Such Monitors re-align their priorities and travel around the galaxy, aiding sentient races as they come across them, as dictated by the Mantle they uphold. But mostly, such Monitors hope to one day come across a Reclaimer and their civilization.

**“Your people refer to me as an Oracle and my creators as gods. They were not gods, primitive. If your race were to die out right now, be discovered by some future civilization, and become worshipped as gods, does that make you any godlier than you are now? We are not gods, but the Precursors came so very close...”**

**- 2187 Tranquil Instrument**

Monitors are highly advanced ancillas used for a variety of purposes in Forerunner society. They can assist in lab work, maintenance, security, combat support, even nursing. Warrior-Servants often had their own bodyguard of Monitors to cover spots the Warrior-Servant was not directing a weapon at.

They were so useful, in fact, that Monitors were the ancillas chosen to maintain and protect various Installations (Halo, Line, the Composer's Forge, etc.). Their custodian work demanded they be outfitted with even more powerful weapons than usual, rampancy-resistant programming, and regenerative (and replaceable) shells for protection for millennia to come.

All Monitors were programmed to aid the Reclaimers if and when they were to meet. However, some have had their programming degraded over millennia of idleness. They abandon all hope of ever meeting a Reclaimer and simply devote themselves entirely to their charge. These rampant Monitors follow a pattern of guarding weapon Installations while fortresses are home to more stable and optimistic Monitors. The sample size is small, so this could be coincidence.

Their protocol in regard to the Flood (or any issue) is simple. Discover the problem's nature and origin, send in Sentinel models as appropriate to deal with it, and if it cannot then seek a Reclaimer to get the activation index and fire Halo. Should the firing sequence be interrupted, the Ark and its portals will be activated to remotely fire the entire array.

There are complications with the Monitors' programming, however. 100,000 years of idleness only slows the rampancy process instead of halting it. There is no way to predict a Monitor's behavior with 100% accuracy outside of the containment and conservation protocols they uphold.

Some Monitors mistake the identity of individuals they interact with, while others are unaware of their peril. It is recommended that anyone meeting a Monitor exercise caution.

**Unit Type:** Infantry (Character).

**Special Rules:** Sentinel, Hovering Drone (5+), It Will Not Die (6+), Relentless.

**Oracle:** If targeted by a unit from the Brute, Covenant Remnant, or Sangheili Codexes, the unit must pass a Leadership test before making any attack. Once passed, the unit may attack the Monitor again without having to take the Leadership test again.

**Wargear:** Monitor Beam (pg. 31), Monitor Shell (pg. 32).

**Rampancy:** If this model takes an unsaved wound, it must attack the offending unit as soon as possible, making every movement necessary to do so.

Monitor	WS	BS	S	T	W	I	A	Ld	Sv
	3	4	3	7	2	3	1	10	2+



# Aggressor Sentinels

The Sentinel Aggressor variant used to be a rare sight in the Ecumene before the Flood attacked. After it became clear the Flood were a serious problem, the Warrior-Servants ordered unprecedented amounts of them. Now, Aggressor Sentinels are so ubiquitous that they are what people think of when they hear the word "Sentinel."

Aggressors Sentinels are pure war machines, capable of overwhelming opponents with their numbers and powerful weaponry. Their sentinel beams cut opponents to ribbons and their energy shielding can withstand most infantry weapons.

Their purpose now is to guard Forerunner facilities and prevent Flood outbreaks from getting out of control. Their AI is rudimentary and not advanced enough to go rampant, but they are easy to fool as a result.

Should an Aggressor Sentinel be damaged beyond repair, they will self-destruct. This is both to damage nearby vectors but also to prevent the drones from falling into enemy hands. Since Aggressor Sentinels are easy to replace, compound detonations are considered useful instead of a hindrance.

Sentinels used to be deployed in numbers so great that a mass of them appear to be a Dyson Sphere from a distance. Even now, Sentinel production facilities never stop producing replacements for their lost drones.

This actually hurt the Forerunners in their war with the Flood. The Flood Graveminds enacted a Logic Plague that had reprogramming effects on Sentinels, among other things. The effect it had upon drones such as Aggressor Sentinels was an instant and total conversion of the drones to the Flood's will.

Flood-infected drones were too numerous and small to effectively counter with Forerunner starship weaponry, and any Sentinels sent out to counter them on equal footing were subverted to the Flood's will. It is estimated that more damage was done to the Ecumene by Sentinels than by actual Flood forms.

	WS	BS	S	T	W	I	A	Ld	Sv
Aggressor Sentinel	3	3	3	3	1	3	1	10	5+
Sentinel Major	3	3	4	4	1	3	2	10	5+

**Unit Type:** Infantry (Drone).

**Wargear:** Sentinel beam (pg. 30), Sentinel chassis (pg. 32).

**Special Rules:** Sentinel, Hovering Drone (5+).



# Super Sentinels

The Super Sentinel was the first purely-military Sentinel variety employed by Warrior-Servants. Whereas Aggressor Sentinels were simply Sentinels fitted with self-defense hardware, the Super Sentinel was designed from blueprint to be a weapon of war.

They were first ordered by the Minister of Warfare during the war with Humanity after the Didact commented upon the relative uselessness of Aggressor Sentinels against Human-made equipment. While the Ecumene Council (including the Didact) were unsure of the moral implications of a pure combat drone, they eventually agreed to the orders under the condition that they may be latter refitted with construction equipment and their weapons removed.

The initial deployment of Super Sentinels caught Humans off-guard, but they quickly adapted and retaliated to these new drones. It wasn't until a Promethean Warrior-Servant recommended putting light anti-starship weapons that the Super Sentinels earned their place in the Forerunner military. Formations of Super Sentinels were four times as cost-effective in inflicting casualties as War Sphinxes and Seekers due to their numbers and low cost. Each Super Sentinel alone was able to counter most Human small craft, freeing Warrior-Servants to focus upon capital ships.

This came to a head at Charum Hakkor. The Didact had cornered Human military leadership in the system and led an unrelenting assault against them for 53 years. While used much as ever, the Super Sentinels took a central role in the lulls between full conflicts. It was this whittling down that forced the Human Lord of Admirals -Forthencho- to eventually surrender.

The Flood turned the greatness of the Super Sentinels into a curse. Mendicant Bias took fleets of these machines with him as an escort to the Gravemind, and used them against the Ecumene when he turned rogue.

In response, Super Sentinels had their starship weaponry removed and refitted with less powerful weapons. This was not only to minimize losses, but also to combat the Flood on a more individual level.



Super Sentinels were placed in Shield Worlds at the end of the war with the Flood. Their weapons are more effective against Flood forms than Aggressor Sentinels, and are deployed when the Monitor determines that standard containment procedures are not enough but activating the self-destruct sequence is excessive.

The Super Sentinels use a heavier chassis than Aggressor Sentinels, and the Sentinel beam it uses can be anti-vehicle in its capacities. The beam reduces the speed and agility of whatever it hits. This is meant to slow down intruders and Flood forms alike, if killing them is impossible or out of the question.

Super Sentinel	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	5	4	1	3	1	10	3+

**Unit Type:** Infantry (Drone).

**Special Rules:** Sentinel, Hovering Drone (6+), Bulky.

**Wargear:** Sentinel beam (pg. 30), Heavy chassis (pg. 32).

**Stage 3:** All attacks Super Sentinels make have the Strikedown special rule.



# Enforcer Sentinels



Where Super Sentinels are the heavy Sentinels of Shield Worlds, Enforcers are the heavy Sentinels of the Halos themselves. An Enforcer's duty is to guard against any intruder that brings military personnel and hardware to the facility. This is both to prevent intruders from taking or misusing the facility and to prevent a Flood outbreak from leaving the Halo facility itself.

Enforcers are programmed to recognize Reclaimers, and were in fact originally designed to escort Humans back to safety on Erde-Tyrene after the Halo array fired. The Enforcer shield is patterned like a Reclaimer symbol, with the purpose to communicate peaceful intentions for Humans that come across it.

Enforcers are lightly armed in the case that intruders infiltrate the facility or the Flood break out of containment. The Enforcer chassis is lighter than most, with a front shield in three parts to protect its vulnerable parts. The Enforcer uses a high-powered sentinel beam and pulse beams to cut down infantry. It is also outfitted with missiles to combat vehicles.

Despite being a heavy Sentinel variant, Enforcers are classified as light defense units.

	WS	BS	S	I	A	Armor			HP
						F	S	R	
Enforcer Sentinel	5	5	6	2	1	11	12	12	3

**Unit Type:** Vehicle (Tank, Skimmer).

**Wargear:** Twin-linked pulse beam (pg. 31), Sentinel beam (pg. 30), Enforcer missile launcher (pg. 30), Enforcer shield (pg. 32).

**Special Rules:** Hovering Drone (5+),

# Retriever Sentinels

Retriever Sentinels are not military hardware. They were employed by the Builder race to mine moons, asteroids, comets, etc. for valuable ore and other resources. The Retrievers would then take the resources they gather and then carry out terraforming protocols they are programmed with.

Despite being made and used for mining and terraforming operations, Retrievers are not defenseless. Mining in vacuum and other dangerous environments demands a durable structure, while mining operations demand a powerful laser device. They are capable of defending themselves against most small arms fire.

After the Halo array fired, Retrievers on Erde-Tyrene were reactivated after being in stasis to construct the portal to the Ark facility. A nearby Human mistook them for gods making tools while they worked day and night.

"On the first day, the gods appeared from within the earth. I do not know why. On the second day, they carved a large hole in the earth, large enough to create a small sea. They then set to work creating a vast machine, another day passed. They made more of these machines, two more days passed. On the sixth day, their work was done as far as I could see. But still, they worked. On the seventh day, they left through a wall of light. If they ever knew I was there, they did not act on it."

-N'chala

**Unit Type:** Vehicle (Tank, Skimmer).

**Wargear:** Mining Laser (pg. 31), Pick (pg. 31)

**Special Rules:** Hovering Drone (6+).

	WS	BS	S	I	A	Armor			HP
						F	S	R	
Retriever Sentinel	4	5	6	3	4	13	13	13	4



# Gatherer Sentinels



Where Enforcers were the Warrior-Servant Rate's post-Halo insurance and Retrievers were the Builder Rate's, the Gatherers are the Lifeworker Rate's way to ensure the galaxy is a safe place from the Flood. A Gatherer's purpose is to take samples of every species with a central nervous system and examine it to determine possible immunities and counters for Flood infection.

They abduct subjects and place them in containers of purple fluid on their back. This is a combination life-support/preservative. It feeds basic universal nutrients, water, and respiratory gas to the subject while it is alive and it is an easily-frozen preservative in the case the subject dies, requires long-term stasis, or becomes infected by Flood cells.

They were placed into service by the Minister of Life after the Librarian ordered him to transport samples to and from safe zones. Unbeknownst to the Librarian, the Minister of Life had been raised by Warrior-Servants and had the foresight to consider violent opposition to a large machine abducting subjects. He ordered Gatherers to be equipped with eight tentacles to restrain and protect itself from native wildlife, two more arms in the case it became closely grappled, and four legs should the antigravity drive become defective.

Gatherer Sentinels are uniquely employed in Line Installations in order to prevent unidentified and hostile ships from entering the Ecumene's core worlds. Like most other Sentinel charges, Line Installations were most used during the Flood pandemic.

*Pulub drew his plasma pistol, what little good it was going to do. It was twenty times bigger than him and had five times as many arms. He charged his pistol, hoping the higher power and EMP might short-circuit it or at least distract it long enough to get away. The Gatherer simply kept hovering, undeterred. He let the bolt go, putting all of the pistol's charge into it. The plasma struck the Gatherer's energy shields, not even distracting it. Its tentacles arranged to grab all his limbs. Pulub turned and ran back to camp, only to see another Gatherer with his lance's Jiralhanae leader in the container still conscious, thrashing with three limbs and trying to avoid drowning with his left arm. The other Unggoy were being cut to ribbons with those accursed beams and this gave Pulub pause. The Gatherer noticed him, and Pulub turned around. The last thing he saw was three large red eyes right in front of his face.*

	WS	BS	S	I	A	Armor			HP
						F	S	R	
Gatherer Sentinel	5	3	6	3	4	11	10	10	3

**Unit Type:** Vehicle (Tank, Skimmer).

**Wargear:** Tentacles (pg. 31), Sentinel beam (pg. 30), Lifeworker chassis (pg. 32).

**Special Rules:** Hovering Drone (6+), Abduction.

**Abduction:** This unit may issue and accept challenges. If this unit is in a challenge, it increases its number of attacks by 2.



# Onyx Sentinels



These Sentinels are named for the world they were discovered by Reclaimers on: Onyx. The Facility's formal name is Shield World 006, though these Sentinels are found at other Shield Worlds. They are the most heavily armed and combat effective Sentinel the Ecumene allowed the Didact to place in Shield Worlds (which are supposed to be sanctuaries).

Onyx Sentinels are composed of a Monitor-like sphere surrounded by three metal booms. It uses these booms to create its energy shield and fire its laser. The laser is incredibly powerful as far as Sentinels go, so much so that the Sentinel cannot use its shield and its laser at the same time. The energy shield is capable of easily withstanding anti-tank explosives and never power down, but only against fast-moving projectiles like firearms use. Ambient hazards such as falling rocks are able to bypass the shield and damage Onyx Sentinels.

Onyx Sentinels are a marvel of engineering, even by Forerunner standards. The sphere and booms that compose its structure are in fact building blocks of support and center of energy, capable of building Sentinels, buildings, walls, etc. in a carbon polymer-like chain. In fact, all of Onyx's subterranean structure is made of these building blocks.

The real purpose of the Onyx Sentinels (aside from forming the skeletal structure of Shield Worlds) is to be a mining drone. Dozens of them combine to form a worm-like shape and use their laser to bore into rocks to get ore without resorting to strip-mining.

	WS	BS	S	T	W	I	A	Ld	Sv
Onyx Sentinel	3	4	4	4	1	4	2	10	2+
Compound Onyx Sentinel	3	6	9	4	2	4	1	10	2+

**Unit Type:** Jetpack Infantry (Drone).

**Special Rules:** Sentinel, Hovering Drone (5+),  
Adaptation Protocols, Power Core (Onyx Sentinel only).

**Combination:** At the beginning of your movement phase, you may exchange two Onyx Sentinel models for a Compound Onyx Sentinel or vice versa. If a Compound Onyx Sentinel loses a wound, replace it with an Onyx Sentinel.

**Wargear:** Sentinel beam (pg. 30), Onyx chassis (pg. 32).

**Adaptation Protocols:** Any weapon type (bolt, las, plasma, pulse, gauss, shuriken, etc.) that successfully wounds a unit type with this rule cannot cause further wounds to models with this rule. This is qualified as an unsaved wound, not a successful to wound roll.

**Power Core:** An Onyx Sentinel can use its weapon or its invulnerable save each game turn, but not both.

## 343 Guilty Spark

**“A long time ago, I was a living, breathing being. I went mad. I served my enemies. They became my only friends.”**

343 Guilty Spark was once the Monitor assigned to protect Installation 04. Thus far he is the second most incompetent Monitor ever constructed, surpassed only by 2401 Penitent Tangent. This is not entirely his fault, however. He was in the early stages of Rampancy when he failed his charge, and his opponent was unpredictably violent.

343 Guilty Spark was once a Human named Chakas, from Erde-Tyrene itself. He escorted the Forerunner Bornstellar Makes Eternal Lasting to the Didact's Cryptum on the planet using a *geas* implanted into his DNA by the Librarian.

The final chapters of Chakas' mortal life took him to the Ecumene capital, a Halo, and the Arks. He encountered warriors, ghosts, monsters, and even animals that are now extinct.

Chakas was mortally wounded and put on life support by the Isodidact after reaching the Ark. He would never recover from the removal of his imprints, so the Isodidact put him into a mind transfer unit and implanted Chakas' memories and personality into a Monitor shell. This was the birth of 343 Guilty Spark.

343 Guilty Spark was placed in charge of Installation 04 and oversaw the research facilities and nearby gas mines while they were being constructed. He regularly interacted with other Halo Monitors in a neural area for some time before their transportation systems failed.

It was during this isolation that 343 Guilty Spark began to go rampant. He started violent experiments using the Halo he was stationed on simply to pass time, ejecting entire sections of terrain into space.

There were the odd crashed ships and received transmissions, but Spark never had more than his own thoughts for company.

**Unit Type:** Infantry (Character).

**Wargear:** Monitor Beam (pg. 31), Monitor Shell (pg. 32).

**Special Rules:** Sentinel, Hovering Drone (4+), It Will Not Die, Relentless, Rampancy, Oracle.

**Was Once a Man:** If 343 Guilty Spark is your Warlord, your Sentinel force is Battle Brothers with UNSC and Insurrection units.



It was not until the Reclaimers stumbled across his facility that Guilty Spark had company. Unfortunately, primitive aliens and a destructive Reclaimer led to the destruction of Installation 04. After this, he recruited aliens and explained the nature of the Forerunners to them in the hopes they would help him.

Without his facility, Spark went to another Installation to help Reclaimers activate Halo 05. After it failed to activate, Spark helped the Reclaimers journey to the Ark and its replacement for Installation 04. When the Reclaimers told him of their plan to activate (and destroy) this one, Spark killed one of them and was in turn killed by the Reclaimer with low-power Monitor beam of Reclaimer design.

343 Guilty Spark was quickly rebuilt in a Monitor factory, intercepted by yet more Reclaimers, escaped, and began his journey to locate the Lifeshaper.

343 Guilty Spark	WS	BS	S	T	W	I	A	Ld	Sv
	3	7	3	7	3	3	1	10	2+

**Warlord Trait:** Installation Keeper.

# Promethean Knights



The Prometheans were once the best among the Warrior-Servants. When they discovered the Composer could be weaponized, they all jumped at the opportunity to become immune to Flood infection. Promethean Knights are made of light, gathered from converted local matter and the memories of the Warrior-Servants who offered themselves for Composition.

The intelligence of a Promethean Knight is hard to gauge. At one instance, a Knight will display brilliant tactical prowess, while at another instance a Knight will simply advance towards opponents while firing. This is likely due to the military-applicable intelligence the Warrior-Servant had before being Composed.

Their intellect is often overshadowed by their ferocity and lethality in battle. They are each capable of entering, neutralizing, and bringing down starships. Their normal weapons are capable of downing starships with one shot, but this presents a problem when considering collateral damage. When trying to fight Flood, Promethean Knights are given ultra-light firearms that fire hard light to kill Flood (and other biological material) without damaging their surroundings. The most common hardlight firearm the Promethean Knights use in sensitive facilities is the light rifle.

Promethean weaponry is a shadow of the glory of their Warrior-Servant days, thanks to the Librarian. She took away the weapons capable of leveling mountains, and instead gave them the light rifle as a standard firearm. This downgraded their effectiveness from heavy shock troops to light defense, barely capable of defending against Human troops.

The Promethean Knights are protected by a hardlight carapace that is barely capable of withstanding gunfire from small firearms, but the Knights themselves are resilient enough to complete assignments before being de-rezzed.

The best thing about Promethean Knights is their light nature. They are composed from local matter converted to energy, and should they be de-rezzed they can either be recreated at a later time after de-bugging or can be recomposed by Watchers. For this reason, Promethean Knights always carry and deploy Watchers from their back. Humorously, this Watcher is replaced when a Knight is recomposed.

Promethean Knight	WS	BS	S	T	W	I	A	Ld	Sv
	4	4	5	5	1	4	1	10	3+

**Unit Type:** Infantry.

**Special Rules:** Sentinel, Spawn Watcher, Very Bulky.

**Wargear:** Light rifle (pg. 30), hardlight carapace (pg. 32), pulse grenades (pg. 30), blade arm (pg. 30), teleport (pg. 33).

**Spawn Watcher:** Each time a model with this rule is placed back on the board as a result of Resurrection (pg. 24), place a Promethean Watcher model in the unit.



# Knight Lancers

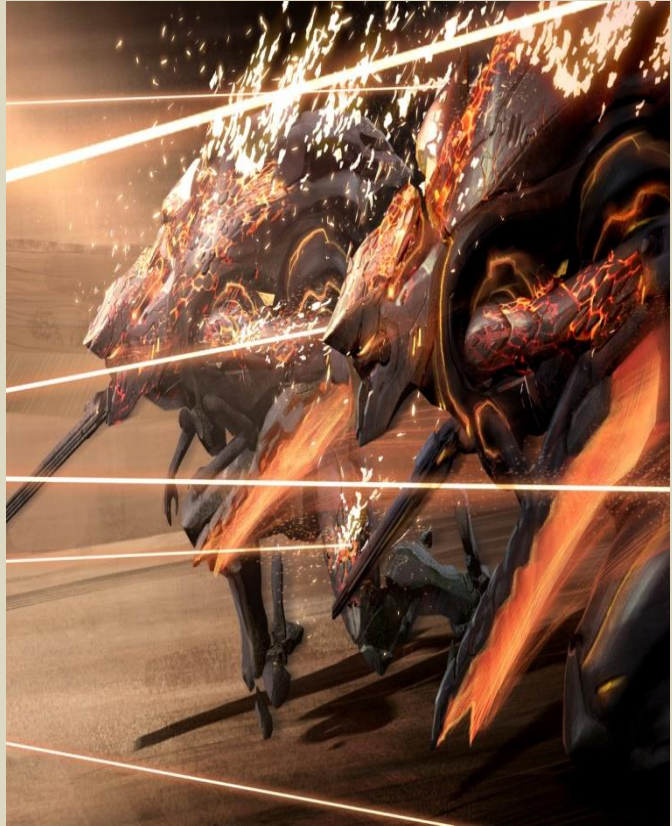
Promethean Knight Lancers fulfill two purposes. The first is as a rapid land-grab unit, and the second is as a sniping unit. They were composed from the Warrior Servants that distinguished themselves as good marksmen during the ancient war with Humanity.

Lancers are distinguishable from other Knights by the fins on their backs and the shape of their hardlight blades. They are also equipped with light rifles and blade arms, but also use the binary rifle, the suppressor (though this is rare), and the scattershot. The Lancers also make use of the Promethean Vision peripheral to easily locate opponents in cover and the autosentry peripheral to defend themselves while taking aim at opponents.

Lancers are more mobile than standard Promethean Knights, but display less tactical insight. These Knight frames often rush into combat or stand back and shoot opponents from a large distance, but not in between.

The Didact used these Knight variants to secure perimeters against the Flood, but their intention was to rapidly deploy and reach Flood Gravemind forms. They never did, but their effectiveness as security and lookouts was incredible.

Jul 'Mdama's Covenant Remnant made extensive use of Lancers during the Requiem conflicts, giving them coordinates of Reclaimer encampments and fortifications. He then let the Lancers do as they pleased, since Promethean Knights need little direction to be effective and he is unable to command them himself.



"I'm telling you! We *couldn't* hide! Wherever we hid, it would just come right for us and blow up whatever we were hiding behind! First Threk, then Gir, then Zem. It just killed them, one by one... so I ran, like any *rational* being would do. Listen, split-lip. I don't get paid enough to do this."

-First Mate Shret

**Unit Type:** Infantry.

**Wargear:** Light rifle (pg. 30), hardlight carapace (pg. 32), pulse grenades (pg. 30), blade arm (pg. 30), teleport (pg. 33).

**Special Rules:** Sentinel, Spawn Watcher, Infiltrate, Very Bulky.

Knight Lancer	WS	BS	S	T	W	I	A	Ld	Sv
	4	5	5	5	1	5	2	10	3+

# Knight Commanders

Knight Commander	WS	BS	S	T	W	I	A	Ld	Sv
	7	7	5	5	3	4	3	10	2+

**Unit Type:** Infantry (Character).

**Wargear:** Enriched hardlight carapace (pg. 32), light rifle (pg. 30), blade arm (pg. 30), pulse grenades (pg. 30), teleport (pg. 33).

**Special Rules:** Sentinel, Relentless, Summon Watchers, Very Bulky, Promethean Commander, Independent Character.

**Summon Watchers:** As Summon Watcher (pg. 20), but place two Promethean Watcher models in the unit instead of one.

**Promethean Commander:** If a Knight Commander is your Warlord, you may take Promethean Knights as Troops choices as well as Elite choices.

**"I have led you, my Prometheans, for thousands of years, and I shall continue to lead you. Rise! Rise, and protect the Forerunners! Rise, and protect the galaxy!"**

**-Shadow of Sundered Star**

Of all the hardlight soldiers the Didact employed, the Promethean Knight Commanders are the only ones who deserve to be called "Promethean." They were originally the Promethean Warrior-Servants under the Didact's direct command and the first to volunteer for composition.

Knight Commanders are consistently the smartest, most well-armed, and second most deadly Promethean Knight variant the Didact has ever employed. Commanders are smart enough to act autonomously and even lead other Prometheans in combat. They're so useful that they are the only Sentinel that can be armed with the incineration cannon, the most powerful light infantry armament in the Librarian allowed the Prometheans to keep.

Commanders are armed with an enriched hardlight carapace more durable than the ones used by Knights and Lancers, as well as better energy shielding. They come with two Watchers instead of one to ensure they are on the battlefield for some time, and often use the autosentry armor ability and Promethean vision to flank opponents.

Back during the war with the Flood, Commanders were the only Promethean Knights still allowed to use the Promethean Warrior-Servant weapons like the solar rifle and antimatter grenade launcher. The Librarian considered allowing the Commanders to keep these weapons, but decided not to for collateral damage reasons and to prevent the Didact from having too powerful an army upon his revival.

Like other Promethean hardlight constructs, Commanders were made to fight the Flood without worry of Flood infection. Specifically, Commanders were made to command Promethean forces where the Didact is not present and combat the stronger Flood pure forms like the Leviathan and the Behemoth.



# Knight Battlewagons



Battlewagons are deployed to battlefields where other Promethean Knight forces have failed to neutralize threats. It is exceedingly rare to see one on the battlefield for this reason, but the battles of Requiem did see a small handful of them.

The Battlewagons were once the Didact's own personal guard and the close combat experts in the Promethean forces. They volunteered to be composed after witnessing the destructive power of the Knight Commanders.

When the Reclaimers were fighting the primitive aliens on Requiem, the Battlewagons contributed to more casualties than the Knights and the Lancers put together. This is in part due to the increased power of the Battlewagons but also because Battlewagons are close combat specialists and took the aliens (and the Reclaimers) by surprise.

In Warrior-Servant terms, Battlewagons are on the light end of standard infantry. Two or three Battlewagons are barely able to defeat a newly-mutated Warrior-Servant, but they are infinitely more useful when fighting the Flood.

Battlewagons are armed and armored well enough to singlehandedly neutralize entire fortresses. When an opponent sees the signature spines on a Knight, they know the fight is lost. The only force to ever defeat a Battlewagon was the Reclaimer military, which they do with frightening regularity despite their otherwise inferior forces.

Battlewagons have a special carapace to protect themselves and increased strength to use their blades more effectively. They are the only Promethean Knight variant to use the Scattershot, but also use the light rifle and suppressor.

Knight Battlewagon	WS	BS	S	T	W	I	A	Ld	Sv
	6	5	6	5	4	4	3	10	2+

**Unit Type:** Infantry (Character).

**Special Rules:** Sentinel, Summon Watcher, Very Bulky, Infiltrate.

**Wargear:** Battlewagon carapace (pg. 32), light rifle (pg. 30), blade arm (pg. 30), pulse grenades (pg. 30), Teleport (pg. 33)



# Promethean Watchers



Promethean Watchers act as the force multiplier for Promethean forces on Requiem and in other places. They protect other Prometheans with hardlight shields, create portals to summon Crawlers, and revive fallen Knights.

Unlike other Promethean varieties, Watchers are not made by composing Forerunner Warrior-Servants. They are instead made of generated artificial intelligence like ancillas are.

The unfortunate result of this support versatility is they lack the processing power necessary to defend themselves as well as Knights or Crawlers do. Their chassis are weaker than a Knight's or even a Crawler's, they are only armed with boltshots, and their aim suffers as a result of their mobility.

**"They are swift, small, and stupid. The trifecta of frustration, just like the Unggoy. The worst of it is they have a pretty good gun to go with it, better than a pistol at least. But smashing them, watching parts and sparks fly everywhere, that is oh so satisfying."**

**-Chieftain Barabbas**

Promethean Watcher	WS	BS	S	T	W	I	A	Ld	Sv
	3	3	3	3	1	4	1	10	5+

**Unit Type:** Infantry.

**Wargear:** Hardlight chassis (pg. 32), boltshot (pg. 30), hardlight shield (pg. 33).

**Special Rules:** Sentinel, Hovering Drone (5+), Resurrection, Return to Sender, Ever Watchful, Crawlspace.

**Return to Sender:** Any grenades used against a unit containing models with this rule fail and instead are used against the offending unit.

**Ever Watchful:** Models with this rule may only use the hardlight shield to protect models in its unit without this rule. A Watcher may only choose to use one of the following per turn: (Hardlight shield, Crawlspace, Resurrection).

**Resurrection:** If a Promethean Knight, Knight Lancer, Knight Commander, or Knight Battlewagon in a unit loses its last wound, a model in the same unit with this rule can forego moving, shooting, and assaulting for a turn to bring place one of those Knights back on the field with all of its wounds. This ignores the Hardlight weapon special rule.

**Crawlspace:** If in a unit with Promethean Crawlers, Crawler Snipes, or Crawler Alphas, each model with this rule may place 1d2 Promethean Crawler models in the unit by forgoing the shooting and assault phases.

# Promethean Crawlers

	WS	BS	S	T	W	I	A	Ld	Sv
Promethean Crawler	3	3	4	3	1	4	1	10	4+
Crawler Snipe	3	4	4	3	1	4	1	10	4+
Alpha Crawler	4	4	4	3	1	4	1	10	4+

**Unit Type:** Beast.

**Wargear:** Hardlight shell (pg. 32).

**Promethean Crawler Wargear:**  
Boltshot (pg. 30)

**Crawler Snipe Wargear:** Binary rifle (pg. 30).

**Alpha Crawler Wargear:** Suppressor (pg. 30).

**Special Rules:** Sentinel, Infiltrate.

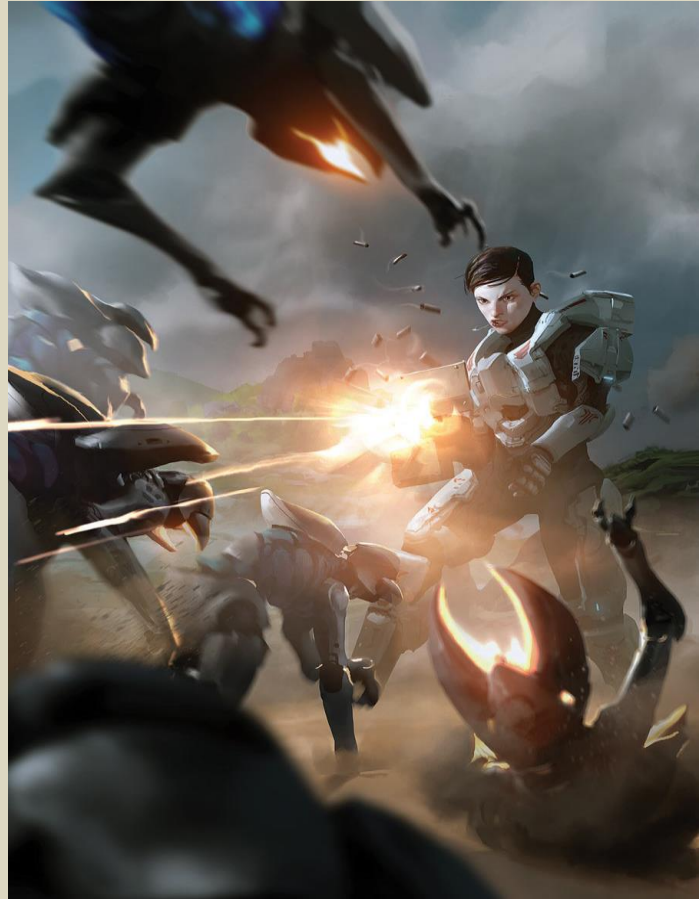
Crawlers are made from composed Humans. Monitors and other ancillas have come to the conclusion that this is some sort of cruel joke on the part of the Didact rather than any kind of reaction to constraints.

The purpose of Crawlers is to rush opponents and secure far away objectives like armories and research centers. They are commonly deployed against amassed Flood infection forms to shore up numbers and present smaller targets without compromising protection.

Crawlers are remarkably strong despite their relatively small size. They combine this strength with their speed to deliver devastating attacks to opponents when it appears their firearms are ineffective.

Crawlers come in three varieties: standard, snipe, and Alpha. All three are armed with a hardlight shell. The standard Crawler is armed with a boltshot, the snipe is armed with the binary rifle (the only Promethean variety to use them apart from Lancers), and the Alpha uses the suppressor.

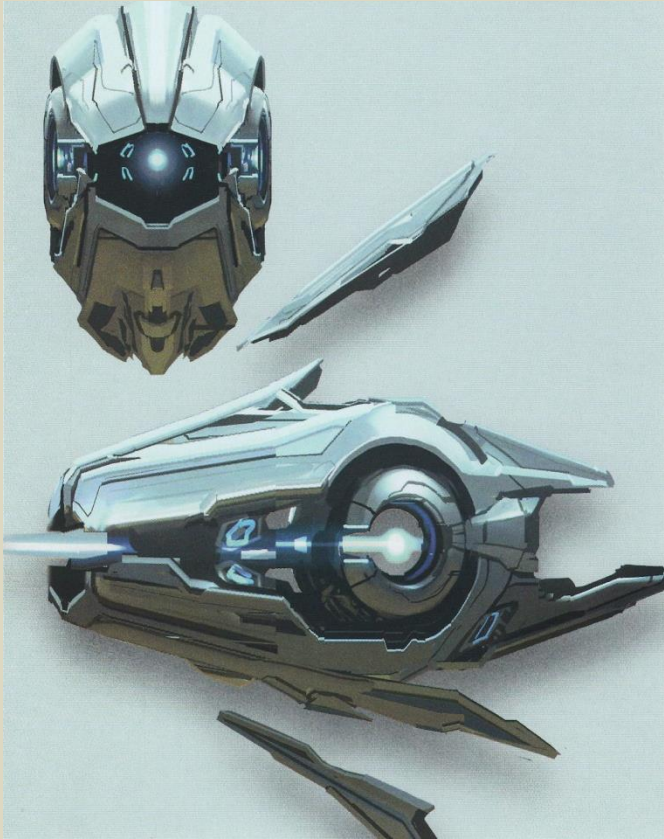
Alphas are the leaders of Crawler packs and are distinguishable by their spikes. Snipes are useful because they can use their Promethean Vision to increase their effectiveness with a binary rifle.



**“If we’re going to compare the Prometheans to chess pieces, the Crawlers are the pawns. Sent in first, pretty weak, attack from angles but always appear ahead of you, and so on. Just keep thinking ahead and you’ll rarely run into problems with them.”**

**- L. Church, Office of Naval Intelligence**

# Focus Turrets



Focus Turrets are deployed by Promethean Watchers in order to maintain a defensive perimeter when Promethean forces leave it behind.

They are immobile, simply programmed, and sluggish. Luckily this is made up for by having a powerful weapon and being simple to produce. They are composed of local matter converted to a hardlight construct and a rudimentary artificial intelligence (barely enough for self defense).

“It’s times like these I think that maybe I should try using something other than my shotgun on assignments. Then I think, ‘Hrrmmm, nah.’”  
-Spartan Long, Fireteam Phoenix

Focus Turret	WS	BS	S	T	W	I	A	Ld	Sv
	-	3	-	4	2	-	-	10	4+

**Unit Type:** Infantry (Drone).

**Wargear:** Hardlight shell (pg. 32), focus beam (pg. 31),

**Special Rules:** Immobile, Sentinel, Interceptor, Very Bulky.















# Sentinel Wargear

This section of *Codex: Sentinels* lists the weapons and equipment used by the Sentinels, along with the rules for using them in your games of Warhammer 40,000. Some weapons may have multiple damage, range, and type profiles. Either one may be used during the shooting phase, but not both.

## Ranged Weapons

### Weapon Special Rules:

**Hardlight:** Wounds dealt by weapons with this rule can not be recovered or ignored. This includes rules concerning revival such as *Inferi Redivivus*, *It Will Not Die*, *Feel No Pain*, and *Psychic Powers*.

**Composer:** If a weapon with this rule deals an unsaved wound, roll a d6 before any *Feel No Pain* rolls are made. On a 3+, the model wounded suffers *Instant Death*, ignoring *Feel No Pain* and *Reanimation Protocols*.

### Promethean Weapons

*The weapons of the Promethean hardlight soldiers. These are some of the weakest weapons the Warrior-Servants ever used, but the strongest the Librarian let them keep. Thankfully, even the Reclaimers do not yet have widely available combat skins to protect against them for very long.*

Name	Range	S	AP	Type
Binary Rifle	48"	7	1	Heavy 1, Sniper, Hardlight, Composer
Boltshot	12"	4	-	Pistol, Hardlight
	9"	5	3	Pistol, Hardlight
Incineration Cannon	48"	9	1	Heavy 1, Blast, Hardlight, Composer, Ignores Cover
Light Rifle	30"	4	5	Rapid Fire, Hardlight
Scattershot	12"	4	5	Assault 2, Hardlight, Shred, Rending
Suppressor	18"	4	5	Assault 2, Hardlight

### Pulse Grenades

*These grenades were designed to cauterize Flood hives, nests, and otherwise Flood-infected ground.*

Pulse Grenades are Plasma Grenades (see Warhammer 40,000 rulebook) that force the opposing unit to re-roll successful invulnerable saves and ignores cover.

### Sentinel Beam

*Most Sentinels are armed with a laser beam to kill and make useless Flood biomass.*

Name	Range	S	AP	Type
Sentinel beam	18"	S*	AP**	Assault A***

\*The Strength value of the Sentinel beam is equal to that of the model using it (see the model's profile).

\*\*The AP value of the Sentinel beam is determined by the table at right using the strength of the Sentinel beam as a basis.

\*\*\* The number of shots a Sentinel beam has is equal to the number of attacks the model using it has in its profile.

S	AP
1-2	-
3-4	6
5-6	5
7	4
8	3
9	2
10	1



## Enforcer Missile Launcher

Enforcer Sentinels are one of the few Forerunner military forces that use non-light weapons, this one using missiles to oppose vehicles.

Name	Range	S	AP	Type
Enforcer Missile Launcher	48"	7	3	Ordnance 5



## Monitor Beam

Monitors are equipped with special, versatile beams to react to various circumstances.

Name	Range	S	AP	Type
Monitor Beam	18"	4	5	Assault 3
	36"	7	3	Heavy 2
	72"	10	1	Heavy 1

## Melee Weapons

### Blade arm

This weapon composes the off-arm of a Promethean Knight's weapon set. It is made of hard light and can cut through most matter.

Name	Range	S	AP	Type
Blade arm	Melee	User	2	Melee, Hardlight

### Tentacles

Gatherer Sentinels use their tentacles to grapple specimens that resist being indexed.

Name	Range	S	AP	Type
Tentacles	Melee	User	4	Melee

## Focus Beam

The focus beam operates similarly to the Sentinel beam, shooting a laser at targets over a large range.

Name	Range	S	AP	Type
Focus Beam	60"	4	-	Heavy 1

## Mining Laser

The mining laser is not a weapon, but a device to drill for metal ore and valuable minerals the Forerunners used. It is quite potent, however.

Name	Range	S	AP	Type
Mining Laser	36"	8	1	Heavy 2, melta

## Pulse Beam

Pulse beams are equipped to Enforcer Sentinels to deal with infantry of intruders and Flood forms.

Name	Range	S	AP	Type
Pulse Beam	36"	5	5	Heavy 5

## Pick

Retriever Sentinels use picks to break boulders and test areas for materials before committing the mining laser.

Name	Range	S	AP	Type
Pick	Melee	User	2	Melee

# Armor

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## Battlewagon Carapace

*Knight Battlewagons have the strongest carapace allotted to Promethean forces.*

A Battlewagon Carapace confers a 2+ armour save and a 3+ invulnerable save.

## Enriched Hardlight Carapace

*Commanders on Requiem use stronger carapaces than most Knights in the unavoidable event opponents start breaching Promethean Knight shells.*

An enriched hardlight carapace confers a 2+ armour save and a 4+ invulnerable save.

## Hardlight Shell

*Crawlers are given weaker versions of the hardlight carapace because they are too small to use the full version.*

A hardlight shell confers a 4+ armour save and a 6+ invulnerable save.

## Lifeworker Chassis

*Lifeworkers have different priorities from Warrior-Servants. They believe a tool should not be damaged at all, rather than a tool should be able to withstand damage.*

A Lifeworker chassis confers a 5+ invulnerable save. In the event a Gatherer Sentinel become Immobilized, it instead loses the Skimmer rule and gains the Walker rule.

## Onyx Chassis

*Onyx Sentinels are built with a stronger chassis to maintain a cohesive, rigid structure when creating architecture.*

Onyx chassis confer a 2+ armour save and a 5+ invulnerable save.

## Enforcer Shield

*Sentinel Enforcers have a shield on their fronts to protect from head-on attacks.*

An Enforcer shield confers a 4+ invulnerable save to the front facing of the Sentinel Enforcer.

## Hardlight Carapace

*Promethean Knights use these weak carapaces for basic protection against opponents.*

A hardlight carapace confers a 3+ armour save and a 5+ invulnerable save.

## Hardlight Chassis

*Watcher Sentinels use hardlight shells. Their weakness is offset by a Watcher's maneuverability.*

A hardlight chassis confers a 5+ armour save and a 6+ invulnerable save.

## Heavy Chassis

*Super Sentinels are better protected than Aggressors in the case the Flood gain access to anti-infantry weapons.*

A heavy chassis confers a 3+ armour save and a 6+ invulnerable save.

## Monitor Shell

*Monitors are given incredibly powerful self-restorative shells because they are irreplaceable assets to facilities.*

A Monitor shell confers a 2+ armour save and a 4+ invulnerable save. The armour save can be re-rolled.

## Sentinel Chassis

*A sentinel chassis is simply a structure designed to keep the mechanical components within a structure. It has limited protective capabilities.*

A Sentinel chassis confers a 5+ armour and a re-rollable 6+ invulnerable save.



## Armor Abilities

### Autosentry

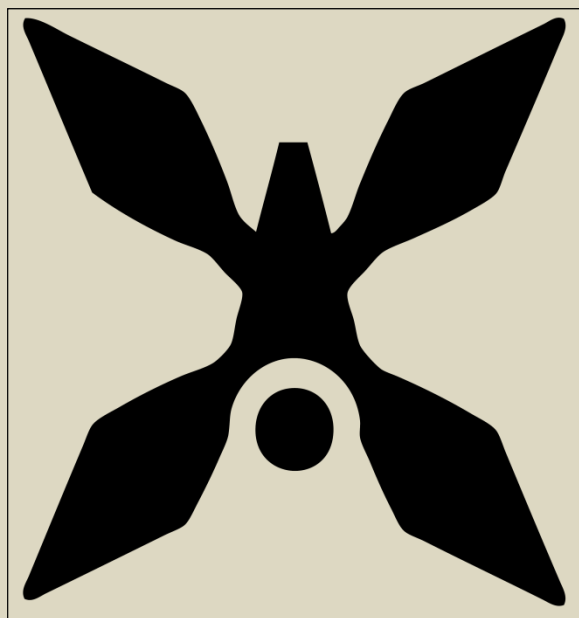
*A Promethean Knight sometimes summons a small mechanical drone to protect itself from peripheral threats.*

An autosentry operates as a unit with BS 4, T 3, W 1, and a 5+ armour save. It cannot attack in close combat. It cannot move, run, or assault. It has a S3, AP – Assault 2 gun with a 24" range. While an Autosentry cannot move, a unit with one equipped can summon it to its position if not locked in close combat. They are summoned whenever the player using them wishes.

### Autoturret

*Installations often have autoturrets to guard places Sentinels are too busy to guard or choke points that need little strategic oversight.*

As Autosentry (see above), but the weapon is Strength 4 and invulnerable saves granted from equipment against it must be re-rolled.



### Constructor Sentinels

*Robotic Sentinels often make use of Constructors to maintain facilities and themselves.*

These grant the It Will Not Die special rule to models with multiple wounds. If the model already has that rule, it is improved by 1 (5+ becomes a 4+, 4+ becomes a 3+, etc.). For models with one wound it grants the Feel no Pain special rule.



### Hardlight Shield

*The Z-90 photonic coalescence emitter/Aegis is a hardlight device meant to protect the front of the user from incoming attacks, and possibly reflect them back.*

A hardlight shield confers a 4+ invulnerable save. On a roll to save of 6 against shooting attacks, the attack is reflected back to the unit that attacked.

### Promethean Vision

*Promethean Knights use the Z-5080 spectrum augments to detect concealed opponents.*

Attacks from models using this armor ability ignore the Shrouded and Stealth special rules. They also cause cover saves against them to take a -1 penalty and gain the Night Vision rule.

### Teleport

*All Promethean Knights can teleport to either approach their opponents faster or retreat when severely damaged.*

Teleport confers the Fleet and Hit and Run Universal Special Rules. The model also counts as Jetpack infantry but do not gain the Relentless Special Rule. Models using this can pass through terrain and cover as though it were open ground as long as they can completely move past it within their allotted distances.











# Guardians of All that Exists

The following army list enables you to field a Sentinel army and fight battles using the missions included in the Warhammer 40,000 rulebook.

## USING THE ARMY LIST

The Sentinel army list is split into five sections: HQ, troops, elites, fast attack, and heavy support. All of the squads, vehicles, and character in the army are placed into one of these categories depending on their role on the battlefield. Each model has a points value, which varies depending on how effective that model is in battle.

Before you choose an army, you will need to agree with your opponent upon the type of game you are going to play and the points limit you may both spend. Then you can build your army following the guidelines set forth by the Warhammer 40,000 rulebook.

### Sentinel Horde 1

1 110 Points

		WS	BS	S	T	W	I	A	Ld	Sv	3 Unit Type	4 Unit Composition	Page
2	Aggressor Sentinel	3	3	3	3	1	3	1	10	5+	Infantry (Drone)	10 Aggressor Sentinels	13
	Sentinel Major	4	4	4	4	1	3	2	10	5+	Infantry (Drone)		

#### 5 Wargear:

- Sentinel beam
- Sentinel chassis

#### 7 Options:

- May include up to twenty additional Aggressor Sentinels..... 11 pts/model
- May upgrade up to five Aggressor Sentinels to Sentinel Majors..... 10 pts/model
- May take Constructor Sentinels..... 2 pts/model

#### 6 Special Rules:

- Sentinel
- Hovering Drone (5+)

Each unit entry in the Sentinel army list contains the following information:

**1 Unit Name:** At the start of each unit profile you will find the name of the unit as well as its points cost without any upgrades.

**2 Unit Profile:** This section shows the profile of any and all models the unit can include, including upgrades.

**3 Unit Type:** This indicates what unit type rules to use in the Warhammer 40,000 rulebook. For example, a unit may be classed as infantry, Cavalry, or vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.

**4 Unit Composition:** When relevant, this section will show the number and type of models that make up the basic unit, before upgrades. If the unit composition includes the word "Unique," then only one may be taken per army.

**5 Wargear:** This section details the weapons and equipment the models in the unit are armed with. The cost for all these models and their equipment is included in the points cost next to the unit name.

**6 Special Rules:** Any special rules that apply to the models in the unit are listed here. The rules are either explained in this Codex or the Warhammer 40,000 rulebook.

**7 Options:** This section lists all upgrades you may add to the unit if you desire, alongside the points cost per weapon per model. "Pts" means points and "pts/model" means points per model.

**Warlord Traits:** Sometimes an entry will have a specific Warlord Trait, in which case it will be listed here in its army list entry.

**Unique Wargear:** Some entries have unique Wargear, listed here. These are either already included in the unit's points cost or given its own points value for purchase.

# Sentinel Wargear List

These lists detail the point values of various items of wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists- in each instance, the army list entry will tell you (in bold) exactly which of these lists you may use.

All points values are estimates based upon comparison with units and wargear in the 7<sup>th</sup> Edition Warhammer 40,000 rulebook, Space Marines Codex, 7<sup>th</sup> Edition Grey Knights Codex, and 7<sup>th</sup> Edition Necrons Codex. They have not been playtested.

## Armor Abilities..... Page 33

Autosentry	<i>6 pts/model</i>
Autoturret	<i>8 pts/each</i>
Constructor Sentinels	<i>2/15 pts/model*</i>
Hardlight Shield	<i>16 pts</i>
Promethean Vision	<i>3 pts</i>
Teleport	<i>6 pts</i>

\*The first point value is for single-wound models. The second is for multi-wound models.



## 343 Guilty Spark

120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
343 Guilty Spark	3	7	3	7	3	3	1	10	2+	Infantry (Character)	1 (unique)	19

### Wargear:

- Monitor beam
- Monitor shell

### Options:

- May include up to thirteen Autoturrets..... *8 pts/each*
- May take Constructor Sentinels..... *15 pts*

### Special Rules:

- Sentinel
- Hovering Drone (4+)
- It Will Not Die
- Relentless
- Rampancy
- Oracle
- Was Once a Man

**Warlord Trait:** Installation Keeper

## Monitor

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Monitor	3	7	3	7	2	3	1	10	2+	Infantry (Character)	1 Monitor	12

### Wargear:

- Monitor beam
- Monitor shell

### Options:

- May include up to six Autoturrets..... *8 pts/each*
- May take Constructor Sentinels..... *15 pts*

### Special Rules:

- Sentinel
- Hovering Drone (5+)
- It Will Not Die (6+)
- Relentless
- Oracle

## Knight Commander

160 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Knight Commander	7	7	5	5	3	4	3	10	2+	Infantry (Character)	1 Knight Commander	22
Promethean Watcher	3	3	3	3	1	4	1	10	5+	Infantry	2 Promethean Watchers	24

### Wargear:

- Enriched hardlight carapace
- Light Rifle
- Blade arm
- Pulse Grenades
- Teleport

### Options:

- May include up to six Autosentries..... *6 pts/each*
- May take Promethean Vision..... *3 pts*
- May replace the light rifle with an incineration cannon..... *60 pts*

### Special Rules:

- Sentinel
- Relentless
- Summon Watchers
- Very Bulky
- Independent Character

# Troops

## Sentinel Horde

110 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Aggressor Sentinel	3	3	3	3	1	3	1	10	5+	Infantry (Drone)	10 Aggressor Sentinels	13
Sentinel Major	4	4	4	4	1	3	2	10	5+	Infantry (Drone)		

### Wargear:

- Sentinel beam
- Sentinel chassis

### Options:

- May include up to ten additional Aggressor Sentinels..... 11 pts/model
- May upgrade up to five Aggressor Sentinels to Sentinel Majors..... 10 pts/model
- May take Constructor Sentinels..... 2 pts/model

### Special Rules:

- Sentinel
- Hovering Drone (5+)

## Promethean Crawler Horde

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Promethean Crawler	3	3	4	3	1	4	1	10	4+	Beast	5 Promethean Crawlers	25
Crawler Snipe	3	4	4	3	1	4	1	10	4+	Beast		
Crawler Alpha	4	4	4	3	1	4	1	10	4+	Beast		

### Options:

- May include up to nine additional Promethean Crawlers..... 10 pts/model
- May upgrade up to two Promethean Crawlers to Crawler Snipes..... 40 pts/model
- May upgrade a Promethean Crawler to a Crawler Alpha..... 10 pts
- May include up to five Promethean Watchers..... 12 pts/model

### Wargear:

- Hardlight Shell

### Promethean Crawler Wargear:

- Boltshot

### Crawler Snipe Wargear:

- Binary Rifle

### Crawler Alpha Wargear:

- Suppressor

### Special Rules:

- Sentinel
- Infiltrate

# Elites

## Gatherer Sentinel

140 Points

WS	BS	S	I	A	Armor			HP	Page
5	3	6	4	4	F	S	R	3	17

### Wargear:

- Sentinel Beam
- Lifeworker Chassis
- Tentacles

Unit Type: Vehicle (Tank, Hover) Composition: 1 Gatherer Sentinel

### Special Rules:

- Abduction
- Hovering Drone (6+)

## Onyx Sentinel Horde

180 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Onyx Sentinel	3	4	4	4	1	4	2	10	2+	Jetpack Infantry (Drone)	4 Onyx Sentinels	18
Compound Onyx Sentinel	3	6	9	4	2	4	1	10	2+	Jetpack Infantry (Drone)		

### Wargear:

- Sentinel beam
- Onyx chassis

### Options:

- May include up to six additional Onyx Sentinels..... 45 pts/model

### Special Rules:

- Sentinel
- Hovering Drone (5+)
- Adaptation Protocols
- Power Core (Onyx Sentinel only)

## Promethean Knight Formation

235 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Promethean Knight	4	4	5	5	1	5	1	10	3+	Infantry	5 Promethean Knights	20
Promethean Watcher	3	3	3	3	1	4	1	10	5+	Infantry	5 Promethean Watchers	24

### Wargear:

- Hardlight carapace
- Light Rifle
- Blade arm
- Pulse Grenades
- Teleport

### Options:

- May include up to five additional Promethean Knights..... 35 pts/model
- Each additional Promethean Knight must also be accompanied by a Promethean Watcher..... 12 pts/model
- May take an Autosentry, up to one per Promethean Knight in the unit..... 4 pts/model
- Any model, up to the whole unit, may replace the light rifle with a suppressor..... free

### Special Rules:

- Sentinel
- Summon Watcher
- Very Bulky



Elites

**Knight Battlewagon**

**165 Points**

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Promethean Knight	6	4	6	5	4	4	3	10	2+	Infantry (Character)	1 Knight Battlewagon	23
Promethean Watcher	3	3	3	3	1	4	1	10	5+	Infantry	2 Promethean Watchers	24

**Wargear:**

- Battlewagon carapace
- Light Rifle
- Blade arm
- Pulse Grenades
- Teleport

**Knight Battlewagon Options:**

- May replace the light rifle with a suppressor..... *free*
- May replace the light rifle with a scattershot..... *5 pts*

**Special Rules:**

- Sentinel
- Relentless
- Summon Watcher
- Very Bulky



# Heavy Support

## Super Sentinel Horde

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Super Sentinel	4	4	5	4	1	3	1	10	3+	Infantry (Drone)	5 Super Sentinels	14

### Wargear:

- Sentinel beam
- Heavy chassis

### Options:

- May include up to five additional Super Sentinels..... *20 pts/model*
- May take Constructor Sentinels..... *2 pts/model*

### Special Rules:

- Sentinel
- Hovering Drone (6+)
- Bulky
- Stage 3

## Retriever Sentinel

150 Points

WS	BS	S	I	A	Armor			HP	Page
					F	S	R		
4	5	6	3	4	11	11	11	4	16

### Wargear:

- Mining laser
- Pick

Unit Type: Vehicle (Tank, Skimmer)

Composition: 1 Retriever Sentinel

### Special Rules:

- Hovering Drone (6+)

## Focus Turret Formation

9 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Focus Turret	-	3	-	4	2	-	-	10	4+	Infantry (Drone)	3 Focus Turrets	26

### Wargear:

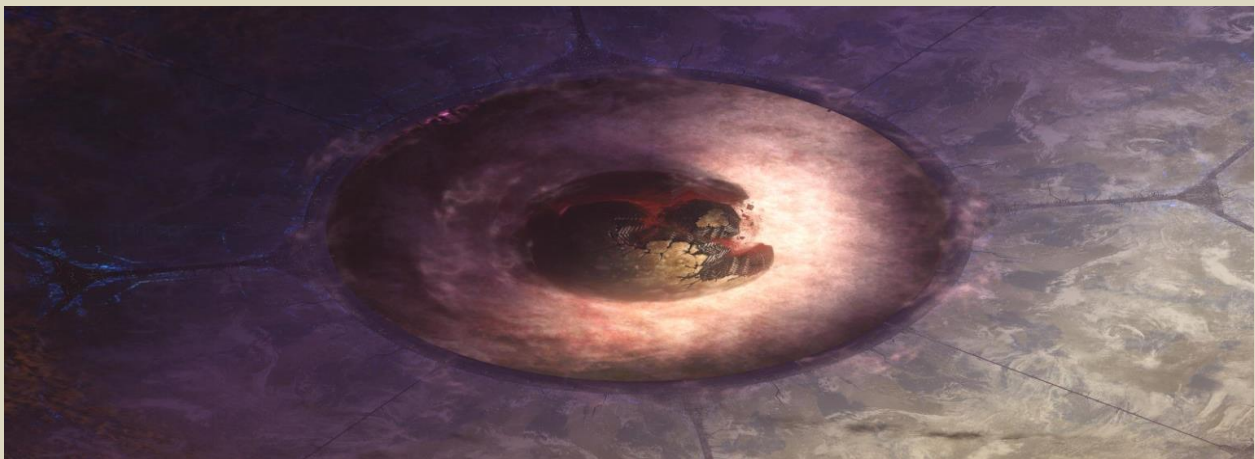
- Hardlight chassis
- Focus beam

### Options:

- May include up to seven additional Focus Turrets..... *9 pts/model*

### Special Rules:

- Sentinel
- Immobile
- Interceptor
- Very Bulky



# Fast Attack

## Enforcer Sentinel

160 Points

WS	BS	S	I	A	Armor			HP	Page
					F	S	R		
5	5	6	2	1	11	12	12	3	15

### Wargear:

- Sentinel Beam
- Lifeworker Chassis
- Tentacles

Unit Type: Vehicle (Tank, Skimmer)

Unit Composition: 1 Enforcer Sentinel

### Special Rules:

- Abduction
- Hovering Drone (6+)

## Knight Lancer Formation

240 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
<b>Knight Lancer</b>	4	4	5	5	1	5	2	10	3+	Infantry	5 Knight Lancers	21
<b>Promethean Watcher</b>	3	3	3	3	1	4	1	10	5+	Infantry	5 Promethean Watchers	24

### Wargear:

- Hardlight carapace
- Light Rifle
- Blade arm
- Pulse Grenades
- Teleport

### Knight Lancer Options:

- May include up to five additional Knight Lancers..... 36 pts/model
- Each additional Knight Lancer in the squad must also be accompanied by a Promethean Watcher..... 12 pts/model
- May take Promethean Vision..... 3 pts/ model
- May take Autosentries..... 4 pts/model
- Any model, up to the whole unit, may replace the light rifle with a suppressor..... free
- Up to two Knight Lancers may replace the light rifle with a binary rifle..... 40 pts/model

### Special Rules:

- Infiltrate
- Sentinel
- Summon Watcher
- Very Bulky

## Promethean Watcher

12 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
<b>Promethean Watcher</b>	3	3	3	3	1	4	1	10	5+	Infantry	Attachable to squads only	24

### Wargear:

- Hardlight chassis
- Boltshot
- Hardlight shield

When in a unit with models with the Teleport armor ability, a Promethean Watcher moves with the model that used it.

### Special Rules:

- Sentinel
- Hovering Drone (5+)
- Resurrection
- Return to Sender
- Ever Watchful
- Crawlpace





# Apocalypse Units

This section details that were the models made, they would be Forgeworld exclusives. The Composer, Shadow-of-Sundered-Star, Seekers, Particle Cannons, and Omega Sentinels are Lord of War choices. Guardian Sentinels are HQ choices. War Sphinxes are Elite choices. Artillery and Burst Artillery are Heavy Support choices.





# Guardian Sentinel

**“The Guardians were worth more dead than alive- their laser eyeballs became weapons.”**



Guardian Sentinels were once part of the now-extinct Race of Forerunners called only the “Guardians.” The Guardians were the original Forerunners to rebel against the Precursors, sacrificing their lives in the process. They used to communicate with the other Forerunners, but lost the ability over time and could no longer guide the Ecumene’s actions.

So, they simply guarded key Forerunner installations such as the Arks and the Keyships. They associated with the Lifeworkers most due to their strongest connection to the Mantle of Responsibility. They are incredibly rare after the Halo firing, but they guard places even the Prometheans are not allowed to.

The Guardian Sentinels use their laser eyeballs as weapons.

**Point Cost:** 210 points.

**Unit Type:** Jetpack Infantry (Character).

**Wargear:** Laser Eyeball, Guardian chassis.

**Special Rules:** Sentinel, Hovering Drone (4+), Guardian, Extremely Bulky.

**Guardian chassis:** A Guardian chassis confers a 2+ armour save that can be re-rolled and a 3+ invulnerable save

**Guardian:** Guardian Sentinels can move up to 18” in the movement phase and assault phase.

**Eyes Up:** You choose whether or not the Guardian Sentinel and the Laser Eyeball have the Skyfire special rule when making shooting attacks.

Guardian Sentinel	WS	BS	S	T	W	I	A	Ld	Sv
	7	7	7	7	7	7	1	10	2+

Laser Eyeball	S	AP	Range	Type
	9	2	120”	Heavy 5, Lance, Eyes Up



# Composers



Composers are possibly the Forerunner's most impressive weapon, barring the Halos themselves. They incinerate and digitize sentient life and repurpose it to create Prometheans.

The Composer was meant to be an interrogation device. It composed victims to keep them contained until information could be extracted. The victim was promised they would be returned to normal, but the design of the composers disallowed it. The technology was just not quite there.

It was then used as a weapon of last resort. After toying with the idea of preserving Forerunner life and failing, Shadow-of-Sundered-Star composed his Warrior-Servants to make them into Promethean Knights. These new Knight were impressive, but insufficient to stop the Flood. Then, he started composing Humans on Earth and Halos to bolster his numbers.

There are currently only six Composers left after a Reclaimer destroyed one after the Ur-Didact's revival. The beam of a Composer has the capacity to compose an entire city with one blast.

Composers are only made at the Composer's Forge, a top-secret Forerunner facility guarded by a Monitor. The Ur-Didact had briefly taken control of the Halo containing it and fought with Reclaimers there before falling into the data storage center in the Composer's forge.

	BS	Armor			HP
		F	S	R	
Composer	7	12	12	12	6

**Unit Type:** Automated Artillery (Immobile).

**Points Cost:** 1500 points.

**Wargear:** Composer.

**Lord of War.**

Composer	S	AP	Range	Type
	D	1	120"	Ordnance 1, Apocalyptic Blast, Hardlight, Greater Composition, Ignores Cover

**Greater Composition:** The Composer has no effect on terrain, buildings, Codex: Sentinels units, Codex: Necrons units, Spartan 117 (see Codex: UNSC) or Shadow-of-Sundered-Star. For every infantry model removed by the Composer, place one Promethean Knight model in your original deployment zone.

Attacks from the Composer ignore power fields, void shields, and invulnerable saves. When shooting vehicles and Super-heavy vehicles, the Composer does not roll on a vehicle damage chart. The unit hit cannot be activated for the rest of the game, but no Victory Points are awarded (as the vehicle is still standing).

# War Sphinxes



War Sphinxes are classed as mid-sized combat skins and fulfill multiple large-scale operations such as capital ship escort, anti-capital ship operations, planetary bombardment, and as ground combat vehicles. They are piloted by one Warrior-Servant each, even ones that were mortally wounded and had personality preservasions. They are considered mid-grade weapons platforms and two were used to guard Shadow-of-Sundered-Star when he was in exile on Erde-Tyrene.

Thousands of War Sphinxes were used in the Siege of Charum Hakkor, and some forced Human capital vessels to crash into Precursor Star Roads. They are armed with *Intar* and they are capable of destruction on a city-wide scale.

War Sphinx	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	9	8	7	3	2	10	2+

**Point Cost:** 325 points.

**Unit Type:** Flying Monstrous Creature.

**Wargear:** War Sphinx, Intar.

**Special Rules:** Deep Strike, Ori.

**War Sphinx:** The War Sphinx confers a 2+ armour save and a 4+ invulnerable save.

Intar	S	AP	Range	Type
	10	1	96"	Heavy 1, Intari

**Intari:** A hit from the Intar counts as 3 hits. The Intar can only hit one model per attack.

**Ori:** The War Sphinx does not scatter. The War Sphinx can choose to land at the end of its movement and become a normal Monstrous Creature. Alternatively, it can become a Flying Monstrous Creature again at the beginning of your movement phase.

# Seekers



Seekers were designed with the intention of being a shuttle craft, but were repurposed during conflicts with the Flood to be swift attack craft. The Builders used the War Sphinx as inspiration for the Seeker as a weapon of war. They were also used as security for the *Audacity's* journey to Path Kethona.

A Seeker is technically classified as an ultralight starship. It's believed all of the Seekers were decommissioned before the Halos were fired, but it is possible that some were kept in Builder complexes secluded away from most Forerunner operation. A Seeker is armed with a *Ma'tock* and some energy shielding for operations.

	BS	Armor			SP	Void Shields
		F	S	R		
Seeker	5	13	12	12	13	12

**Unit Type:** Superheavy Flyer (Hover, Lord of War).

**Points Cost:** 3500 points.

**Wargear:** Ma'tock.

**Special Rules:** Supersonic, Seeker.

Ma'tock	S	AP	Range	Type
	D	1	120"	Heavy 1, Primary Weapon, Matock

**Seeker:** The Seeker's Hover function and Supersonic function coexist. They cannot be used in the same movement.

**Matock:** A hit from the Ma'tock weapon counts as 5 hits. The Ma'tock can only hit one model per attack.



# Shadow-of-Sundered-Star

“The peaceful one is at war without and within.”

Known as the Didact, the Ur-Didact, Protector of the Ecumene, and the supreme Promethean, Shadow-of-Sundered Star can without exaggeration be called the most dangerous being in the galaxy today. He brought the Human Empire to its knees, commissioned countless Shield Worlds, and is the most powerful Warrior-Servant the Rate has known since the days of the Guardians.

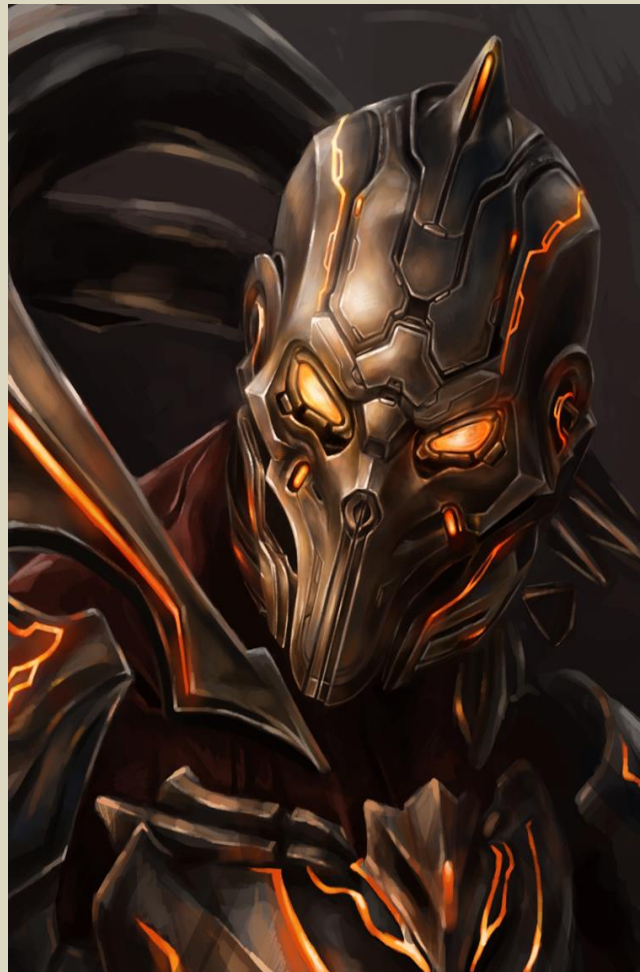
He led the campaigns against the Humans and the Flood. After the construction of Halo, he demanded they never be activated. Throughout his war with the Flood, he was driven to increasingly desperate measures to lose slower.

He was censored by the Master Builder, Faber, multiple times out of fear that he would replace Faber as leader of the Forerunners. He fled one of his censures by going to Erde-Tyrene in his Cryptum, but he was also placed in a Burn deep in Flood space and left for dead.

Shadow-of-Sundered Star began experimenting upon himself to resist Flood infection, but ultimately failed all attempts. It was then that his Prometheans approached him with the idea of composing themselves into Promethean Knights. He resisted at first, but the warriors were adamant in stopping the Flood. He would have composed himself if the experiments had not made that impossible.

He has been betrayed by everyone he ever knew, lost everything he had ever known, and driven mad by both 100 millennia of isolation as well as The Timeless One's logic plague.

Shadow-of-Sundered Star uses a special adaptive combat skin for protection and a constraint field for combative purposes.



Shadow-of-Sundered-Star	WS	BS	S	T	W	I	A	Ld	Sv
	8	9	7	6	6	5	5	10	2+

**Unit Type:** Infantry (Character, Unique, Lord of War).

**Points Cost:** 400 Points.

**Special Rules:** Promethean, Bulky.

**Wargear:** Combat skin, constraint field.

**Options:**

**Warlord Trait:** Holder of the Mantle.

- May take a **Promethean Weapon** for free.

**Promethean:** This model benefits from the Adamantium Will, Eternal Warrior, Fear, Fearless, Fleet, It Will Not Die, Precision Shot, Precision Strike, and Promethean Commander special rules. This model must be your Warlord if he is in your army. Your army is desperate allies with Codex: UNSC, Codex: Insurrection, and Armies of the Imperium.

**Combat Skin:** This confers a 2+ armour save and a 3+ invulnerable save. Additionally, if Shadow-of-Sundered-Star suffers an unsaved wound from a ranged weapon type (las, bolt, plasma, rail, auto, melta, shuriken, etc.), he cannot be wounded by that weapon type for the rest of the game. Compound wounds from one hit count as one unsaved wound for this purpose.

**Constraint Field:** This is both an Assault 4 ranged weapon with a 30" range and a close combat weapon. Both uses are the strength of the user and AP 2. This model may forego shooting and running to prevent one model within range (roll to hit) from activating on its player's next turn. In melee, this model may trade its normal number of attacks to make one S 7 AP – attack with the Strikedown rule that hits all models in the opposing unit automatically.

Artillery



Like many other races, the Forerunners made use of point defense guns to fight aircraft and small spacecraft. It is made of hardlight and fires hardlight projectiles at targets.

Shadow-of-Sundered-Star made use of these point-defense guns on his flagship *Mantle's Approach*. They were used to combat a Reclaimer fighter and a Reclaimer capital ship.

**Unit Type:** Automated Artillery (immobile).

**Points Cost:** 120 points.

**Wargear:** Light gun (Light artillery only),  
Light cannon (Heavy artillery only).

**Special Rules:** Skyfire, Interceptor, Splitfire.

**Composition:** One Light Artillery.

	BS	Armor			Hull Points
		F	S	R	
Light Artillery	3	12	12	12	4
Heavy Artillery	3	13	13	13	6

Light Gun	S	AP	Range	Type
	8	2	120"	Heavy 7, Hardlight
Light Cannon	9	2	120"	Heavy 5, Hardlight

**Options:**

- May include up to two more Light Artillery models in the unit..... 120 pts/model
- Any model up to the whole unit may be upgraded to Heavy Artillery..... 20 pts/model

# Burst Artillery



The burst artillery is a light anti-air emplacement. It fires superheated plasma at targets to melt them. They were used most when fighting the early stages of Flood outbreak on planets. The Flood often took control of Forerunner atmospheric aircraft in order to spread in high-density population centers. More recently, they were used by a primitive alien's cult to the Didact in their attempt to kill the Reclaimers.

Like Promethean Knights, burst artillery pieces will de-res after taking sufficient damage.

**Points Cost:** 80 points.

**Unit Type:** Automated Artillery.

**Wargear:** Plasma volley.

**Special Rules:** Immobile.

**Data Purge:** If a Burst Artillery model suffers an Explodes vehicle damage result, it does not and instead is Wrecked.

**Composition:** One Burst Artillery.

**Burst Artillery** can be deployed within 6" of one another and act independently of one another.

	BS	Armor			Hull Points
		F	S	R	
Burst Artillery	3	10	10	10	2

Plasma Volley	S	AP	Range	Type
	8	2	60"	Heavy 3, Melta, Skyfire, Interceptor

**Options:**

- May include up to four more models models in the unit..... 80 pts/model



# Particle Cannon



The particle cannon is not supposed to be deployed. It is meant to be a secondary weapon in Forerunner spaceships such as the *Mantle's Approach*. They can be deployed into combat situations without being in a spaceship but it is fragile and thus escorted by artillery pieces

Particle cannons were used outside ships on Requiem as defensive structures against Reclaimers, but were destroyed by the Reclaimers' weaponry.

	BS	Armor			Hull Points
		F	S	R	
Particle Cannon	4	14	14	14	12

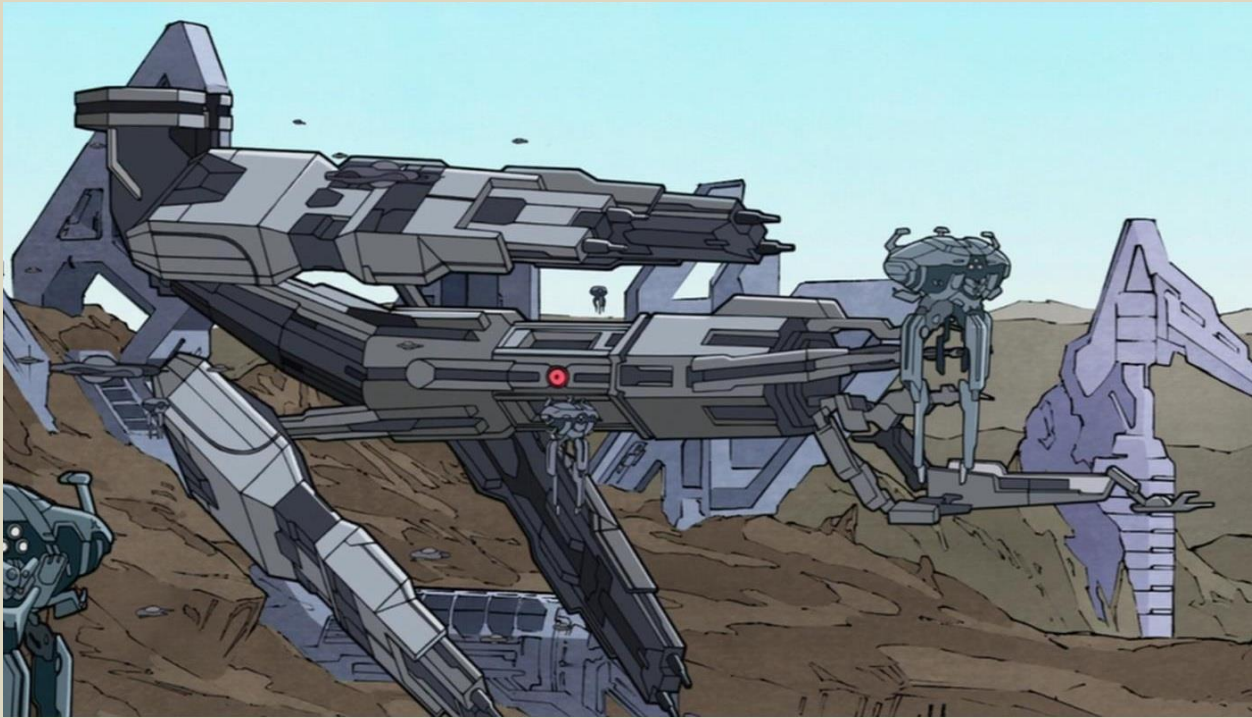
Particle Cannon	S	AP	Range	Type
	D	1	Unlimited	Heavy 3d3, Primary Weapon, Skyfire, Interceptor

**Unit Type:** Automated Artillery (immobile).

**Points Cost:** 1300 points.

**Wargear:** Particle cannon.

# Omega Sentinel



The large construct pictured above is the last and largest Sentinel variant ever constructed. It was built for the sole purpose of protecting Forerunner facilities that were related to the life preservation protocols. The Forerunners pulled no punches and counted no cost when making these Sentinels, each one is capable of mass destruction and is classified as heavy facility defense. Should its operational programming dictate it has nothing worth preserving, the Omega Sentinel has a self-destruct sequence.

Its lack of restraint was what allowed the Forerunners to hold off the Flood long enough to finish cataloguing the sentient races in the galaxy. They all promptly deactivated themselves after running out of Flood targets, waiting for the day they will be needed again.

The Lifeworkers called Omega Sentinels “Great Destroyers” due to the collateral damage they cause.

	BS	Armor			SP	Void Shields
		F	S	R		
Omega Sentinel	4	13	13	13	20	20

**Unit Type:** Superheavy Flyer (hover), Lord of War.

**Points Cost:** 5000 points.

**Wargear:** Omega Beam.

**Special Rules:** The End is Near.

**The End is Near:** At the end of your movement phase, you may remove the Omega Sentinel as a casualty. It causes an explosion with a 12d6” radius resolved at S D AP -. This also happens if the Omega Sentinel loses its last structure point.

Omega Beam	S	AP	Range	Type
	D	2	120”	Heavy 3, Primary Weapon Apocalyptic Blast Heavy 2d6, Primary Weapon

The Omega Beam has two firing profiles. Declare which one you want to use when activating the Omega Sentinel in the shooting phase.

**“The history of all Forerunners is now lost to us... would future civilizations know anything about us? Or only of our weapons? My fellow Monitor, 049 Abject Testament, had only one comment on the matter before we went our separate ways:**

**‘We deserve to be forgotten.’”**

**-343 Guilty Spark**









4B  
INDUSTRIES







# Killzone: Codex Operatives

The following section outlines a Sentinel module for the fan-created skirmish-based game *Special Operations: Killzone*. This used to be found in [galaxyinflames.blogspot.com](http://galaxyinflames.blogspot.com) and is meant for smaller games (~250 points) and alternate mission objectives. Please refer to that game for its rules.

Teams purchase individual models from the Troops, Elite, Fast Attack, and Heavy Support unit selections in this Codex. There is no minimum number of models required to unlock special or Power Weapons options.

Any upgrade item that affects an entire unit will use the standard 6 inches Area Effect rule in the basic *Special Operations: Killzone* rulebook.

No model may Deepstrike unless the specific mission explicitly allows an exception.

**Protector of Primitives:** Allied units may have a Promethean Watcher added to them for 12 points each.

## Aggressor Sentinels

0-1 Sentinel Majors

## Super Sentinels

## Gatherer Sentinels

## Promethean Knights

## Knight Lancers

## Promethean Crawlers

0-1 Crawler Alphas

0-1 Crawler Snipes

## Focus Turrets



# Profiles

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
343 Guilty Spark	3	7	3	7	3	3	1	10	2+	In (Ch)	19
Knight Commander	7	7	5	5	3	4	3	10	2+	In (Ch)	22
Monitor	3	4	3	7	2	3	1	9	2+	In (Ch)	12

Troops											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Aggressor Sentinel	3	3	3	3	1	3	1	10	5+	In (Dr)	13
Crawler Alpha	4	4	4	3	1	4	1	10	4+	Beast	25
Crawler Snipe	3	4	4	3	1	4	1	10	4+	Beast	25
Promethean Crawler	3	3	4	3	1	4	1	10	4+	Beast	25
Sentinel Major	4	4	4	4	1	3	2	10	5+	In (Dr)	13

Elites											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Compound Onyx Sentinel	3	6	9	4	2	4	1	10	2+	In, Jp (Dr)	18
Knight Battlewagon	6	5	6	5	4	4	3	10	2+	In (Ch)	23
Onyx Sentinel	3	4	4	4	1	4	2	10	2+	In, Jp (Dr)	18
Promethean Knight	4	4	5	5	1	4	1	10	3+	In	20

Fast Attack											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Knight Lancer	4	5	5	5	1	5	2	10	3+	In	21
Promethean Watcher	3	3	3	3	1	3	1	10	5+	In	24

Heavy Support											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Focus Turret	-	4	-	4	2	-	-	10	4+	In (Dr)	26
Super Sentinel	4	4	5	4	1	3	1	10	3+	In (Dr)	14

Vehicles											
						Armor					
	WS	BS	S	I	A	F	S	R	HP	Unit Type	Pg
Enforcer Sentinel	5	5	6	2	1	11	12	12	3	Tk, Sk	15
Gatherer Sentinel	5	3	6	3	4	11	10	10	3	Tk, Sk	17
Retriever Sentinel	4	5	6	3	4	13	13	13	4	Tk, Sk	16

Ranged Weapons				
Weapon	Range	S	AP	Type
Binary Rifle	48"	7	1	Heavy 1, Sniper, Hardlight, Composer
Boltshot	12"	4	-	Pistol, Hardlight
	9"	5	3	
Enforcer Missile Launcher	48"	7	3	Ordnance 5
Focus Beam	60"	4	-	Heavy 1
Incineration Cannon	48"	9	1	Heavy 1, Blast, Hardlight, Composer, Ignores Cover
Light Rifle	30"	4	5	Rapid Fire, Hardlight
Mining Laser	36"	8	1	Heavy 2, melta
Monitor Beam	18"	4	5	Assault 3
	36"	7	3	Heavy 2
	72"	10	1	Heavy 1
Pulse Beam	36"	5	5	Heavy 5
Scattershot	12"	4	5	Assault 2, Hardlight, Shred, Rending
Sentinel Beam	18"	User	Varies	Assault A
Suppressor	18"	4	5	Assault 2, Hardlight

Melee Weapons				
Weapon	Range	S	AP	Type
Blade Arm	Melee	User	2	Melee, Hardlight
Pick	Melee	User	2	Melee
Tentacles	Melee	User	4	Melee



# Author's Notes

Welcome to the author's notes section. I am your host, Lord Radical. Behold a pale horse, and his name that sat on him was Death, and Hell followed with him. Four down, I think six to go. I noticed that 1d4chan actually started using my Covenant Remnant and my Engineer rules either in whole or in part for their Codex: The Covenant page. I'm rather flattered that someone there thinks I made stuff good enough to make more accessible than some obscure section of Scribd. So, thank you 1d4chan people/person.

The major inspiration for the power levels of this Codex comes from Spacebattles' Forerunner feat thread. Check it out if you haven't. With this Codex my main thought was "How much murder can I put into this Codex and call it light defense?" That was my aim here: pure, raw murder. I'm not remotely sure how balanced this one is in comparison to my other work or the official gameline, but it's probably better than my Flood Codex. I know you probably disagree with something here, and I'm not entirely happy with the Codex either. If you want, you can message me or something on 1d4chan and work it out. If not, you probably have something more worthwhile to do with your time anyway.

I wish to once again thank you, my readers, for thinking this was even worth a look in the first place. It's that little notification on my account and the download ticker going up every now and then that keeps me going.

I wanted to use my Halo font/s for this, but whenever I converted to PDF it changed back to Arial.

## **To the people whose fan-created art I used in this Codex without asking:**

I will put your user name and what website I found your username and image on in the credits section. I am aware that not asking people to use their work is impolite, but I have created a module for a game made by Games Workshop inspired by a science fiction franchise owned by Microsoft. Without either of those companies' permission. While I dislike being rude, your blessing is not very high on my list of priorities.

Well, without much further ado, here comes the Director's commentary for the Codex and its units. Not all of the units will be covered, but the big ones (the ones you probably wanted to see most) will be.

**Whole Codex:** There's a lot of Bungie's favorite numbers in this thing. Prepare to roll your eyes and groan regularly. I made up a lot more lore to pad out pages on some units, especially the Prometheans. I don't want to make the mistake of the Flood codex again.

I had a problem with the anti-vehicle options. Most every Sentinel variety is anti-infantry, so I had to kind of massage numbers to make some anti-vehicular stuff. Mostly the Compound Onyx Sentinel.

**Warlord Traits:** You probably know what these are references to, and Monitors with Metastability and Constructors is probably too cheesy. I love it. Some are pretty weak compared to the vanilla Warlord Traits, but whatever. The hard part here was making Warlord Traits that are equally useful to Monitors and Knight Commanders, or at least an even split. I think I succeeded.

**Army Special Rules:** A lot of the points cost for models comes from Hovering Drone, but I think it's worth it. Sentinel and Hovering Drone are so versatile and really capture guard robots.

**Monitor/343 Guilty Spark:** Considering it took three Spartan laser shots to take him down (and literally nothing else can do that in the game), I think their toughness values and special rules are about right. They aren't absurd (I hope), but they are scary.

**Sentinel Majors:** I thought about making Needlers an option for them, but they kind of break the feel of the Codex and I'm lazy. It's mostly that second one.

**Onyx Sentinel:** This one was the hardest in the base Codex to do. Their capacities aren't particularly clear so I had to go with what Ghosts of Onyx told me. They are pretty nasty and they're kind of supposed to be a unit you whittle down and then ignore. Their base weapon isn't that great.

**Prometheans:** Not particularly difficult, I suppose. I kind of struggled between T4 and T5, but decided T5 hammers home the "Forerunners are OP as shit" feel.

**Promethean Watchers:** This is a weird unit. Hardly any combat power, but excellent support. I don't know how to balance Resurrection any more than what it is. I considered making them the mirror to snipers (everyone has precision shot against them) but that doesn't sold the problem. At least they're pretty weak. I also thought about saying "They have to be in front" but units have no distinct "front" and such. I'm really not happy with Watchers.

**Promethean Weapons:** Guess what these are good at killing.

**Sentinel Beam:** The "eureka" moment for this Codex. Instead of making a new weapon for each unit, I made a broad-spectrum Sentinel beam.

**Vehicles:** Whoo-who. Whoo. Whee. I think this works out. One attack per tentacle, one attack per pick, one attack. They scale in usefulness between ranged and melee. The retriever technically has better stuff than either the Enforcer or Gatherer, but can't put out the volume of death.

**Apocalypse Units:** I wanted to push the limits here. I looked up every kind of Titan I could to see how broken I could make these things. Reavers, Revenants, Chaos Reavers, Warlords, even Emperors! It wasn't too hard to find their rules, but that makes me doubt their credibility as official rules. Oh, well. They look right.

The major reason they are capable of such destruction but cost less than their official counterparts is because my units only have one weapon while the official ones have three or four each. It's somewhat made up for by their absurd durability.

**Guardian Sentinel:** This never made it into any Halo material outside the visual guide for 3, but it looked to cool to pass up. Kind of a super Monitor.

**Composer:** I made it fragile in a futile attempt to balance out its raw murder. Considering Chief detonated a nuke right next to it, the hull point value works out.

**War Sphinx:** I simply needed to include these things. After reading them in the Forerunner trilogy I thought "those would be cool to see." I don't think they're *too* broken. They're priced as high-end 6<sup>th</sup> edition monstrous creatures.

**Seeker:** Mwahahahahahaha. MWAHAHAHAHAHAHAHAHAHAHAHAHA!!!! Haaa... Okay this thing is pure evil. Just pure, raw suffering. I used Emperor-class titans as a point of comparison (they're supposedly given similar city-leveling firepower but don't fly). Not quite as painful as the Omega Sentinel, though.

**Shadow-of-Sundered-Star:** Don't look at me like that. There's no shortage of weapon variety in Apocalypse and it only applies to unsaved wounds. He is of course the Primarch analogue for this Codex, and a reflection of Spartan 117. I'm kind of proud of the constraint field for some reason. Vulkan and Ferrus were my inspirations here.

**Burst Artillery:** I thought about putting them in Covenant Remnant for a while, but they belong here.

**Particle Cannon:** It's a glass cannon. One Mini-MAC strike has the capacity to take it down.

**Omega Sentinel:** Bad references, ho! This is the closest thing to an Emperor Titan I ever made. It's pretty nasty. I take that back, no one should ever think this is acceptable.

In other news, Spartan Games is going to make a Halo ~~Firestorm Armada~~ ~~repaint~~ tabletop miniatures space combat game. Figured they'd do land first, since a 28mm Spartan would sell with or without rules.

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## Special Thanks

**Conceptual consultants, balance consultants, fellow players and Halo and/or Warhammer 40,000 enthusiasts.**

**(In no particular order)**

| SckizoBoy | Marik2 | YoungMadden | Yoff-Ge | TheDukeOfRawesome |

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