

THE COVENANT

2



HUMANOID

CHARITY PRIME

TEM: 05 ATS: 06 HY: 07

AIX Statistics

AG: 95 IN: 34 XE: 02

TECH LEVEL 10

Government

Totalitarian (Religious)

Physical Traits

Aggressive (+1)

Social Traits

Fast Drive Systems (+3)
Incompetent Scientists (-2)

Starting Resources

No additional resources

Total Benefits & Penalties

Ground units receive a +1 Attack Bonus

All ships built by empire are considered Fast Ships; -2 scenario length modifier to Pursuit scenarios which they are pursued

Maintenance increased by 5% (round up) (ex: $63 * 105\% = 67$ EP)

All opposing Intel missions have their Difficulty increased by 1

+20% bonus to all attempts at breaking treaties

Trade income reduced by 10% (ex: $7 * 90\% = 6$ EP)

Tech advancement requirements increased to 70% of total domestic product

Negative morale effects are doubled

NPE Modifiers

None

The Covenant is an extremely religious conglomerate of several different races. They are governed by the theocratic Prophet Hierarchs and advised by a High Council which is split into 3 different sections: the Council of Concordance, the Council of Doctrine and Deed and the Council of Masters. The council of Doctrine and Deeds is the elite section of the caste and offers advice on military tactics and strategy. The Council of Concordance's job is to advise on how to keep harmony and peace within the Covenant. It is the duty of the Council of Masters to provide advice on matters of engineering and construction.

The Covenant worships the Forerunners, an unknown ancient race who have left behind many artifacts and technologies. There is speculation that several races of the Covenant are actually descended from the Forerunners, but thus far this is entirely unsubstantiated. The Covenant recruited other races around them. Extraordinary crises, such as the Taming of the Hunters, and the Grunt Rebellion almost destroyed the Covenant but were resolved by the first Arbiters.

The Prophets, aided by the Engineers, discovered more about the Forerunners including a myth about the Halo Installations and used Forerunner technology to launch their industrial revolution in which their militarily technologically superior civilization developed. The Prophets believe that when the Halos are activated the Covenant will embark on a "Great Journey" that will propel them into the "Divine Beyond", a heavenly paradise they will share with the Forerunners. Finding and activating the Halos is a prime goal of the Covenant.

When the Covenant first came into contact with Humanity at the planet Harvest, they regarded the human forces and the expansion of the United Nations Space Command as an affront to the Forerunner gods and waged a 30-year religious war that destroyed almost every world colonized by humans. Even the battles won by the UNSC's advanced Spartan soldiers were unable to slow the advance of the Covenant.

Technology

The Covenant is imitative rather than innovative. Their technology is largely stolen from left over Forerunner artifacts. Weaponry is largely energy (plasma) based and their vehicles are capable of hovering and boosting. While Covenant technology is far better than humanity's, the Covenant is ignorant of how precise or powerful their technology truly is. Covenant engines, for example, are more precise and faster than a Human engine, but the Covenant utilizes them far short of their true potential. This is due to the fact that they are afraid to defile their ancient technologies, which were largely copied from the Forerunners. In some cases Covenant understanding is actually less advanced than Humans.

Military

The Covenant maintains one of the largest military forces in the universe; their technology is much more advanced than that of humans and most of their citizens are armed. The Covenant military uses a rank system indicated by the color of their armor (Elites, Grunts) or shields (Jackals) or by any kind of armor they're wearing (Brutes). Not included in the rank system are the Hunters and Drones. The strength of any Covenant soldier differs by rank: high-ranking soldiers are stronger than their lower-ranking counterparts, due to improved equipment and training.

The Covenant

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
High Charity	-	SJ	60	6/1	60	0	24	40	20	12	-	Unique	Y	N	Diplomatic, Factory (12) Passengers (40)
Armageddon Command Ship	2066	JG	26	6/2	20	32	12	18	8	6	2	Rare	Y	N	Command, Shields (4)
Rapture Assault Cruiser	2058	BB	17	3/2	16	17	8	14	4	6	4	Common	Y	Y	Assault, Shields (3)

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Inquisitor Battle Cruiser	2081	BC	10	3/3	11	12	5	9	3	2	2	Uncommon	Y	Y	Fast Ship, Shields (2)
Invincible Glory Command Cruiser	2070	CA	8	3/3	11	12	7	10	3	2	1	Common	Y	Y	Command, Shields (2)
Revelation Cruiser	2066	CL	6	2/4	9	8	5	7	2	1	-	Common	Y	Y	Shields (2)
Salvation Escort Cruiser	2057	CL	6	2/4	9	5	7	7	2	3	-	Common	Y	Y	Shields (2)
Hope Torpedo Cruiser	2053	CL	6	2/4	8	11	3	7	2	-	-	Common	Y	Y	Ballistic, Shields (1)
Glory Command ship	2050	CA	7	3/3	10	10	6	9	3	2	1	Common	Y	Y	Command, Shields (2)
Abstinence Light Cruiser	2044	CL	5	2/4	8	8	4	7	2	1	-	Common	Y	Y	Shields (1)
Judgment Battle Cruiser	2042	BC	9	3/3	12	12	6	9	3	4	2	Uncommon	Y	Y	Gunship, Shields (2)
Heretic Assault Cruiser	2033	CL	5	2/4	8	6	6	7	2	-	3	Common	Y	Y	Assault, Shields (1)
Baptism Command Ship	2031	CL	5	2/4	8	7	5	8	2	1	-	Common	Y	Y	Command, Shields (1)

Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Arch Angel Carrier	2055	CVA	12	3/2	13	11	6	9	3	12	4	Uncommon	Y	Y	Carrier, Shields (2)
Resurrection Carrier	2028	CVL	6	3/4	8	4	4	7	2	6	2	Common	Y	Y	Carrier, Shields (1)

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Innocence Missile Frigate	2062	FF	4	1/6	4	7	2	4	1	-	-	Common	Y	Y	Ballistic, Shields (1)
Faith Escort Frigate	2058	FF	4	1/6	4	0	6	4	1	-	-	Common	Y	Y	Shields (1)
Wrath Torpedo Destroyer	2057	DD	5	2/4	5	9	4	5	2	-	-	Common	Y	Y	Ballistic, Shields (1)
Retribution Destroyer	2054	DD	5	2/6	5	4	5	5	2	-	-	Common	Y	Y	Shields (1)
Penance Destroyer	2050	DD	4	2/6	4	5	4	5	2	-	-	Common	Y	Y	Shields (1)
Grace Frigate	2046	FF	3	1/6	4	4	3	4	1	-	-	Common	Y	Y	Shields (1)
Testament Corvette	2042	CT	2	1/8	2	4	3	3	1	-	-	Common	Y	Y	Shields (1)
Atonement Frigate	2027	FF	3	1/6	4	3	4	4	1	-	1	Common	Y	Y	Shields (1)
Repentance Corvette	2025	CT	2	1/8	2	3	3	3	1	-	-	Common	Y	Y	Shields (1)

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Prophet Advanced Scout	2060	ECA	11	3/2	9	8	5	8	3	2	-	Uncommon	Y	Y	Scout (4), Shields (2)
Messiah Scout	2031	ECA	9	3/2	8	6	4	7	3	1	1	Uncommon	Y	Y	Scout (3), Shields (1)
Charity Supply Vessel	2011	FT	5	2/4	6	1	2	4	2	-	1	Common	Y	Y	Shields (1), Supply (3)
Sanctity Fleet Tender	2003	DD	6	2/6	7	1	3	4	2	-	1	Common	Y	Y	Shields (1), Field Repair (3)
Forgiveness Cargo Hauler	1904	FT	3	2/4	6	1	2	4	2	-	1	Common	Y	Y	Shields (1), Supply (1), Tug (1)

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Phantom Troop Carrier	2056	ASH	1/2	1/6	5	1*	2	-	-	-	-	Common	N	Y	
Seraph Fighter	2052	HF	1/2	1/8	3	2*	3	-	-	-	-	Common	N	Y	
Boarding Pods	2031	BP	1/2	1/8	4	0*	0*	-	-	-	-	Common	N	N	Direct Assault (1)
Apparition Dropship	2027	ASH	1/2	1/6	4	1*	2*	-	-	-	-	Common	N	Y	
Banshee	2025	LF	1/4	1/12	2	1	2*	-	-	-	-	Common	N	Y	

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	1	1	0	1	
Grunts	-	1/2	1/4	2	1	0	2	
Elites	-	2	1/3	3	3	d4	3	Marine
Mechanized Elites	-	3	1/2	4	2	d4	4	Marine
Brutes	-	2	1/3	3	4	d3	4	Marine

Suggested Initial Campaign Date: 2050