



Introduction.....	3	<u>The Didact's Hand</u>	34
<u>History of The Covenant and Remnant</u>	6	Covenant Remnant War Gear List.....	36
Age of Abandonment.....	6	HQ	37
Ages of The Covenant	7	Troops.....	39
Races of The Covenant.....	7	Elites	40
The Ninth Age of Reclamation	7	Heavy Support.....	41
War with Humanity.....	7	Fast Attack	42
The Great Schism	8		
The Servants of the Abiding Truth.....	8		
Requiem	9		
The New Age.....	9		
<u>Forces of The Covenant Remnant</u>	10	<u>Apocalypse Units</u>	44
Warlord Traits.....	10	Liches.....	45
Covenant Remnant Special Rules	10	Harvesters	46
Allies Compatibilities.....	11	Shades.....	47
		Plasma Turrets	48
		Seraphs.....	49
		Tyrants	50
		<u>Killzone Codex Operatives</u>	53
Sangheili Commanders.....	12	<u>Reference</u>	54
Sangheili Zealots	13		
Sangheili Warriors.....	14	<u>Author's Notes</u>	
Sangheili Storms	15	<u>Credits</u>	
Unggoy Storms.....	16		
Phantoms	17		
Banshees.....	18		
Ghosts	19		
Kig-Yar Storms.....	20		
Rangers	21		
Mgalekgolo.....	22		
Wraiths	23		
Jul 'Mdama.....	24		
Merg Vol	25		
Covenant Remnant Arsenal	26		
Weapons.....	26		
Armor	27		
Equipment.....	29		

Introduction

After the death of the last San 'Shyuum and the treachery of the Human race ever-present, only the most faithful of The Covenant's subjects remain to fight. Their goal: to find whatever Forerunner artifacts possible to bolster their forces and destroy Humanity and The 'Vadam. The remains of the once-great Covenant will not rest until they have achieved that end.

FOR THE FORERUNNERS

The Covenant Remnant is the group of still faithful Sangheili leading Unggoy, Mgalekgolo, and Kig-Yar to oppose the rest of the galaxy and serve the Forerunners while looking for Forerunner weapons to use. Their ultimate goal is to exterminate the Human race and bring their gods the Forerunners to rule the galaxy once again. Their full might is unknown, but no one takes chances when they are near.

HOW THIS CODEX WORKS

Codex: Covenant Remnant contains everything you need to play a game of Warhammer 40,000 with your army. Within these pages you will find a history of The Covenant Empire and its dissolution into the Covenant Remnant, their military, their battles, and their attempt to rule the galaxy once more. You will also find the rules to use the powerful heroes, units, vehicles, and even incredible war machines that are at your disposal. There is also an army list that enables you to organize your collection of purchased, converted, or homebrew miniatures into a worthy army. Finally, you will find an author's note telling the rationale behind unit strength, abilities, point values, and possible future projects.

THE COVENANT REMNANT

The Covenant Remnant are a faithful and mighty force, using advanced weaponry and hordes of infantry to overwhelm their foes. The Unggoy are weak but plentiful, the Sangheili are incredible warriors, and their heavy weapons are deployed either through vehicles or the Mgalekgolo. A leader of these forces commands a force that is not to be trifled with.





History of The Covenant and Remnant

The Storm

Following the collapse of the Covenant, Humanity recovered and grew like the weed they are. To stand in their way are only a few of the remaining faithful, wishing to carry out the Forerunner's will and exterminating the Human race. The traitors and deserters of the Covenant religion must either be brought into the fold or similarly eliminated. The Covenant's remains will stop at nothing to carry out the Forerunner's will.

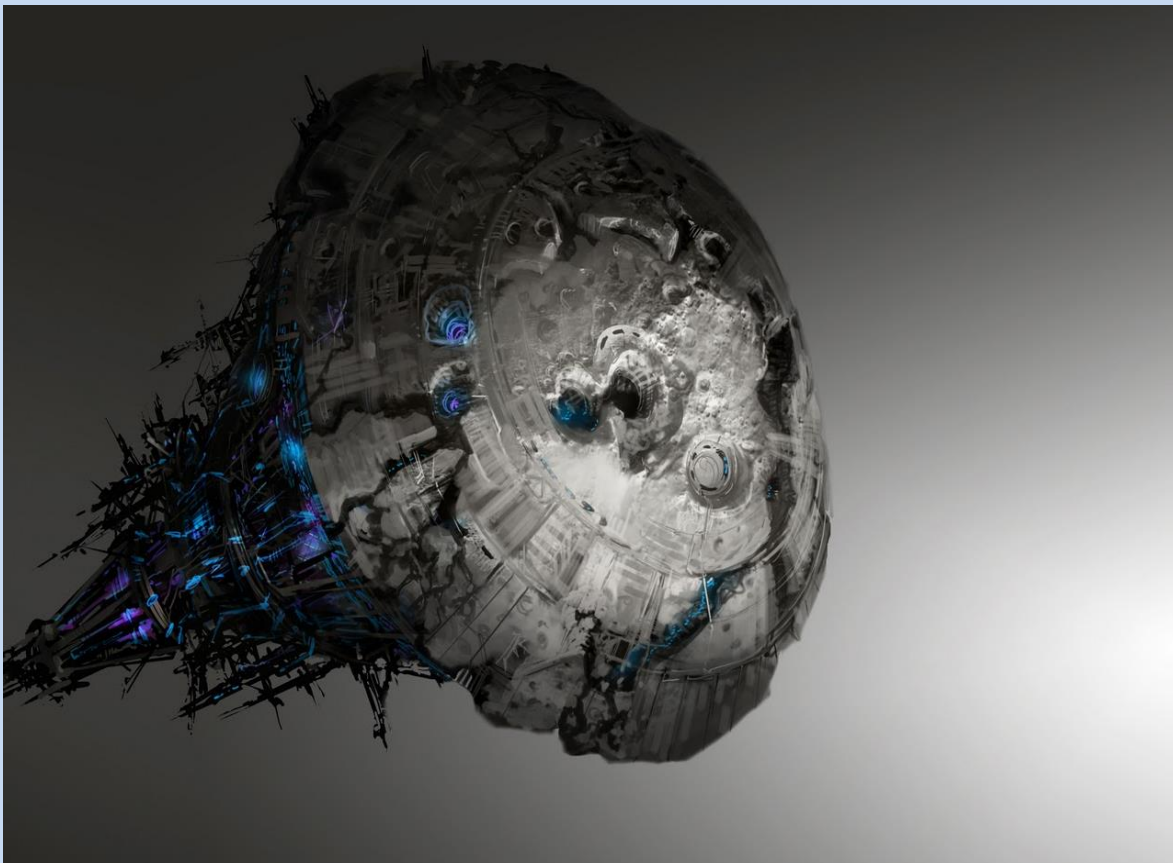
The history of the Covenant Remnant begins over 100,000 years ago, during the time of the Forerunners. Since then, the various races of the galaxy have developed and grown to replace the advanced aliens who left them behind.

Once a mighty empire that started when Humanity was just figuring out how to mold iron, The Covenant Empire was founded by the San 'Shyuum (Prophets) and the Sangheili (Elites) after decades of full warfare. In the thousands of years since, they have grown and fallen as all empires do.

While the mightiest time in Covenant history has come and passed, the Covenant Remnant are still a force to be reckoned with. No one- past or present- trifles with them lightly.

Age of Abandonment

At the end of the time of the Forerunners, a great plague known as the Flood almost assimilated all life in the galaxy into itself, bringing the end of all other things. These Forerunners built then activated the Halo array in order to prevent the Flood from succeeding. The Forerunners then seeded the galaxy with all life except themselves in the hope that the galaxy may one day recover. The only thing that survived the Halos firing was Forerunner technology.



The Ages of The Covenant

Tens of millennia after the firing of the Halos, the Sangheili and the San 'Shyuum were among the first races to develop interstellar civilization. This led to a war between the two over religious and technological differences. The San 'Shyuum believed that using and incorporating Forerunner technology was acceptable and the Sangheili didn't. So started the first Age of Conflict.

The Sangheili had the early advantage due to superior numbers and general physical capability. The San 'Shyuum however had technological superiority and a Forerunner Dreadnought, leading to a space superiority. After decades of a losing war the Sangheili compromised their position on Forerunner technology and began incorporating it into their warfare industry. This leveled the playing field and eventually the Sangheili gained the upper hand.

After a point, the Sangheili discovered the San 'Shyuum's belief in the Great Journey- the Forerunners used the Halos to ascend to godhood- and wished to repeat the process in order to join their gods. The two races forged a treaty called the Writ of Union, forging The Covenant Empire. In this empire, the San 'Shyuum would be the religious leaders and the Sangheili would be the protectors. The Dreadnought used in the war was decommissioned and made the power source of the mobile planetoid base *High Charity* which would be the capitol.

The Ages of The Covenant are Abandonment, Conflict, Reconciliation, Discovery, Conversion, Doubt, and most importantly- Reclamation. No age in the sequence is in an order, only being started after a great event. There is also a varying number of each age. For example, there are nine Ages of Reclamation and thirty-nine Ages of Conflict. Each age is represented with a ceremonial material and an oath.

There was only one Age of Abandonment- the time the Forerunners activated the Halos. The Ages of Conflict are marked by war and conflict. The Age of Reconciliation was marked by the Writ of Union. The Age of Discovery was the Age in which the San 'Shyuum discovered the Halo Array and the formation of the Covenant religion. The Ages of Conversion are times in which a new race is brought into the Covenant- willingly or otherwise. The Ages of Doubt were times of faith and patience- a time where the effects of previous Ages were dealt with, likely after a time of Conflict.

The Ages of Reclamation are the most important to The Covenant. It is a time where the search for the Halos was in full force. The Ninth Age of Reclamation was the final Age of the Covenant.

The Races of The Covenant

The Covenant had eight races throughout its history. The first two were the San 'Shyuum and the Sangheili. The next race to join were the Mgalekgolo (Hunters), then the Yanme'e (Drones), then the Kig-Yar (Jackals), then the Unggoy (Grunts), then the Jiralhanae (Brutes). Some races joined willingly, others were tamed and some were forced to join after much bloodshed. The only races that did not were the Kig-Yar mercenaries and the Huragok (Engineers) who joined at an indeterminate time for reasons unknown.

The races are not all equal, with the San 'Shyuum being the highest caste, the Sangheili being the second, then the Jiralhanae, then the Mgalekgolo, Yanme'e, and Kig-Yar, and Unggoy being the lowest caste- so low that killing one is not considered a crime. Huragok are also a strange exception- a Huragok is given no rights, but more valuable than just about any other member of The Covenant since only they can use Forerunner technology.

The Ninth Age of Reclamation

Shortly after the Jiralhanae were drafted into The Covenant, The Covenant contacted a small world that was full of Forerunner glyphs. One of these glyphs was read as "Reclamation" by Covenant translators, though the Luminary said the actual translation as "Reclaimer." On this planet was a race of primates and their presence activated this Reclaimer glyph. These hominids, not The Covenant, were the true heirs to the Forerunners' legacy. The Prophet of Truth recognized that finding the true heirs of their gods rendered the Great Journey moot and the entire power structure of The Covenant Empire (and the San 'Shyuum's authority) was not valid. Instead of accepting this, Truth waged a genocidal war upon Humanity.

War with Humanity

Truth faced little trouble fighting Humanity. They are primitive vermin with less advanced technology, low numbers, and physical frailty. Though as the war waged on, members of The Covenant's military saw the fighting prowess these vermin had and the Sangheili even questioned why Humans couldn't be drafted into The Covenant like the other races. Most impressive among Humanity's warriors were their Demons. A Demon could kill an entire formation of Covenant soldiers alone. All Demons came equipped with armor that was superior to even the combat harnesses the Sangheili wear, although believing so was heresy. It is believed that Demons are the reanimated dead that Humans experimented upon and that is what makes them such effective killing machines.

Humanity progressed technologically and began to quickly close the technological gap with The Covenant. This posed little issue considering the gap was still wide and The Covenant still had the numbers advantage with Humanity constantly on the defense. The only issue was no one knew where the Human home world was and finding other Human planets was a difficulty since Human vessels fled like vermin in seemingly random directions. After many years, The

Covenant discovered the Human fortress world Reach and promptly glassed it like countless other planets.

It was after this glassing of planet Reach that the tide began to turn. Supreme Commander Thel 'Vadamee followed a Human vessel into slipspace with the Fleet of Particular Justice in tow believing the vessel had a Forerunner artifact. He was somewhat correct- it did not have an artifact, but it did lead him to one- Halo.

After battling on the Halo for some time, The Covenant released the Flood from their preservation pods into the Halo without understanding the consequences. The Covenant had encountered the Flood once some decades ago, but no one communicated its existence. This disturbed the Oracle of the Halo greatly and eventually led to the destruction of the Halo despite the efforts of Thel 'Vadamee to preserve it. After *High Charity* arrived and saw the ruins of Halo, the San 'Shyuum branded 'Vadamee with the Mark of Shame- making him the Arbiter of The Covenant and sending him on a suicide mission against the heretics that have appeared in the wake of Halo's destruction.

The heretics believed that Halo was not a way to ascend to godhood and join the Forerunners, but a weapon that would kill us all in order to stop the Flood. Rejecting the Great Journey is not to be tolerated. In the meantime, the location of Humanity's home world was discovered. It is a planet in the Orion Arm called Earth. The discovery of Earth itself came before the realization of its importance. The Prophet of Regret immediately went to Earth with a small armada in order to get to a Forerunner artifact known as "the Ark." The armada took heavy casualties during the battle in space, but Regret managed to break through. Regret eventually made a slipspace jump over an Earth city with a Human vessel following it. Regret did not find the Ark, but another Halo.

The Great Schism

Immediately after the Arbiter defeated the heretics and a Demon assassinated the Prophet of Regret, the Jiralhanae Chieftain Tartarus made clear his and the High Prophet of Truth's intention- to exterminate the Sangheili and go on the Great Journey without them. He then kicked the Arbiter down a pit and abducted the Oracle 343 Guilty Spark. Tartarus failed to activate Halo and was killed by the Arbiter with Human help.

Discovering the Jiralhanae and San 'Shyuum planned to exterminate them, the Sangheili chose to ally themselves with Humanity. This gave both Humanity and the Sangheili the edge needed to win the wars they fought. The Brutes eventually did find the portal on Earth that led to the Ark, and the ensuing Battle of the Ark ended the Human-Covenant War, crippled the Flood to the point of being scarcely a threat, killed the final Prophet- Truth, and disbanded the Covenant Empire. The Sangheili and the Jiralhanae still waged war, and some of the Sangheili have not let old hostilities with Humanity go.



The Servants of the Abiding Truth

The end of the Human-Covenant War is a misleading term- hostilities did not and still have not ended. They have simply gone underground. Many Covenant races have individuals that still believe the Forerunners to be their gods and that Mankind are vermin to be extinguished. One group of believers called themselves the Servants of the Abiding Truth. These believers followed a pre-Covenant belief that Forerunner technology should not be tampered with. This did not stop them from tampering with it, though. The Servants of the Abiding Truth are a Sangheili organization based from the planet Sangheilios led by the bishop Avu Med 'Telcam. These Sangheili made contact with the UNSC's Office of Naval Intelligence and agreed that if ONI provided them weapons to rebel against Arbiter Thel 'Vadam (changing his name to signify his independence of the San 'Shyuum) that they would leave Humanity alone should the Servants overthrow him. The rebellion failed due to the actions of Admiral Lord Hood saving Thel 'Vadam. The Servants of the Abiding Truth then realized they needed greater forces to seize control- joining forces with various other Sangheili splinter groups and forming the Covenant Remnant.

Requiem

The Covenant Remnant was founded by the Kaidon Panom and Shipmaster Jul 'Mdama. Whereas the original Covenant Empire worshipped all Forerunners equally, this new Covenant held the Didact in particularly high regard. Their goal was to find the Didact and have him lead them if at all possible. Eventually they found the Forerunner Shield World called Requiem, but could not find their way inside. For years they waited and transmitted "Didact" to the planet.

Eventually, Remnant forces at Requiem encountered and fought UNSC personnel that were stranded on Requiem. This was in direct defiance of the cease-fire between the Humans and Sangheili. During that time, the Ur-Didact was awakened by a Demon and led the Remnant for a brief time. The Remnant maintained a presence on Requiem for months after the Ur-Didact's presumed death until Jul 'Mdama acquired half of a Forerunner artifact meant for a human scientist, abducted her, and sent Requiem into its sun. After some negotiation, the human scientist willingly agreed to aid the Covenant Remnant.

The New Age

After abandoning Requiem and being defeated by the UNSC, the Covenant Remnant turned to its pre-Requiem tactics of terrorism and sudden attack. Their most recent attempt at fostering war was attempting to kill all delegates at the peace meeting between the Sangheili government and the Jiralhanae in the hopes the two races will continue war.

Despite their eventual goal of exterminating the Human race, the Covenant Remnant is not above enlisting Humans or using their technology and weapons. One Spartan IV even worked for Jul 'Mdama during the Battle of Ealen IV.

It is unknown just how powerful this organization is or how long they intend to pursue their goal of xenocide. What is known is that they believe in this cause because that is what the Ur-Didact wanted. The Covenant Remnant is composed of Sangheili, Unggoy, Kig-Yar, and Lekgolo.



Forces of the Covenant Remnant

This section of the book details the forces used by the Covenant Remnant- their vehicles, their units, and the special characters that lead them to war. Each entry describes the unit and gives specific rules you will need in order to use them in your games. The Didact's Hand section (pg. 34) refers back to these entries as well as the armory of weapons and equipment that each Covenant Remnant unit can use. The exceptions are unique rules and items of Wargear, which will be outlined in their specific unit section.

Covenant Remnant Special Rules

The Covenant Remnant uses a number of Special Rules that are common to several units. These are denoted in their unit entries.

Aim for the Big One

Sangheili lead Unggoy and Kig-Yar into battle valiantly, but their large stature makes them easier targets.

Any shooting attack made against a unit that simultaneously has this rule and a Character model in the unit may allocate one to-hit shooting roll of 6 to the Character model.



Keep them in Line

Unggoy are cowardly and unruly. Not at all fit as warriors, but leadership makes them into something useful.

Any one "Sangheili" model attached to a unit with less than four "Sangheili" models in it counts as the unit's unit type (Character), such as Infantry (Character) or Jetbike (Character). This only applies to one model at a time and that model must be clearly communicated to all players.

Warlord Traits

In war, a Covenant Remnant Force can be led by a Sangheili Commander, a Sangheili Zealot, or a Sangheili Warrior. All three were once proud leaders and warriors of the Covenant Empire's military, and now they continue to use their decades of experience in battle.

Warlord Traits Table

D6 Warlord Trait

1 With Extreme Prejudice

In an attempt to exterminate his foes, a Warlord may order his subordinates to fire without regard for ammo.

Your Warlord and the unit he is attached to may use the Charged profile of their weapons twice per game.

2 Into the Fray

There is no greater motivation than the assurance that what you are doing is right.

Your Warlord and the unit your Warlord is in have the Crusader and Rage Special Rules.

3 Master of Swordsmanship

After many decades of training, this Warlord has discovered the weak points of every sentient race and vehicle known.

The Warlord adds 1 to wounding and armor penetration rolls in close combat.

4 To Retreat is Heresy

A high-ranking Sangheili is often the only thing keeping the others from retreating.

Any fleeing friendly unit within 12" of your Warlord or his unit automatically regroups even if under 50% unit strength.

5 Servant of the Abiding Truth

Faith can inspire warriors and foster courage.

When calculating combat results for any combat involving your Warlord or his unit, add 2 to your total.





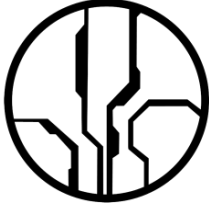







6 Hand of the Didact

All servants of the Ur-Didact wish to claim Forerunner technology, but only the greatest among them can claim it.

Your Warlord's invulnerable save is improved by +1. (A 5+ becomes a 4+, 4+ becomes 3+, etc.).

Allies Compatibilities

The Covenant Remnant is the galaxy's current greatest single aggressor, and it will often play one side against another in order to exterminate both parties. This page shall outline who the Covenant Remnant may ally with and on what terms.

Brutes	Sangheili	Flood	Insurrection	Sentinels	UNSC
					
					

Battle Brothers- N/A

Allies of Convenience-

Dark Eldar, Eldar, Necrons, Orks, Tau Empire

Desperate Allies-

Chaos Daemons, Chaos Space Marines

Come the Apocalypse-

Armies of the Imperium, Tyranids

SANGHEILI COMMANDERS

The most common leaders on the battlefield are these Sangheili Commanders, operating and directing their underling Sangheili warriors as well as Unggoy and Kig-Yar. Every Sangheili Commander is a veteran of decades of war, and considering the only way to advance in the Covenant military is kill count, each Commander is well-versed in the ways of death.

A Commander of the Covenant Remnant provides strategic and tactical prowess on the battlefield. They also provide a more direct approach to battle when necessary, wearing heavier and more elaborate armors showing their heritage and accomplishments. A Sangheili Commander generally uses a Covenant Carbine in battle.

Sangheili Commander	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	3	3	3	3	10	4+

"I have served The Covenant for my entire life, brother, I have nothing else. If the Forerunners truly wish me to exterminate Humanity, I shall. I am not one of the countless Sangheili that hate humanity; it is simply that I've no other purpose."

-Commander Tem R'Lan

Unit Type: Infantry (Character).

Wargear: Storm rifle (pg. 26), Storm zealot harness (pg. 27), plasma grenades (pg. 26), plasma pistol (pg. 26).

Special Rules: Independent Character, Stubborn.

Master of the Field: Sangheili Storms count as Troops choices in Force Organization if this unit is your Warlord.

Necessary Preparation: Two models in the unit the Commander is attached to may each take one **special weapon** or **power weapon** for free at army creation. They must be allowed by the unit profile, however.



SANGHEILI ZEALOTS

The term "Zealot" encompasses a variety of positions- Field Marshall, Field Master, Shipmaster, Fleet Master, and even Supreme Commander. When the Covenant Empire was still in existence, only Councilors, Imperial Admirals, and the Arbiter himself outranked the Zealot class. Zealots of almost every variety are deployed to fleet or field command posts away from the front lines, but their considerable experience leads to them being put in battle directly a considerable amount of the time. All Zealots are veterans of decades of battle with countless kills in the field, because the only way to advance in Covenant military is by pure kill count.

"The true devotee honors our name with actions, not words."

-Sangheili Zealot mantra

A Zealot is used as the damage-dealing portion of any Covenant military operation of great importance. Entire squads of Zealots can be tasked with finding and analyzing any leads on finding relics or locations related to the Forerunners.

Zealots wear a variety of armor iterations and colors, from red to gold, but all Zealots wear advanced shielding technology to protect themselves in the field. Zealots were once known for their usage of the energy sword, a might weapon that can cut even the most durable of armored opponents to ribbons. They still use the sword, but its usage has become less special since the fall of the Covenant Empire. Zealots have also been known to use the plasma rifle, plasma pistol, plasma grenades, storm rifle, fuel rod cannon, concussion rifle, and many other weapons to get the job done.

Zealots have added to their combat role with a political and social one. Zealots fulfill all roles the San 'Shyuum used to fill before their extinction.



Sangheili	WS	BS	S	T	W	I	A	Ld	Sv
Zealot	7	-	4	3	3	4	4	10	4+
Sangheili Acolyte	5	-	4	3	2	4	2	9	4+

Unit Type: Infantry (Character). **Sangheili Acolyte** is Infantry.

Wargear: Energy sword (pg. 26), Storm Zealot harness (pg. 27), active camouflage (pg. 28).

Special Rules: Independent Character, Zealot, Fleet.

Retinue: A Sangheili Zealot may take a unit of Sangheili Acolytes as a retinue that does not occupy a force organization slot. These Sangheili Acolytes are all equipped with energy swords Storm Zealot harnesses, and active camouflage. They also have the Infiltrate and Fleet special rules.

Honor Before All Else: Your opponent may not refuse challenges made with this unit unless they have a rule that explicitly allows for declining challenges. This unit may not decline challenges.

SANGHEILI WARRIORS

The Sangheili "Warrior" class is formed of some of the most experienced of Sangheili troops from the Human-Covenant War, effectively becoming a warrior-noble caste of their own. A Warrior even has a higher rank than a Zealot, though not as effective.

A Warrior fulfills the pre-schism role of the Elite Major- as a commander of mixed units. They wear gold armor with green trim- showing their status as a leader in the field. A Warrior often comes armed with a storm rifle, Covenant carbine, or needler. They can come armed with other weaponry, though. A Warrior is aggressive as they come, and durable and strong even by Sangheili standards.

"Ah, a Warrior is it? Finally, an opponent that won't break when poked slightly."

- Chieftain Martes

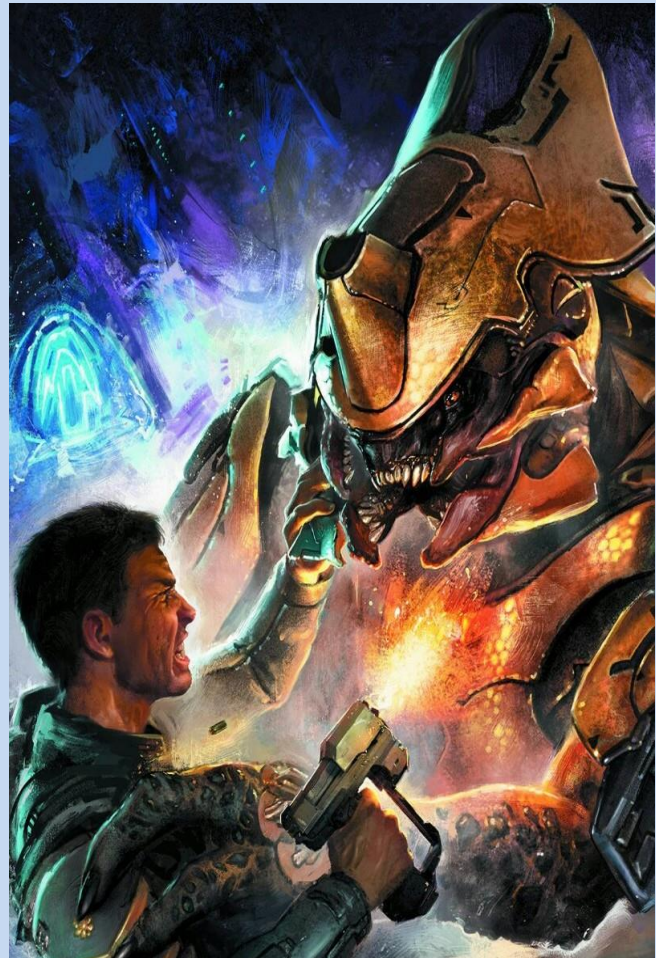
Unit Type: Infantry (Character).

Wargear: Storm rifle (pg. 26), plasma pistol (pg. 26), plasma grenades (pg. 26), Storm veteran harness (pg. 27).

Special Rules: Independent Character, Fearless.

This is No Time to Die: During his first close combat phase the Sangheili Warrior may roll an armor save as an invulnerable save if you fail any invulnerable saves before taking the unsaved wound.

Sangheili Warrior	WS	BS	S	T	W	I	A	Ld	Sv
	5	4	4	3	3	3	3	10	4+



SANGHEILI STORMS



A Sangheili Storm fulfills the role left vacant by Elite Minors after the formation of the Covenant Remnant—commanding the lowest of the low in the armed forces. A Sangheili Storm is likewise the least experienced warrior in their military, given the worst equipment available to Sangheili.

Their combat harnesses have energy shielding inferior to MJOLNIR armor and their protective armor covers less than a true military kit. This is because the Covenant Remnant is not a full military organization, but a guerilla warfare terrorist unit. They had to scavenge whatever they could while fleeing from Thel 'Vadam's forces after their failed revolution.

There are some differences to their predecessors, however. Firstly, a Sangheili Storm is allowed the usage of the energy sword. Secondly, some Storms are equipped with Active Camouflage. They have been seen leading lances and piloting hovercraft. Storm combat harnesses come in a variety of colors, but blue is the standard.

Unit Type: Infantry.

Wargear: Storm harness (pg. 27), storm rifle (pg. 26), plasma pistol (pg. 26), plasma grenades (pg. 26).

Special Rules: Keep them in Line.

Sangheili Storm	WS	BS	S	T	W	I	A	Ld	Sv
	4	3	4	3	1	3	1	8	5+

"These Covenant seem more fanatical than the ones we've fought before."

-MCPO Spartan 117

UNGGOY STORMS

Unggoy are one of the races that the Covenant Empire forced into joining, the lowest race in their society. Unggoy are thought so lowly of that killing one back during the time of the San 'Shyuum wasn't even considered a crime.

"Yeah, they look all puny and weak now but just wait until a frickin' thousand of them start shooting at you."

-Pvt. Michael Jenkins

An average Unggoy is rather smart, but their cowardice is more powerful. They lack creativity on the battlefield, and are used as cannon fodder so the more important warriors may deliver the actual damage to their enemy. Unggoy are surprisingly strong for their small stature- one can haul around a plasma cannon removed from its emplacement by itself.

Surprising facts concerning Unggoy aside, Unggoy are worth very little to their superiors. The Unggoy combat harness has no energy shielding and their standard firearm is the plasma pistol. Some Unggoy manage to survive long enough to be given more advanced weaponry such as the fuel rod cannon.

Unggoy are a nuisance in small numbers and a wall of meat in large numbers. Their plasma pistols are pitiful, but only in contrast to the better standard issue weaponry the Covenant Remnant have.

Unit Type: Infantry.

Wargear: Unggoy combat harness (pg. 27), plasma pistol (pg. 26), plasma grenades (pg. 26).

Special Rules: Aim for the Big One, Keep them in Line, Suicide Bombers.



Unggoy Storm	WS	BS	S	T	W	I	A	Ld	Sv
Unggoy Storm	2	2	3	3	1	3	1	5	6+
Unggoy Imperial	2	3	3	3	1	3	2	7	6+

Suicide Bombers:

After the last Character model in the unit is removed from a unit with this rule as the result of a shooting attack, take a Leadership test. If failed, the unit begins to fall back. If passed, you may choose to either a) continue as normal or b) the unit begins to advance towards the nearest enemy unit. If you chose b), the unit gains the Fleet special rule and cannot shoot. The unit must advance towards and assault the nearest enemy unit at the time of said advance or assault. If the unit successfully makes an assault, you deal a number of S 4 AP 3 hits with a re-roll to wound equal to the number of models in your Unggoy Storm unit in the Initiative 10 step. In the initiative 9 step, all the remaining models in your assaulting unit are removed from the field. You may not choose option a) then switch to option b) later in the game or vice versa.

PHANTOMS



	BS	Armor			HP
		F	S	R	
Phantom	3	11	11	11	3

The Covenant Remnant uses the Type-44 variant of the Phantom, an earlier model of the troop carrier craft. This is due to not having their own factories or modern technology available to them. Unlike the other Phantoms in use today, the Type-44 Phantom has green underbelly lights and cannot change out its weaponry. This inability to change weapons may stem from the Covenant Remnant's lack of resources, however.

All Phantoms are well-armored and well-armed, as well as quick transport craft with possible vacuum abilities. The Type-44 Phantom comes armed with a heavy plasma cannon and two plasma cannons.

Unit Type: Vehicle (Flyer, Transport, Hover).

Wargear: Heavy plasma cannon (pg. 26), two pintle-mounted plasma cannons (pg. 26).

Transport:

Transport Capacity: 30 infantry models.

The Phantom may also transport up to two Ghosts, a Wraith, two Mgalekgolo, a sniper tower, or two Banshees.

May not transport Very Bulky or Extremely Bulky models except for the two Hunters mentioned in the profile.

Special Rules: Deep Strike.

The Warthogs never got to see what eventually did them in. The Phantom came up from beyond the cliff face and made short work of the first one with its heavy plasma cannon. The other Warthogs called in to investigate suspected Wraiths or Rangers, but could never find them. The Phantom eventually came up from behind the two Warthogs and melted them with its plasma cannons, the only clue to its presence before firing were its glowing green lights.

BANSHEES



The Banshee is best known for its name-inspiring screech when it flies, and everyone hearing it knows to break for cover. The Type-26 ground support aircraft has gone through many mechanical and aesthetic iterations since the war with Humanity began, and the variety used by the Covenant Remnant has sacrificed protection and invested in its fuel rod cannons' power. Anti-gravitic boosters propel the Banshee through the air (and even space) at impressive speeds considering its maneuverability.

The Banshees used by the Covenant Remnant used two fuel rod cannons and two plasma cannons to attack ground targets. The Banshee's screech comes from its boosting capabilities, which allow it to both move faster and to maneuver around incoming fire. The twin plasma cannons cut infantry to ribbons and the fuel rod cannons can destroy anything short of a tank or Spartan in MJOLNIR armor in a single shot.

The cockpit of the land variation of Banshees is easily opened and the maneuvering behaviors of pilots both contribute to the phenomenon known as "skyjacking." Skyjacking is the act of a soldier on the ground (or sometimes in the air!) opening the cockpit of the Banshee, pulling out the pilot, and replacing them while leaving the pilot to their doom. Fortunately or unfortunately, a Banshee is quite easy to damage. It simultaneously has a low flight ceiling which allows weapons to more easily target it.

	BS	Armor			HP
		F	S	R	
Banshee	3	10	10	10	2

Unit Type: Vehicle (Flyer).

Wargear: Twin-linked plasma cannon (pg. 26), fuel rod cannon (pg. 26).

Special Rules: Scout.

Aerial Dodge: After performing a jink, the BS of a Banshee is 2, not 1.

GHOSTS

This is the craft the Covenant Remnant use for reconnaissance and rapid ground attack. Ghosts are in technical terms two parts. The first part is the vehicle itself, housing its engine, weapons, and controls. The second part is simply the seat where the driver has access to said controls. Ghosts are armed with twin-linked plasma cannons to attack opponents, but a common tactic for Ghosts is to simply accelerate and ram whatever infantry target they are engaging, since only the most hardy or agile of targets can survive a Ghost's charge.

Its UNSC designation is Type-32 rapid assault vehicle, used by the Covenant races and Covenant Remnant as a standard reconnaissance and rapid attack vehicle. Though the Ghost is a ground vehicle, its anti-gravity technology and aerodynamic design have more in common with aircraft than most ground vehicles.

In the earlier years of the Human-Covenant War, some Ghosts came equipped with energy shielding to protect both it and the driver from damage. Since 2532, however, such shielding has not been observed. It is possible that such shielding was too expensive to keep during prolonged conflicts.

The main weakness of a Ghost is its light armor, and even light arms fire will take it down before long. When a Ghost's mechanical component has received enough damage, it may explode. Its secondary weakness is the fact the driver is exposed while operating the vehicle. An accurate shot can kill the driver without even harming the Ghost itself. However, this is only possible from the flank and the rear as the front of the ghost is well-protected.

Despite its light armor, a Ghost is a common sight on the battlefield due to its capacity to be deployed more quickly than more specialized or damaging vehicles like Wraiths or Spectres. Simultaneously, its nimbleness allows it to strafe and dodge fire that may damage it while heavier vehicles are less able to do so.

Unit Type: Jetbike.

Wargear: Twin-linked medium plasma cannon (pg. 26), Unggoy combat harness (pg. 27) (Unggoy Ghosts only), Storm Harness (pg. 27) (Sangheili Ghosts only), Ghost (pg. 27).

Special Rules: Keep them in Line, Furious Charge.



	WS	BS	S	T	W	I	A	Ld	Sv
Unggoy Ghost	2	3	3	4	1	3	1	5	4+
Sangheili Ghost	4	3	4	4	1	3	1	8	4+

The primary reason the Covenant Remnant has kept this vehicle so long is its versatility. For such an understaffed, underequipped, and largely untrained force the simple yet effective Ghost is the perfect vehicle to use against technologically inferior opponents such as the UNSC. This holds true for the other post-Covenant factions as well. That, and there is no substitute for a familiar face on the battlefield.

"Oh, no. No no no I am not fighting those things again. No, it's not that I'm afraid, it's that I'm still sore from the last time we fought those things! If we're taking on Ghosts again, then you're manning the LAAG, you hear me?"

-Richard Brook, Eridanus Secundus Rebel

KIG-YAR STORMS

“We’re here, when do we get paid?”

In the old Covenant Empire, the Kig-Yar were bands of mercenaries and pirates that only claimed to follow the San'Shyuum's religion. With The Covenant gone, they are now bands of mercenaries and pirates. It is assumed that these Kig-Yar Storms are working for the Covenant Remnant under the promise of hardware or a traditional paycheck.

Kig-Yar Storms fulfill the roll of providing light fire support or light line infantry in the Covenant Remnant. The point-defense gauntlet these Kig-Yar use are more powerful than their pre-Schism bretheren, but they still use the same weapons they always have.

Like a Skirmisher, a Kig-Yar Storm is a different breed from the normal Jackals in the Kig-Yar species. These new Kig-Yar are more saurian in appearance than the avian Skirmishers and the mixed-bag Jackals. It is hypothesized that the Storm variety comes from a different continent of the Kig-Yar homeworld Eayn than the Jackals and Skirmishers.

In any case, the Kig-Yar Storm is a more deadly opponent than an Unggoy since when a Sangheili lance leader dies, Kig-Yar do not flee. Rather, they hide for cover and regroup.

Kig-Yar Storms use plasma pistols or needlers with their new point-defense gauntlets, or eschew those pieces of equipment in favor of the Covenant Carbine to engage opponents at greater range.

The Kig-Yar race's reputation, however, comes from their snipers. Kig-Yar are considered to be too bloodthirsty to be truly excellent snipers by Humans, but their aim is impeccable. Kig-Yar snipers tend to use the beam rifle, and the Covenant Remnant's lack of modern equipment leads them to use the Type 27 beam rifle.

Unit Type: Infantry. Kig-Yar Heavy is Infantry.

Wargear: Point Defense Gauntlet (pg. 27), plasma pistol (pg. 27). Kig-Yar Heavy uses heavy defense gauntlet (pg.27) and plasma pistol (pg. 27). Both use the Kig-Yar harness (pg. 27).

Special Rules: Keep them in Line, Aim for the Big One, Infiltrate.

Kig-Yar Storm	WS	BS	S	T	W	I	A	Ld	Sv
Kig-Yar Storm	3	4	3	3	1	4	1	7	5+
Kig-Yar Heavy	3	4	3	3	1	4	2	8	5+



RANGERS

The Ranger designation can apply to Unggoy, Kig-Yar, and Sangheili alike. Their purpose is to perform extra-vehicular activity operations, boarding actions, and fleet security actions. As such, they always wear vacuum capable bodysuits and thruster packs into battle- even on land-based operations. After the Great Schism, the Yanme'e and Jiralhanae jump troopers replaced the Sangheili Rangers in The Covenant.

Following the end of the Human/Covenant war, the Sangheili government, Covenant Remnant, and various mercenary organizations retained the Rangers due to their usefulness. Thus, it is not unheard of for Rangers to fight each other and turn on their allies in confusion.

In the Covenant Remnant, Rangers wear less bulky armor and transparent visors. This is meant to promote operational effectiveness by providing easier movement, save on costs of equipping soldiers, and to intimidate opponents in the field.

Unggoy Rangers in the Covenant Remnant keep their standard equipment. They are less cowardly than most Unggoy.

Kig-Yar Rangers keep their Point Defense Gauntlets and standard-issue weaponry. They also prefer the Covenant Carbine and Storm Rifle over the gauntlet, however.

Sangheili Rangers wear heavier armor than their Storm brethren and use their thrust packs to great effect. They generally use the Storm Rifle in battle.

Unit Type: Jump Infantry.

Wargear:

Unggoy Ranger: Unggoy combat harness (pg. 27), plasma pistol (pg. 26), plasma grenades (pg. 26).

Kig-Yar Ranger: Point defense gauntlet (pg. 27), plasma pistol (pg. 26), Kig-Yar harness (pg. 26).

Sangheili Ranger: Ranger Harness (pg. 27), storm rifle (pg. 26), plasma grenades (pg. 26).

Special Rules: Keep them in Line, Aim for the Big One.



	WS	BS	S	T	W	I	A	Ld	Sv
Unggoy Ranger	3	3	3	3	1	3	1	7	6+
Kig-Yar Ranger	3	4	3	3	1	4	1	8	5+
Sangheili Ranger	4	4	4	3	1	3	2	9	4+

MGALEKGOLO



The Lekgolo are worm-like organisms from the planet Te. They were appropriated by the Covenant Empire and repurposed into heavy weapons platforms. Each worm colony is referred to as a Mgalekgolo and the worms inside grant their colony a name. They are colloquially known as "Hunters."

Unlike most Covenant races, they do not worship the Forerunners. Indeed, now-extinct breeds of Lekgolo used to eat Forerunner artifacts. They prefer to follow their own cultural traditions.

Mgalekgolo are given heavy armor, fuel rod weaponry, and heavy alloy shields. The armor and shields are made of an unknown alloy and is the same material that Covenant starships are made of.

During the Great Schism, the Mgalekgolo were retained by both the Loyalists and the Separatists. As a result, the Covenant Remnant gained access to Mgalekgolo.

Lekgolo worms can and do create colonies larger than Mgalekgolo to serve their masters. Mgalekgolo in the Covenant Remnant use fuel rod assault cannons of either beam or projectile varieties depending upon who employs them.

Unit Type: Infantry.

Wargear: Mgalekgolo armor (pg. 27), fuel rod cannon (pg. 26), Mgalekgolo shield (pg. 27).

Special Rules: Fearless, Slow and Purposeful, Smash, Very Bulky.

Empathic Bond: When there is only one model left in this unit, said model gains the Furious Charge, Feel No Pain, and Rage Special Rules.

Mgalekgolo	WS	BS	S	T	W	I	A	Ld	Sv
	4	3	6	5	2	3	2	9	3+

"Let us hope that the Humans still yet fear the Lekgolo as much as I do."

-Jul 'Mdama

WRAITHS



The Covenant Remnant makes extensive use of the Type 26 Assault Gun Carriage, known as the Wrath, when they need to bring heavy firepower to ground-based engagements. Its primary purpose is as a siege weapon, but acts as a tank analogue since there is no “true” tank in the Covenant or Covenant Remnant. It requires only a single operator to both drive and operate the gun of the vehicle, but there is a plasma turret on the front of the vehicle to counter nearby infantry. The Wraith employs the highly dangerous heavy plasma mortar. In truth, the Wraith is more of a self-propelled gun than a vehicle. Wraiths are slow-moving, but can briefly boost their speed with their fin thrusters.

	BS	Armor			HP
		F	S	R	
Wraith	3	12	12	10	3

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

Wargear: Plasma mortar (pg. 26),
plasma cannon (pg. 26)

“Dear diary- This is day five of the never-ending plasmapalooza. I’m not entirely sure they know we’re still down here and they’re not just melting the ground above us for kicks. Things lightened up at about noon, I only felt twenty explosions throughout that hour as opposed to the usual fifty. We got a call from command asking how we were doing. I wanted to say unkind things about their collective mothers and ask for some goddamn air support. I know we can’t get it. The last Pelican sent our way was shot down as soon as we saw it. I just feel like the dirt above us isn’t going to hold out forever, even with the cooling it goes through. It’s my turn to scout outside tomorrow. I don’t think I’ll come back from it. Not with my- the explosions stopped.
That can’t be good.”

-Staff Sergeant Helen Ripley; audio diary

JUL 'MDAMA

Jul 'Mdama is the leader of the Covenant Remnant and currently Kaidon Thel 'Vadam's greatest enemy. He was once a Shipmaster for the Covenant Empire and after the Great Schism returned to Sanghelios and his wife Raia to contemplate how his planet would be governed without the Prophets to guide them.

He came to the conclusion that Thel 'Vadam must be overthrown so that the Sangheili would not become allies with Humanity. During his stay on Sanghelios, 'Mdama allied himself with religious leader Avu Med 'Telcam and his organization the Servants of the Abiding Truth. 'Telcam was racist against Humans like 'Mdama, but was willing to forge deals with Humans out of necessity for weapons. Shortly after this dealing, 'Mdama was taken prisoner by the UNSC organization the Office of Naval Intelligence (ONI) during the confusion of a Jiralhanae uprising.

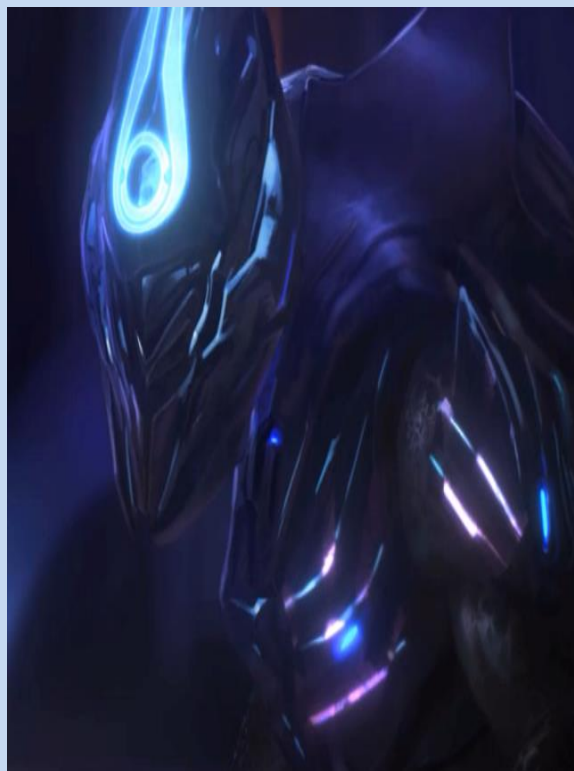
He was taken to the UNSC base Trevelyan and held prisoner, having dietary experiments performed on him in between interrogations. He then manipulated the Huragok Prone To Drift into declassifying the existence and location of the Forerunner known as the Didact, then threatened the Huragok with destroying Forerunner constructs if he was not freed and given asylum somewhere. Prone To Drift complied and freed 'Mdama. Jul escaped Trevelyan and traveled via Forerunner portal to the Sangheili colony Hesduros. This planet did not receive word of the truce with the UNSC, and thus made potential allies for him. He made contact with his Keep and learned of the death of Raia and Forze, his wife and his friend at the hands of Thel 'Vadam's forces.

Sometime later, Jul was informed that the symbols on a gate and on his belt were in fact coordinates to the planet Requiem, where the Didact resides. After this, Jul had become the Shipmaster of the *Song of Retribution* in the Covenant Remnant and set course for Requiem. Upon arrival, they discovered the planet was a Shield World and could not access it.

Four years later in 2557, the Covenant Remnant still had not accessed Requiem's interior. This was when the UNSC *Forward Unto Dawn* arrived and Requiem opened. Jul seized this opportunity and went to the Didact as quickly as he could, searching frantically while attempting to kill a Demon. He wished to serve the Didact in exchange for Forerunner weaponry to kill Humans with.

Jul 'Mdama is not a religious individual. His desire to serve the Didact stems purely from his hatred of Humans and not from any sort of reverence, despite the Didact being a living, breathing god to his peers. He set up base on Requiem after the Didact's defeat and harassed UNSC forces there for months before destroying Requiem outright. Jul 'Mdama and most of the Covenant Remnant escaped this and UNSC forces in the area and still carry out operations to this day.

Currently, he has an uneasy alliance with Dr. Catherine Halsey. Her desire for revenge is one he sympathizes with, and is willing to trade favors to get his own revenge.



"Gods don't die or forget to return. Gods choose better prophets than the San'Shyuum, too."

Unit Type: Infantry (Character).

Wargear: Storm Zealot Harness (pg. 27), energy sword (pg. 26), storm rifle (pg. 26), plasma grenades (pg. 26).

Special Rules: Hatred (UNSC, Insurrection, Armies of the Imperium), Fearless, Preferred Enemy (UNSC, Insurrection, Armies of the Imperium), Independent Character, Master of the Field.

Hand of the Didact: This model has the Warlord Trait "Hand of the Didact" incorporated into his profile; if you choose to use this model in your army, he must be your Warlord. If you use this model in your army, your army is Battle Brothers with Codex (Sentinels).

Jul 'Mdama	WS	BS	S	T	W	I	A	Ld	Sv
	5	5	4	3	3	3	3	10	4+

MERG VOL

Since the dissolution of the Covenant Empire, all the former member races became splintered in their governance. The Jiralhanae seem to have suffered the worst of it, but the most noticeable effect is upon the Sangheili. Significant portions of the Sangheili race disagree with Thel 'Vadam and his alliance with the UNSC, casting off his authority and claiming to be the rightful leader and creating a new Covenant under themselves. An early such leader is the Sangheili Zealot Merg Vol.

He created and led his own Covenant against humanity at Draethus V. He found a Forerunner superweapon disguised as the moon X50. His assault was so successful at first that the UNSC Infinity and the Spartan IVs had to be deployed against them. He eventually lost, but his legacy of challenging Human forces remains.

Merg Vol is heavily armed. He holds plasma grenades, a pistol, two energy swords, active camouflage, a fuel rod gun, a hardlight shield, and a hologram generator capable of creating three holograms instead of the usual one.

Unit Type: Infantry (Character).

Wargear: Plasma pistol (pg. 26), plasma grenades (pg. 26), two energy swords (pg. 26), active camouflage (pg. 29), hardlight shield, advanced hologram, enhanced harness.

Merg Vol is one of the few Covenant Remnant leaders who made use of Jiralhanae soldiers. Considering the lack of Jiralhanae in the Covenant Remnant now and Vol's apparent distaste for them in his intercepted transmissions, it is quite likely he merely sent them out to be killed and end their presence in his military and potential threats to his authority.

"I am the true inheritor of the Forerunners! Through me, you will all receive their blessings! Through them, we earn our salvation! They have informed me of their desires, and they wish us to exterminate the race known as Humanity! Join me, and they will burn!"

-Merg Vol, propaganda vid

Special Rules: Preferred Enemy (UNSC, Insurrection, Armies of the Imperium), Fearless, Limited Power, Independent Character.

Merg Vol	WS	BS	S	T	W	I	A	Ld	Sv
	6	4	4	3	3	3	4	10	4+



Limited Power: Merg Vol may only use one **armor ability** per turn. It must be declared at the beginning of each game turn. Active camouflage (pg. 29) counts as an **armor ability** on Merg Vol.

These following pieces of wargear are in fact either Forerunner artifacts or augmented by said artifacts, providing "proof" to Merg Vol's followers that he is the true heir of the Forerunners' legacy.

Advanced Hologram: Any shooting attack made against this model is resolved at one quarter its ballistic skill, rounding down. This is an **armor ability**.

Enhanced Harness: This harness confers a 4+ armour save and a 3+ invulnerable save.

Hardlight Shield: If you roll a 6 on invulnerable saves against shooting attacks for this model, one enemy unit within 12" is hit with the shooting attack this model had to save against. This is an **armor ability**.

Warlord Trait: With Extreme Prejudice. If this model is in your army, he must be your Warlord and Jul 'Mdama may not be in your army,

COVENANT REMNANT ARSENAL

This section of *Codex: Covenant Remnant* lists the weapons and equipment used by the warriors of the Covenant Remnant, along with the rules for using them in your games of Warhammer 40,000. Equipment that is unique to an individual unit is detailed in the appropriate entry in the Forces of the Covenant Remnant section (pages 10 to 25), while weapons and equipment used by all the other types of units are detailed here.

Weapons

Profiles for the ranged weapons in this section are also listed in the reference section (pg. 54). The full rules for haywire grenades can be found in the Warhammer 40,000 rulebook.

EMP: A unit wounded with a weapon using with this rule makes all wargear-based invulnerable saves with a -2 modifier until the end of your turn. This is cumulative with every successful to wound roll. Vehicles hit with a weapon with this rule automatically receive a "crew stunned" status but do not lose a hull point.

Fuel Rod Weapons

This series of Covenant weapons uses fuel rods and with the exception of the carbine, are anti-vehicle weapons.

Name	Range	S	AP	Type
Carbine	30"	4	6	Rapid Fire
Fuel Rod Cannon	48"	8	2	Heavy 1, Lance
Fuel Rod Gun	48"	7	4	Heavy 1, Blast

Needle Weapons

Needle weapons use a special crystal called "blamite," which is highly volatile and explosive.

Name	Range	S	AP	Type
Needler	18"	3	-	Assault 1, Rending

Plasma Weapons

These weapons shoot superheated plasma at targets. They are well-known for cutting through armor and shields alike.

Name	Range	S	AP	Type
Beam Rifle	48"	X	4	Heavy 1, Sniper
Concussion Rifle	18"	4	6	Assault 1, Blast, Concussive
Storm Rifle	18"			
Standard		3	6	Assault 2
Charged*		3	6	Assault 3
Plasma Cannon	36"	5	5	Heavy 3
Heavy Plasma	36"	6	4	Heavy 3
Plasma Mortar	48"	8	2	Heavy 1, Blast
Plasma Pistol	12"			Pistol, twin-linked
Standard		3	-	
Charged*		4	5	EMP

Plasma Grenades

Plasma grenades are a tried and true Covenant weapon. Their unique ability to stick to surfaces is invaluable.

Name	Range	S	AP	Type
Plasma Grenade	Melee	4	3	Haywire, EMP

Energy Sword

Energy swords are a pair of plasma beams directed by a magnetic field. They have the interesting ability to block bullets.

Name	Range	S	AP	Type
Energy Sword	Melee	User+1	2	Melee

*A weapon with a Charged profile can only use its charged profile once per game.

ARMOR

Kig-Yar Harness

Kig-Yar wear light armor without energy shielding but carry point defense gauntlets to make up for it.

The Kig-Yar harness confers a 5+ armour save.

Mgalekgolo Armor

Mgalekgolo wear a specialized armor that can withstand tremendous punishment.

Mgalekgolo armor confers a 3+ armour save.

Point Defense Gauntlet

Most Kig-Yar carry one of these in order to protect themselves while in battle.

The point defense gauntlet confers a 5+ cover save. It does not apply to wounds that cause instant death.

Storm Harnesses

Sangheili are the only members of the Covenant Remnant that are allotted energy shields in their harnesses.

A storm harness confers a 5+ armour save and a 6+ invulnerable save.

A veteran harness confers a 4+ armour save and a 5+ invulnerable save.

A zealot harness confers a 4+ armour save and a 3+ invulnerable save.

Ranger Harness

Rangers are meant for EVA operations And are used sparingly otherwise.

The Ranger Harness confers a 4+ armour save and a 6+ invulnerable save.

Mgalekgolo Shield

These shields are made of an unknown alloy that is also used in Covenant starships.

Mgalekgolo shields confer a 4+ cover save.

Heavy Defense Gauntlet

A heavier version of the point defense gauntlet, this can withstand more damage than its smaller cousin.

The heavy defense gauntlet confers a 4+ cover save. It does not apply to wounds that cause instant death.

Unggoy Combat Harness

Unggoy are given near-useless combat harnesses, just like the Unggoy that wear them.

An Unggoy combat harness confers a 6+ armour save.

Ghost

Ghosts are more than just a means of transportation, they are able to protect their users from harm.

A Ghost confers a 4+ armour save.



EQUIPMENT AND VEHICLE GEAR

Active Camouflage

The only armor ability the Covenant Remnant uses is the ever-useful active camouflage module. It bends light around the user to create the illusion of invisibility.

A model with active camouflage has the stealth, shrouding, and infiltrate special rules.



Anti-Air Targeting

Some Wraiths come with targeting systems that make fighting aircraft easier.

A vehicle with this gear has the Skyfire special rule.

Deployment Carapace

Larger than most Covenant drop pods, the type-54 mass deployment carapace is a large drop pod meant to be deployed from capital ships under heavy fire.

A unit using a deployment carapace is a deep strike unit in reserve. When deep striking into a place that would cause a mishap, move the unit the minimum safe distance in the direction the hit die is pointing (arrow or small arrow) until the unit may safely enter.

Individual Breaching Carapace

The type-51 individual breaching carapace is a small drop pod for high altitude deployment.

Any unit using an individual breaching carapace is a deep strike unit in reserve. If there is a mishap and the unit were to die, simply remove the deepstriking models that caused the mishap instead of the whole unit with the rest of the unit entering as a normal deep strike entry where you originally intended them to enter.







THE HAND OF THE DIDACT

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

USING THE ARMY LIST

The Covenant Remnant army list is split into six sections: HQ, troops, elites, fast attack, and heavy support. All of the squads, vehicles, and characters in the army are placed into one of these categories based upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle.

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

Unggoy Storm Lance 1

1 60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	3 Unit Type	4 Unit Composition	Page
2 Unggoy Storm	2	2	3	3	1	3	1	5	6+	Infantry	10 Unggoy Storms	16
Unggoy Heavy	2	3	3	3	1	3	1	6	6+	Infantry		
Unggoy Imperial	2	3	3	3	1	3	2	7	6+	Infantry		

5 Wargear:

- Unggoy Combat Harness
- Plasma pistol
- Plasma grenades

7 Options:

- May include up to ten additional Unggoy Storms..... 6 pts/model
- Any model may exchange their plasma pistol for a Needler Free
- One model may be upgraded to an Unggoy Imperial..... 7 pts
- Up to five models may be upgraded to Unggoy Heavies 10 pts/model
- Unggoy Heavies may each take one **Power weapon**.
- This unit may include a Sangheili Storm model 12 pts
- The unit may take a Phantom as a Dedicated Transport.

6 Special Rules:

- Aim for the Big One
- Keep them in Line
- Suicide Bombers

Each unit entry in the Covenant Remnant 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.

Dedicated Transport: Where applicable, this option lists any Transports the unit may take. They have their own army list entries, and do not use up Force Organization slots, but otherwise act as separate units. The Transports section of the Warhammer 40,000 rulebook explains how Dedicated Transports work.

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.

FOES AND CONFLICTS

In a galaxy where the Covenant Empire is gone and thousands of splinter groups are fighting one another while Humanity's empire is only getting stronger, the presence of full war is surprisingly absent. Even so, armed conflict is as much a reality as ever. Listed below are the factions the Covenant Remnant fights or has fought as the Covenant Empire and justifications for doing so now.

Brutes:

Brutes are a belligerent and violent race. Simply being there is justification enough to be attacked by them.

The Brutes are attempting to either appropriate or destroy a Forerunner or Precursor artifact.

Sangheili:

The Sangheili are largely Human sympathizers. This must not be allowed to continue.

The factions are fighting over a relic, temple, or territory.

The Sangheili are attempting to liberate the client races of the Covenant Remnant.

Flood:

They are a blight upon the galaxy, surpassing even Humans in their horrific nature.

Insurrection:

They're Humans.

A band of raiders is attacking a supply ship.

Anti-UNSC and anti-Sangheili plans have gone awry.

Sentinels:

The Sentinels are attacking intruders.

The Sentinels only allow Reclaimers and Forerunners in the facility.

UNSC:

They're Humans.

The UNSC are attempting to appropriate a Forerunner artifact for their own twisted purposes.

COVENANT REMNANT 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 7th Edition Warhammer 40,000 rulebook, Space Marines Codex, 4th and 6th Edition Tau Codexes, and 5th Edition Imperial Guard Codex. They have not been playtested.

Standard Issue Weapons..... Page 26	Special Weapons..... Page 26
-Carbine	-Beam Rifle <i>10 pts</i>
-Needler	-Concussion Rifle..... <i>5 pts</i>
-Plasma Pistol	
-Storm Rifle	
Power weapons..... Page 26	Equipment..... Page 29
-Fuel Rod Gun <i>12 pts</i>	-Active Camouflage <i>4/6 pts/model*</i>
-Plasma Cannon..... <i>14 pts</i>	-Anti-Air Targeting..... <i>7 pts</i>
Other..... Page 26	
-Energy Sword <i>20 pts</i>	
-Deployment Carapace..... <i>35 pts</i>	
-Individual Breaching Carapace <i>3 pts/model</i>	

*If the unit taking the active camouflage already has the Infiltrate special rule, the equipment costs four points instead of 6, which is for units without the Infiltrate special rule.

Jul 'Mdama

150 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Jul 'Mdama	5	5	4	3	3	3	3	10	4+	Infantry (Character)	1 (Unique)	24

Wargear:

- Storm zealot harness
- Plasma grenades
- Storm rifle
- Energy sword

Options:

- Jul 'Mdama may take an **individual breaching carapace**..... 3 pts
- Jul 'Mdama may replace his storm rifle with a **special weapon** or **power weapon**.

Special Rules:

- Fearless
- Hand of the Didact
- Hatred (UNSC, Insurrection, Armies of the Imperium)
- Independent Character
- Master of the Field
- Preferred Enemy (UNSC, Insurrection, Armies of the Imperium)

Warlord Trait:

- Hand of the Didact

Merg Vol

165 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Merg Vol	6	4	4	3	3	3	4	10	4+	Infantry (Character)	1 (Unique)	25

Wargear:

- Enhanced harness
- Plasma grenades
- Plasma pistol
- 2 energy swords
- Advanced hologram
- Hardlight Shield
- Active Camouflage

Options:

- Merg Vol may take an **individual breaching carapace**..... 3 pts
- Merg Vol may replace his plasma pistol with a **special weapon** or **power weapon**.

Special Rules:

- Fearless
- Hatred (UNSC, Insurrection, Armies of the Imperium)
- Independent Character
- Limited Power
- Preferred Enemy (UNSC, Insurrection, Armies of the Imperium)

Warlord Trait:

- With Extreme Prejudice

Sangheili Commander

115 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sangheili Commander	5	5	4	3	3	3	3	10	4+	Infantry (Character)	1 Sangheili Commander	12

Wargear:

- Storm zealot harness
- Plasma grenades
- Storm rifle
- Plasma pistol

Options:

- A Sangheili Commander may take an **individual breaching carapace**..... 3 pts
- A Sangheili Commander may replace his storm rifle with a **special weapon** or **power weapon**.
- A Sangheili Commander may replace his storm rifle with a carbine for free.
- A Sangheili Commander may replace his plasma pistol with a needler for free.
- A Sangheili Commander may replace his plasma pistol with an **energy sword**.... 20 pts

Special Rules:

- Independent Character
- Stubborn
- Necessary Preparation
- Master of the Field

Sangheili Zealot

105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sangheili Zealot	7	-	4	3	3	4	4	10	4+	Infantry (Character)	1 Sangheili Zealot	13
Sangheili Acolyte	5	-	4	3	2	4	2	9	4+	Infantry		

Wargear:

- Storm zealot harness
- Energy sword
- Active camouflage

Options:

- A Sangheili Zealot may take an **individual breaching carapace**..... 3 pts
- A Sangheili Zealot may take a unit of up to 6 Sangheili Acolytes..... 40 pts/model
- A Sangheili Zealot may take a **deployment carapace**..... 35 pts

Special Rules:

- Independent Character
- Zealot
- Fleet
- Retinue
- Face Me, Coward!

Sangheili Warrior

80 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sangheili Warrior	5	4	4	3	3	3	3	10	4+	Infantry (Character)	1 Sangheili Warrior	14

Wargear:

- Storm veteran harness
- Storm rifle
- Plasma grenades
- Plasma Pistol

Options:

- A Sangheili Warrior may take an **individual breaching carapace**..... 3 pts
- A Sangheili Warrior may replace his storm rifle with a carbine for free.
- A Sangheili Warrior may replace his plasma pistol with a needler for free.
- A Sangheili Warrior may replace his storm rifle or plasma pistol with a **special weapon** or a **power weapon**.

Special Rules:

- Independent Character
- Fearless
- This Is No Time to Die

TROOPS

Unggoy Storm Lance										60 Points		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Unggoy Storm	2	2	3	3	1	3	1	5	6+	Infantry	12 Unggoy Storms	16
Unggoy Heavy	2	3	3	3	1	3	1	6	6+	Infantry		
Unggoy Imperial	3	3	3	3	1	3	2	7	6+	Infantry		

Wargear: <ul style="list-style-type: none"> Unggoy Combat Harness Plasma pistol Plasma grenades 	Options: <ul style="list-style-type: none"> May include up to twelve additional Unggoy Storms..... <i>5 pts/model</i> Any model may exchange their plasma pistol for a Needler <i>Free</i> One model may be upgraded to an Unggoy Imperial..... <i>7 pts</i> Up to five models may be upgraded to Unggoy Heavies <i>1 pt/model</i> Unggoy Heavies may each take one Power weapon. This unit may include a Sangheili Storm model (see entry for details) <i>12 pts</i> The unit may take a Phantom as a Dedicated Transport. This unit may take a deployment carapace. <i>35 pts</i>
Special Rules: <ul style="list-style-type: none"> Aim for the Big One Keep them in Line Suicide Bombers 	



ELITES

Sangheili Storm Lance

110 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Sangheili Storm	4	3	4	3	1	3	1	8	5+	Infantry	10 Sangheili Storms	14

Wargear:

- Storm harness
- Plasma grenades
- Storm rifle
- Plasma pistol

Options:

- A Sangheili Storm Lance may take an **individual breaching carapace**..... 3 pts/model
- Sangheili Storm may replace his storm rifle with a **special weapon** or **power weapon**.
- All Sangheili Storms may replace their storm rifles with carbines for free.
- All Sangheili Storms may replace their plasma pistols with needlers for free.
- A Sangheili Storm Lance may take a **deployment carapace**..... 35 pts
- Any Sangheili Storms (up to the whole unit) may take **energy swords**..... 20 pts/model

Special Rules:

- Keep them in Line

Ranger Lance

120 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Unggoy Ranger	3	3	3	3	1	3	1	7	6+	Jump Infantry	5 Unggoy Rangers	21
Kig-Yar Ranger	3	4	3	3	1	4	1	7	5+	Jump Infantry		
Sangheili Ranger	4	4	4	3	1	3	1	8	4+	Jump Infantry	1 Sangheili Ranger	

Special Rules:

- Keep them in Line
- Aim for the Big One

Unggoy Ranger

Wargear:

- Unggoy combat harness
- Plasma pistol
- Plasma grenades

Kig-Yar Ranger

Wargear:

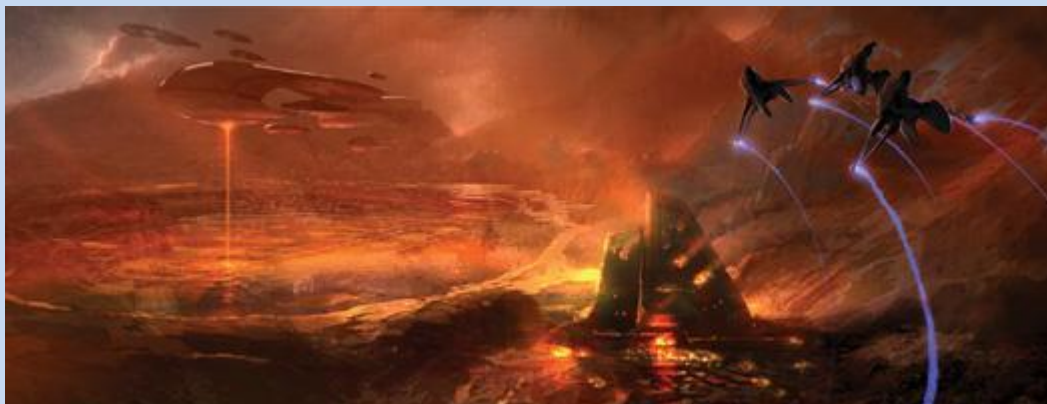
- Point defense gauntlet
- Kig-Yar harness
- Plasma pistol

Sangheili Ranger Wargear:

- Ranger harness
- Storm rifle
- Plasma grenades

Options:

- A Ranger Lance may take up to five more **Unggoy Rangers**..... 8 pts/model
- Unggoy Rangers may be replaced with **Kig-Yar Rangers**..... 5 pts/model
- Unggoy Rangers may be replaced with **Sangheili Rangers**..... 13 pts/model
- Any model may replace their plasma pistols with needlers for free.
- Unggoy Rangers may replace their plasma pistols with **fuel rod guns**.
- A Ranger Lance may take an **individual breaching carapace**..... 3 pts/model
- Kig-Yar Rangers may remove their point defense gauntlets for a discount..... -3 pts/model
- If you remove the point defense gauntlets, Kig-Yar Rangers may replace their plasma pistols with **special weapons**.
- If you remove the point defense gauntlets, any Kig-Yar Ranger may replace their plasma pistols with **carbines** or **storm rifles**..... 2 pts/model
- Sangheili Rangers may replace their storm rifle with **carbines**..... free
- Sangheili Rangers may take **active camouflage**..... 4 pts/ model
- A Ranger Lance may take a **deployment carapace**..... 35 pts



HEAVY SUPPORT

Mgalekgolo Bonded Pair

150 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Mgalekgolo	4	3	6	5	2	3	2	9	3+	Infantry	2 Mgalekgolo	22

Wargear:

- Mgalekgolo armor
- Fuel rod cannon
- Mgalekgolo shield

Options:

- A Mgalekgolo pair may take a **deployment carapace**..... 35 pts
- This unit may take a Phantom as a Dedicated Transport.

Special Rules:

- Empathic Bond
- Fearless
- Slow and Purposeful
- Smash
- Very Bulky

Wraith

65 Points

	BS	Armor				HP	Unit Type	Unit Composition	Page
		F	S	R					
Wraith	3	12	12	10		3	Vehicle (Tank, Skimmer, Heavy)	1 Wraith	23

Wargear:

- Plasma mortar
- Plasma cannon

Options:

- May take the **anti-air targeting** gear.
- May replace the plasma mortar with a twin-linked **fuel rod cannon**..... 10 pts



FAST ATTACK

Banshee Lance							90 Points	
Banshee	Armor				HP	Unit Type	Unit Composition	Page
	BS	F	S	R				
3	10	10	10	2	Vehicle (Flyer)	1 Banshee	18	
Wargear:								
Options:								
<ul style="list-style-type: none">Twin-linked plasma cannonFuel rod gun								
<ul style="list-style-type: none">May add up to two additional Banshees..... 90 pts/model								
Special Rules:								
<ul style="list-style-type: none">Aerial DodgeScout								

Ghost Lance										108 Points		
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Unggoy Ghost	2	2	3	4	1	3	1	5	4+	Jetbike	6 Unggoy Ghosts	19
Sangheili Ghost	4	3	4	4	1	3	1	8	4+	Jetbike		
Unggoy Ghost Wargear:												
Options:												
<ul style="list-style-type: none">Unggoy combat harnessGhostTwin-linked plasma cannon												
Sangheili Ghost Wargear:												
<ul style="list-style-type: none">Storm harnessGhostTwin-linked plasma cannon												
Special Rules:												
<ul style="list-style-type: none">Keep them in lineFurious Charge												
<ul style="list-style-type: none">May take up to six more Unggoy Ghosts..... 18 pts/modelMay replace Unggoy Ghosts with Sangheili Ghosts..... 10 pts/model												



FAST ATTACK

Kig-Yar Storm Lance45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition	Page
Kig-Yar Storm	3	4	3	3	1	4	1	7	5+	Infantry	5 Kig-Yar Storms	20
Kig-Yar Heavy	3	4	3	3	1	4	2	8	5+	Infantry		

Kig-Yar Storm Wargear:

- Point defense gauntlet
- Plasma pistol
- Kig-Yar Harness

Kig-Yar Heavy Wargear:

- Heavy defense gauntlet
- Plasma pistol
- Kig-Yar harness

Options:

- May take up to six more Kig-Yar Storms..... 9 pts/model
- May replace a Kig-Yar Storm with a Kig-Yar Heavy..... 13 pts
- May include a Sangheili Storm model (see profile for details)..... pts
- Any model may replace their plasma pistol for a needler for free.
- Any Kig-Yar Storm model may replace their point defense gauntlet and plasma pistol for a **special weapon**.
- If there are no Kig-Yar Heavies in the unit and all Kig-Yar Storm models have the **beam rifle**, the entire unit may take **active camouflage**.
- Any Kig-Yar Storm model may replace their point defense gauntlet and plasma pistol for a carbine or storm rifle for a discount..... -3 pts/model

Special Rules:

- Aim for the Big One
- Infiltrate
- Keep them in line

Phantom155 Points

	Armor					HP	Unit Type	Unit Composition	Page
	BS	F	S	R					
Phantom	3	11	11	11		3	Vehicle (Flyer, Hover, Transport)	1 Phantom	17

Wargear:

- Heavy plasma cannon
- Two pintle-mounted plasma cannons

Transport capacity:

16 infantry models.

- May also transport a Wraith, two Mgalekgolo or two Banshees.

Special Rules:

- Deep Strike



APOCALYPSE UNITS

This section details units that were the models made, they would be ForgeWorld exclusives. The Lich, Harvester, Plasma Turret, and Tyrant are Heavy Support units. The Shade is a Troop unit. The Seraph is a Fast Attack unit. Shades and Seraphs are playable in games of any point size while the Lich, Harvester, and Burst Artillery are only available in Apocalypse or Escalation games.



LICHES



	BS	Armor			Hull Points
		F	S	R	
Lich	3	13	12	11	34

The Type-56 Lich is the single largest deployment vehicle short of full-fledged starships that the Covenant possessed, and this holds true for the Covenant Remnant. Essentially a flying Scarab in function, Liches are also equipped with a slipspace drive for in-system jumps. The Covenant Remnant uses them sparingly due to their limited resources, but having one on the battlefield is always a game-changer.

Plasma Autocannon	S	AP	Range	Type
	D	1	96"	Heavy 2

Wargear: Plasma autocannon, four pintle-mounted heavy plasma cannons, gravity lift.

Gravity lift: Any infantry type may deploy from the Lich.

This game-changing nature comes from its horrifying effectiveness. Whenever it is deployed, opposing ground forces are almost always completely eliminated (with air forces faring similarly), resulting in little being known to non-Covenant-related forces, making it difficult to pinpoint weaknesses on it. This weakness comes from its partially exposed power core on the rear and under of the craft. The craft's major claim to fame is its deployment on Requiem. One of the Liches there managed to damage the Mini-MAC on a UNSC Mammoth, eventually being destroyed by a team of Spartan-IVs led by The Demon himself. Something requiring that level of force to neutralize has more than earned whatever respect it gets from Covenant soldiers. The Lich's primary weapon has a low rate of fire. As a result, it is primarily used as mobile cover for forces deployed beneath it.

Unit Type: Superheavy Flyer (Hover, Transport).

Transport:

Points Cost: 1250 points.

Transport capacity: 40 models.

Special Rules:

Access points: All sides.

Hovering Behemoth:

Fire points: 5 on left, 5 on right.

When being shot at, the Lich counts as a ground-based vehicle and units targeting it may use their full ballistic skill to attack. Any Ordnance targeting a unit underneath a Lich automatically misses.

HARVESTERS



The Type-58 Harvester deployed on Requiem was the first of its kind and the sole property (thus far) of the Covenant Remnant as led by Jul 'Mdama. It was constructed for the purpose of drilling through rock and metal to get to Forerunner artifacts easier.

Harvesters are called Sbalekgolo by the Covenant Remnant, and are made of the same Lekgolo worms as Mgalekgolo. Much like the Scarab, it is a large walking unit (albeit hexapodal as opposed to a Scarab's tetrapodal locomotion), armed with a plasma drill for utility and self-defense. It uses the same power core as a Lich.

The use of Harvesters has revealed glaring weaknesses in the Covenant Remnant. First and foremost, when it was damaged in a skirmish with UNSC Spartan personnel it was rendered immobile and the Covenant had to capture humans to repair it. While the UNSC knew of the Covenant Remnant's lack of engineering personnel, it was largely assumed they had at least a few Huragok to repair vital assets such as Harvesters.

The Harvester serves a purpose beyond excavation and heavy support. It also gave Jul 'Mdama an asset that humans for a time did not know how to uniquely react to like Scarabs. Another thing that separates it from the Scarab line is its size. The Type-47 V2 Scarab is just under 20 meters high. The Type-58 Harvester is estimated to be an average of 152.65 meters tall, with a resting height of 133.8 meters.

Harvesters are not transport units like Scarabs, but they do have a compliment of security personnel inside and outside of it to keep out intruders. For good reason, it is significantly easier to neutralize the Harvester from inside rather than externally damaging it.

Harvester	WS	BS	S	T	W	I	A	Ld	Sv
	6	3	10	10	10	2	4	10	2+

Point Cost: 1100 points.

Unit Type: Gargantuan Creature.

Wargear: Harvester beam, Harvester carapace.

Special Rules: It Will Not Die, Feel No Pain, Repairs Needed.

Harvester Beam	S	AP	Range	Type
	10	1	96"	Heavy 1, Melta, Harvester

Harvester carapace: This confers a 2+ armour save that ignores the Rending special rule and a 6+ invulnerable save.

Harvester: A successful hit roll from a Harvester beam multiplies into d6 hits

SHADES



One of the newest pieces of weaponry the Covenant Remnant employs is the Type-55 variation of the Anti-target stationary gun, or the Shade as it's colloquially known. Like the Lich and the Phantom that the Covenant employs, this variation of the Shade is produced by Achoem Weapons.

The benefits of this variation of Shade over its predecessors are its turning speed is greatly improved and its firing rate is considerably higher. It has a 45-degree vertical firing arc in order to counter aircraft.

The Shade employs a rapidly firing superheated plasma gun, able to take down infantry and light vehicles alike.

Point Cost: 25 points.

Unit Type: Artillery, Immobile.

Wargear: Medium plasma cannon (pg. 26).

	BS	Armor			Hull Points
		F	S	R	
Shade	User	10	10	10	2

- Options:**
- May take up to two more Shades..... 25 pts/model

PLASMA TURRETS



While not seeing extensive use during the Human-Covenant War, plasma turrets are a common sight in Keeps, Citadels, and other places that Covenant forces expect to be staying in for a long time. The heavy plasma turret is a modular piece of defense that can be outfitted against infantry, vehicle, and aircraft as needed. The Covenant Remnant only appears to have access to the heaviest of the three weight classes of the heavy plasma turret, which is a good problem to have.

Point Cost: 65 points. **Unit Type:** Automated Artillery, Immobile.

Wargear: Medium plasma cannon (pg. 26).

Heavy Plasma Turret	BS	Armor			Hull Points
		F	S	R	
	3	11	11	11	3

- Options:**
- May take up to two more plasma turrets..... 65 pts/model
 - May take **anti-air targeting**.
 - May replace the medium plasma cannon with a **fuel rod cannon**..... 7 pts/model
 - May replace the medium plasma cannon with a **plasma mortar**..... 10 pts/model

SERAPHS



The Type-31 Seraph is a teardrop-shaped starfighter known for wreaking havoc to human spacecraft through a combination of its energy shielding and high-energy plasma weaponry. It is a sturdy craft capable of flying through hurricanes on gas giant planets and still agile enough to keep pace with Longsword craft. Due to the vastness of space and its capacity to “power down” to slip past sensors, Seraphs are a rare sight from human perspectives. Seraphs are armed with heavy plasma cannons, pulse lasers, and plasma charges, all of which make strafing runs a deadly encounter for the party being attacked. Only recently have the UNSC been able to effectively counter Seraphs in a similar weight class with their new strike fighters.

	BS	Armor			Hull Points	Void Shields
		F	S	R		
Seraph	3	12	12	10	3	2

Point Cost: 200 points.

Unit Type: Vehicle (Flyer).

Special Rules: Supersonic, Strafing Run.

Wargear: Heavy plasma cannon (pg. 26), plasma charge, pulse laser.

Options:

- May take up to two more Seraphs..... 200 pts/model

	S	AP	Range	Type
Plasma Charge	9	2	-	Heavy 1, Bomb, Large Blast
Pulse Laser	9	2	60"	Heavy 1, Lance

TYRANTS



One of the most oft-used artillery pieces the Covenant and post-Covenant militaries use is the Type-38 Tyrant. It is significantly heavier and more difficult to transport than the Mantis but its higher damage output is considered a fair tradeoff. The Tyrant is not only an artillery piece; it is also a fortification unto itself with multiple levels and cover for the troops stationed there. The Tyrant is powered by a pinch fusion reactor that gives it unlimited ammunition. The cost of this is that if the reactor core is destroyed, the artillery will explode.

	BS	Armor			Hull Points
		F	S	R	
Tyrant	3	12	12	10	5

Point Cost: 90 points

Unit Type: Automated Artillery, Immobile.

Special Rules: Reactor core, Skyfire, Interceptor.

Wargear: Tyrant gun (Tyrant only).

Reactor Core	WS	BS	S	T	W	I	A	Ld	Sv
	-	-	-	4	2	-	-	-	-

Reactor core: If the Reactor Core loses its last wound, the Tyrant suffers an Explodes vehicle damage result.

Tyrant Gun	S	AP	Range	Type
	9	2	96"	Heavy 3, Melta





KILLZONE: CODEX OPERATIVES

The following section outlines a Covenant Remnant module for the fan-created skirmish-based game *Special Operations: Killzone*. This used to be found at galaxyinflames.blogspot.com and is meant for smaller games (generally 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 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 or Teleport unless the specific mission explicitly allows an exception.

Available Army List: A team may purchase individual models from the codex using only the selected entries below. Vehicles may still be purchased as outlined by the *Special Operations: Killzone* rulebook.

Sangheili Storms

Unggoy Storms

0-1 Sangheili Storm

Ghosts

0-1 Sangheili Ghost

Kig-Yar Storms

0-1 Kig-Yar Heavy

Rangers

0-1 Sangheili Ranger

Mgalekgolo



PROFILES

HQ											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Jul 'Mdama	5	5	4	3	3	3	3	10	4+	In (Ch)	24
Merg Vol	6	4	4	3	3	3	4	10	4+	In (Ch)	25
Sangheili Acolyte	5	-	4	3	2	4	2	9	4+	In	13
Sangheili Commander	5	4	4	3	3	3	3	10	4+	In (Ch)	12
Sangheili Warrior	5	4	4	3	3	3	3	10	3+	In (Ch)	14
Sangheili Zealot	7	5	5	5	3	4	4	10	2+	In (Ch)	13

Troops											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Unggoy Imperial	2	2	3	3	1	3	1	5	6+	In	16
Unggoy Storm	2	3	3	3	1	3	2	7	6+	In	16

Elites											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Kig-Yar Ranger	3	4	3	3	1	4	1	7	5+	Jump In.	21
Sangheili Ranger	4	4	4	3	1	3	1	8	4+	Jump In.	21
Unggoy Ranger	3	3	3	3	1	3	1	7	6+	Jump In.	21
Sangheili Storm	4	3	4	3	1	3	1	8	5+	In.	14

Heavy Support											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Mgalekgolo	4	3	6	5	2	3	2	9	3+	In	22

Fast Attack											
	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Unggoy Ghost	2	3	3	4	1	3	1	5	6+	Jetbike	19
Sangheili Ghost	4	3	4	4	1	3	1	8	5+	Jetbike	19
Kig-Yar Heavy	3	4	3	3	1	4	1	7	5+	In	20
Kig-Yar Storm	3	4	3	3	1	4	2	8	5+	In	20

Vehicles							
		Armor					
	BS	F	S	R	HP	Unit Type	Pg
Banshee	3	10	10	10	2	Fl	18
Phantom	3	11	11	10	3	FL, T, H	17
Wraith	3	12	12	10	3	T, Sk, Hv	23

Weapons				
Weapon	Range	S	AP	Type
Beam Rifle	48"	X	4	Heavy 1, Sniper
Carbine	30"	4	6	Rapid Fire
Concussion Rifle	18"	4	6	Assault 1, Blast, Concussive
Energy Sword	Melee	User +1	2	Melee
Fuel Rod Cannon	48"	8	2	Heavy 1
Fuel Rod Gun	36"	7	4	Heavy 1, Blast
Heavy Plasma Cannon	36"	6	4	Heavy 3
Medium Plasma Cannon	36"	5	5	Heavy 5
Needler	18"	3	-	Assault 1, Rending
Plasma Cannon	36"	5	5	Heavy 3
Plasma Grenade	Melee	4	3	Haywire, EMP
Plasma Mortar	48"	8	2	Heavy 1, Blast
Plasma Pistol Standard Charged	12"	3 4	- 5	Pistol, twin-linked Pistol, EMP, twin-linked
Storm Rifle Standard Charged	18"	3	6	Assault 2 Assault 3

“THEY’LL BE BACK. THEY’RE LIKE THE FLOOD. THEY EXPAND TO FILL EVERY AVAILABLE SPACE. THEY DEVOUR EVERYTHING IN THEIR PATH. EXCEPT THEY CAN PLAN AND WAIT, AND PERSUADE OUR MORE GULLIBLE BROTHERS WITH CLEVER ARGUMENT, WHICH MAKES THEM EVEN MORE DANGEROUS.”

AUTHOR'S NOTES

Welcome to the author's notes section. I am your host, Lord Radical. I suppose I should start with why I'm doing this stupid thing in the first place. A friend of mine linked me to the website 1d4chan's Halo page thinking I would get butthurt over the low stats the Spartan IIs had in-game as defined by "experts". He was half-correct. I was butthurt by the stats. However, I read through the rest of the page and noticed that while the people who wrote the page (completely justifiably) said that many a Halo fan have unhealthy butt love for the franchise, the Warhammer fans who made the page were equally guilty of said butt love towards Warhammer 40,000 without any acknowledgement of the hypocrisy. I don't care what the Emperor promised you, a Spartan laser is more deadly than a hotshot lasgun. S4 AP4 my ass. Since then, the page has been overhauled and is a little more fair to the franchise. Treating Halo the same as Marathon (also found on 1d4chan) is perfectly fine by me. I wish they'd expand on the page a little more, though. Not with Spartan stats or whatever, but with the new history stuff. Covenant Remnant, Prometheans, that stuff.

It was then that I set out to see if other people had made Codexes of various other settings (Halo, Starcraft, Starship Troopers, Mass Effect, etc.). I never found many, but I did find two or three UNSC Codexes and one or two Covenant Codexes. I found all of them unsatisfactory. Either they were broken (WS 4 BS 4 UNSC Marines, ha) or too weak (Spartan IIs having a 4+ armor save being the most common one). On top of that, all of them were out of date, the most updated one being at around the time of Reach's release and there was only one in that variety that I could find. "So," I thought, "I'll make my own!" And so I did. I don't know how long it took, but I'm guessing it was upwards of 120 hours to research, gather images, write out sections, stat units, stat weapons, decide what weapons the Covenant Remnant should have and what should be left for the Elites to give them their own identity, and anything else I couldn't think of to put here that went into this Codex. You may be thinking "Yours is going to be out of date soon enough, Radical. What makes you special?" To which I say, nothing. I'm not special. BUT, I want to keep this supported.

Finally, I wish to thank you, the readers, for reading my crappy Codex. I'm sure there's something I didn't put in that you wanted or you disagree with me on a stat or point value, but I made this with the best of my knowledge of Halo and understanding of Warhammer 40,000. I plan to at some point make Codexes for Brutes, Elites, Flood, Insurrection, ONI, and Sentinels. I'm thinking of doing the Flood Codex next, then Sentinels, and seeing where things go from there.

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.

Warlord Traits: Servant of the Abiding Truth and Hand of the Didact are ones I knew I had to put in. Like Spartans Never Die, I put the name and then came back to put down what the actual traits are.

Army special rules: This is a weird force. The Covenant Lance system of troop formation is just freakin' confusing in general when you want a standardized force like I do for this. So things are pretty simplified but I think I kept their capacity for variety high enough to feel like a Halo game.

Sangheili: Remember when Kroot were awesome? S4? Remember that? Remember those days? I'm a Tau player and I was piiiissed when they got the downgrade to S3, and Elites are a return to form for me.

Unggoy: Grunts suck. I'm pretty sure I made them suck sufficiently.

Ghosts: I anguished on whether to make them vehicles or jetbikes, and just flipped a coin at the end. They get furious charge from that turbo boost, in case you were wondering.

Weapons: The plasma weaponry makes things difficult. The weakest plasma weapon in 40k is S5 AP 5, and that's way out of a plasma pistol's league. It took forever to decide how a charged profile should work, but I think this works out.

Energy shields: God dammit this was a chore. I think what I put down for their protective ratings is representative of what dudes with old (but good) and new but shitty equipment can get.

Jul 'Mdama: Dude's the Didact's Hand. I think this makes him look like the Didact's Hand.

Lich: I know, I know. That thing is a monster. Thing's twice the size of an Emperor Titan! Give me a break! I think that makes its structural integrity comparable.

Harvester: Again. I know. This thing is absurd. But it's a worm colony cyborg that's two and a half to three times the height of an Emperor Titan when deployed that has a plasma drill meant to quickly melt mesas. It's like a giant Hierophant that doesn't regenerate nearly as fast and the invuln save remains shitty. I think the points are fair.

AUTHOR'S NOTES

Halo created by Bungie

Warhammer 40,000 is created and owned by Games Workshop

Halo is owned by Microsoft

Codex: Covenant Remnant created by Lord Radical

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 |

Copyright ©Halo, Master Chief, Covenant, Covenant Remnant, Flood, UNSC, the foregoing marks' respective logos, weaponry, and all associated marks, logos, creatures, character, races, and race insignia/devices/logos/symbols, vehicles, locations, weapons, Soldiers, and Soldier insignia, products, and Illustrations from the Halo universe and entertainment series are either ® ™ and/or © Microsoft. This is not a published form of media, and is not registered for purchase or for sale. This edition published has not been paid for or sold in any way, and is free to the public by download. This is a fan project that is not, in any way, affiliated with, Bones, 343 Industries, Microsoft Studios, Microsoft, or Bungie. All rights reserved to their respective owners. No part of this publication may be reproduced physically, sold, or redistributed physically, without the prior permission of the publishers or respective owners of the used material.

Copyright © Warhammer 40,000 is owned by Games Workshop.

Used without permission. No challenge to the status Bungie, Games Workshop, or Microsoft's intellectual property is intended and All Rights Reserved to the respective owners.

This is *NOT* a Games Workshop, Bungie, or Microsoft product. Nor is it for any sort of monetary gain.

IMAGE CREDITS

All images, unless otherwise noted here, are from official sources such as but not limited to, Bones, Bungie, Dark Horse Comics, Ensemble Studios, Games Workshop, and TOR Media Tie-In. Halo-related images found at Halo Nation and Halopedia. Games Workshop-related images found on Google images.

Page 5 image- "Covenant Patrol" by dannybob. Found at Deviantart.com

Sangheili Zealot- "Halo Elite with Energy Sword" by pandemonium. Found at Deviantart.com

Sangheili Storm- "Sangheili (Part Ten: Final)" by Kodaic. Found at Deviantart.com

Unggoy Storm- "Grunt 400" by pandemonium. Found at Deviantart.com

Banshee- "The Planet is Lost" by ghilliedninja. Found at Deviantart.com

Mgalekgolo- "Hunter 400" by pandemonium. Found at Deviantart.com

Page 31 image- "Contingency Covenant Station" by cryoprime. Found at Deviantart.com

Page 32-33 image- "Cote D'azur invasion" by tdsipiral. Found at Deviantart.com

Page 41 image- "They say we never die" by lorddoomhammer. Found at Deviantart.com

Page 44 image- "Halo Fistful of Arrows 58 59" by levihoff. Found at Deviantart.com

Seraph- "Halo Reach Full 2012" by darkneshasfallen. Found at Deviantart.com

Page 51 image- "Covenant Remnant" by tdsipiral. Found at Deviantart.com

Page 52 image- "Jackal 400" by pandemonium. Found at Deviantart.com