

BEYOND THE GATES OF

ANTARES



Beta Edition



Beta Edition

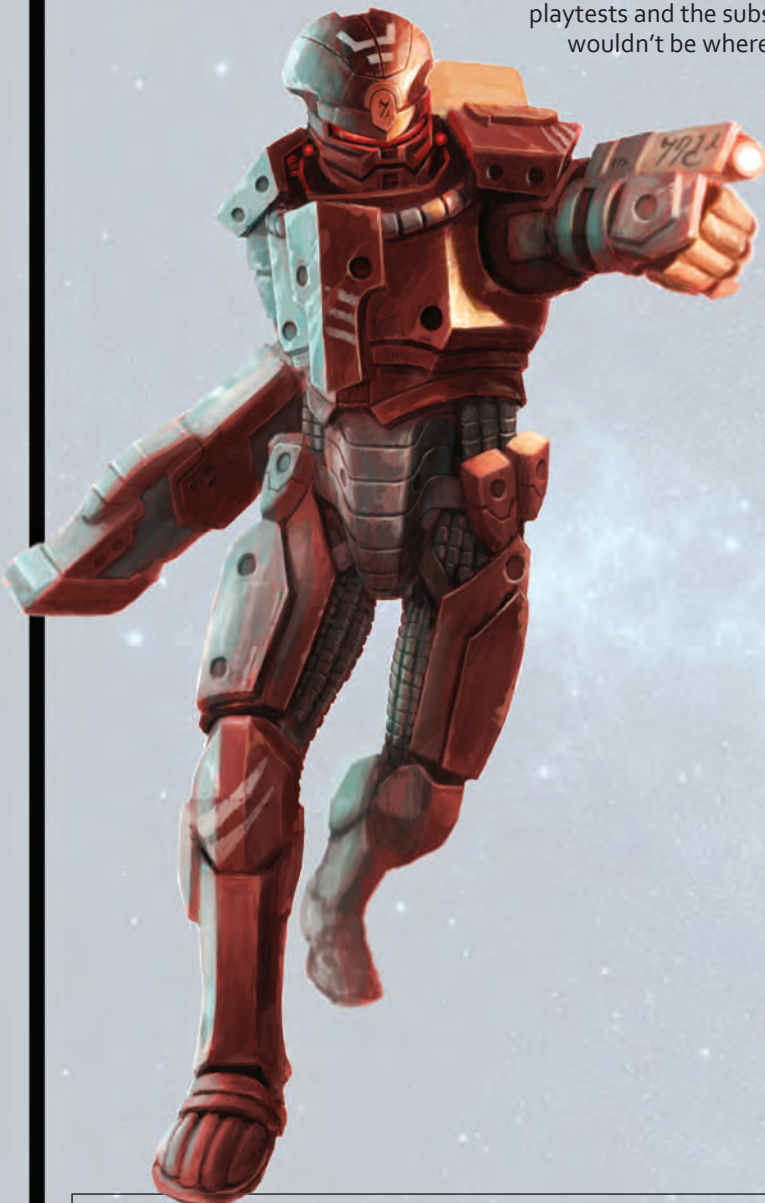
This is a pre-release version of the core system for the forthcoming Beyond the Gates of Antares rule set. We usually just call it the Antares game in the interests of saving space, time and ink. Up until now an early Alpha version of these rules has been available to players taking part in the Antares playtesters forum. Since producing the Alpha version we've been working to refine the core rules and get everything ready for the wider gaming public. That is what we have here – our Beta Edition.

The Beta Edition is still a way off from a complete game, but it has all the essential elements needed to play using the sample forces described. As such it includes rules for infantry combat and various support weapons of different kinds, but it does not as yet cover vehicles, buildings or provide complete rules for terrain. Rules for terrain are given in functional terms – rather than defining every kind of possible scenic feature – but we feel this will present few problems to gamers of any experience.

Lastly – I'd just like to personally thank everyone who has contributed to our original closed playtests and the subsequent Alpha playtesting, without whose valuable input we wouldn't be where we are today. I'd particularly like to mention Andrew Chesney

who has coordinated our efforts at Warlord Games and taken part in most of our games, Nick Simmerson who has joined us most weeks and contributed many great ideas to the mix, and sculptor Wojtek Flis who has not only realised many of our Antarean warriors as models, but also contributed many innovative rules ideas and a good deal of enthusiasm. Thank you.

Rick Priestley, October 2014



Playing a game

The Beta Edition provides all the rules needed to play a game using the forces described in the sample armies. As such it includes rules for infantry combat and various support weapons, but it does not as yet provide complete rules for vehicles or large machines.

Rules for additional types of troops, vehicles, terrain and much else besides are under development and will be available to download from the Warlord Games Beyond the Gates of Antares forum for those who wish to try them out.

The Different Forces

We have worked out sample armies for all the forces described in this edition. Players can reduce or add to these by dropping or adding further units to make forces that are smaller or larger. Although this 'point value free' method was initially chosen as a pragmatic solution prior to developing proper army lists, it's something we've rather come to enjoy as a welcome break from endless calculations and the minutiae of points values... perhaps that's just us!

Additional and expanded sample armies and developmental lists will be available to download from the Warlord Games Beyond the Gates of Antares forum when they are ready.

Written by Rick Priestley

Artwork: Phil Moss

www.warlordgames.com

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The Antares model range

Models for the Antares game can be purchased from Warlord Games and all good hobby stores throughout the galaxy. Models will be released in batches when they are ready beginning November 2014. The first releases will cover the sample armies described. At the time of writing we have much more in development and it is fondly imagined these will be released throughout 2015.

Plans for the future

We are working on all of the forces described in the background section as well as a new series of aliens, various vehicles and more drones. We are also planning to make additions to the existing forces that will enable us to build variant armies for the Concord, Isorians and so on. Once we are ready we plan to publish the game as a rulebook and release our first plastic troopers and vehicles.

Where can I find out more?

You can find more about the Beyond the Gates of Antares Game and universe on the Warlord Games website, www.warlordgames.com, where you can also download additional material for the game and – hopefully – watch us demonstrating the game and showing you some of our work in progress.

Setting up a game

An introductory scenario is included to give an idea of how games can be set up and played, and how to establish winners and losers.

As astute readers will probably have guessed by now, we'll also be adding more scenarios for you to download from the Warlord Games Beyond the Gates of Antares forum at:

www.gatesofantares.com

Only energy-starved and impoverished worlds continue to use the ancient methods of plastcrete moulding and form extrusion to build material structures. For the most part, human worlds enjoy a comparable and practically universal technology that allows almost anything to be built from hyper-core materials and a nano-field frame structure. Constructor drones build an invisible three-dimensional field template, which serves as a base upon which hypermats are fused from HMC cores of various types. Structures miles high can be built in this way without human involvement, from sky pylons to habitation blocks, aerial roadways and transmat arrays. Gravity defying structures are commonplace, internal suspensors holding buildings aloft, and construction is so simple that unfashionable or tired buildings can be effortlessly remade by reconstructing their material cores and using the same HMC to build anew.



The Universe of Antarean Space

The Seventh Age

Humanity has spread throughout space, to new worlds and distant galaxies, to places and realities undreamt of by our distant ancestors. Interplanetary civilisations have flourished and fallen six times over, collapsing and rising anew over countless centuries. Humankind's first home – the planet Earth – was destroyed long ago during the forgotten wars of the Prime Imperia. Of humanity's early history, the colonisation of space, and evolution into numerous and diverse species, little is now remembered. Today is The Seventh Age: the last and greatest age of humankind.

Antarean Space

No one knows for sure how many worlds are inhabited by humans and the new species evolved from humans – the diverse race of homo pansapiens or 'pans'. Countless free and independent worlds are home to their own human populations. Other worlds are part of larger inter-stellar societies. These widely scattered planets are all connected by means of a vast and intricate network of spacial wormholes. These wormholes make space travel practical, facilitating trade, communication and governance over enormous inter-galactic distances. All known wormholes intersect at one huge nexus, a colossal inter-dimensional machine that we recognise



as the star Antares. In reality Antares is no ordinary star, but a construct of the archaic and long-vanished race known as the Builders. It is from this unimaginably huge machine that we derive the description Antarean Space –encompassing all the many worlds connected by the Antarean wormhole network.

The Concord

The largest and most powerful civilisation of the Seventh Age is The Panhuman Concord comprising almost a quarter of all the human worlds of Antarean space. The ruling elites of this society are New Humans or NuHu. Hyper-intelligent, tall, and eerily androgynous, the NuHu are the undisputed Mandarins of the Panhuman Concord. They are very few in number and spread thinly amongst the vast population of the Concord. What makes the NuHu different from other humans is that they have co-evolved with the sentient integrated machine intelligence – or IMTel - that controls all aspects of Concord society. They are its living symbiotic component, simultaneously masters and slaves of an all powerful, benign technocracy. All worlds of the Concord are encased in a nanosphere – a cloud of nanorobotic machines that acts as a universal medium of communication and micro-energy transference. By this means worlds and ultimately the whole concord is run and directed by the data-driven machine-minds of the IMTel and its NuHu Mandarin elite.

The military of the Panhuman Concord is organised and directed by a branch of the IMTel called the Concord Combined Command – otherwise known as CoCom or more commonly as C3. The Concord responds to threats against it with logical ruthlessness, organising and dispatching heavily armed forces throughout Antarean space. C3 Strike Units are recruited amongst all the varied human worlds that make up the Concord. Strike troopers are equipped with heavy-duty plasma weaponry and protected by hyper-light shielding, the most advanced weaponry in all of Antarean space. They are supported by NuHu agents, and the entire and considerable resources of the Concord IMTel.

The Isorian Shard

In ages past the world of Isori stood at the forefront of human civilisation, renowned throughout all of Antarean space for its pioneering dimensional research, its vast fleets and its unrivalled prosperity. According to Isorian legend, the planet was amongst the first of Earth's settlements, the first to be fully terraformed, and the first to establish its own colonies independently of Earth itself. Today the worlds of the Isorian

Shard are second only in number to those of the Concord. Both civilisations emerged from the ashes of the Sixth Age. Both are integrated machine societies ruled by cerebral NuHu elites. Yet the two cultures are irreconcilably opposed due to a strange quirk of fate that created a root incompatibility in their respective machine based IMTel.

With the temporary collapse of the Antarean gate network at the end of the Sixth Age, the world of Isori endured a long period of isolation. Over the following centuries the Isorians explored local space using advanced near-light speed spacecraft. They discovered and then fought an inter-stellar war against an alien race called the Tsan Kiri. The Isori eventually triumphed, but during the long war the Isorian IMTel absorbed a portion of their enemy's silicon-based organic technology. When the Isorians re-established contact with the rest of Antarean space, their IMTel had become so distinct that the two forms – or shards as individual iterations of the IMTel are called – failed to recognise each other. They had become incompatible.

The Shard's most important NuHu rulers comprise the Isorian Senatex, and its NuHu officials are called the Senatexis. The Isorians share a great deal of the same technology as the Concord, but some of their Tsan Kiri derived weaponry is unique. Like Concord Strike Units, Isorian Phase Troopers are armed with plasma weapons, but instead of hyper-light shields they employ space warping phase armour. Their ability to merge biological with technical equipment gives Isorian troops a distinct and immediately recognisable appearance.

The Algoryn Prosperate

There are millions of independent human worlds belonging to small, self-governing empires or federations. Some of these societies are relatively primitive whilst others are as technologically advanced as those of the Concord and Isorians. The Algoryn Prosperate is one of the larger and amongst the most advanced of these independent federations. It is unfortunate to lie upon the Antarean borders of three great rivals: the Panhuman Concord, Isorian Shard and Ghar Empire. Whilst the Concord and Isorians ultimately pose the greatest long-term threat to Algoryn independence, all three civilisations benefit from peaceful trading contact. The Ghar, however, are implacable foes: evolved from genetically engineered slave-soldiers in ages past. The Algoryn and Ghar have been engaged in unremitting warfare for hundreds of years.

Hansa Nairobi of the Freeborn is a notorious Mercenary Commander and Adventurer – the best in all of Determinate space in the opinion of many CoCom Agents. Hansa himself would certainly agree with them: sometime gunrunner, revolutionary leader, military commander, trader in the esoteric and dealer in secrets, his reputation alone is worth a battalion of assault troopers.

Ever prepared for a fight, Hansa carries a light compression carbine – a deadly if notoriously demanding weapon – together with a hefty plasma pistol for when the fighting gets up close and personal. The cylindrical packs attached to his battle armour carry slinger grenades: tiny, powerful explosive charges that can be set or hurled as required. The armoured panels on Hansa's suit are fitted with Concord manufactured hyper-light shield generators powerful enough to deflect practically any missile.



As a result of this unending battle for survival, every aspect of Algoryn warrior culture is focused upon martial endeavour. Every citizen is a warrior in a society where service and duty override everything else, and where the greatest honour of all is to serve in the elite Armoured Infantry. Strict segregation of caste and gender is a characteristic trait of Algoryn society and military. Engaged in constant warfare for hundreds of years, the Algoryn are naturally amongst the most battle-hardened troops in all of Antarean space.

The Prosperate's homeworld of Algorya lies at the centre of twelve substantial colonies, numerous outposts, several staging planets and a few allied worlds occupied by other panhuman species, which altogether comprise the mutual trading and defence pact called the Prosperate. The Algoryn themselves are panhumans of distinctive appearance. They lack hair upon their heads, which are instead covered with crest-like keratinous growths. Similar nodules of keratin form a thick scaly layer upon their necks, shoulders and forearms. This dense protective layer shields the Algoryn against the harsh rays of the twin suns of Algor, which periodically bathe their home planet in dangerous levels of heat and radiation.

Algoryn troopers are less lavishly equipped than the Concord's shock troops or Isorian Shard phase troopers, but their weaponry is practical and effective, honed by years of warfare like the Algoryn themselves. Troopers are generally armed with mag guns, with only a few carrying heavier plasma based support weapons. Algoryn troops are protected by reflex shields mounted upon metallic plates: a useful general-purpose armour that is both sturdy and reliable.

The Boromite Labour Guilds

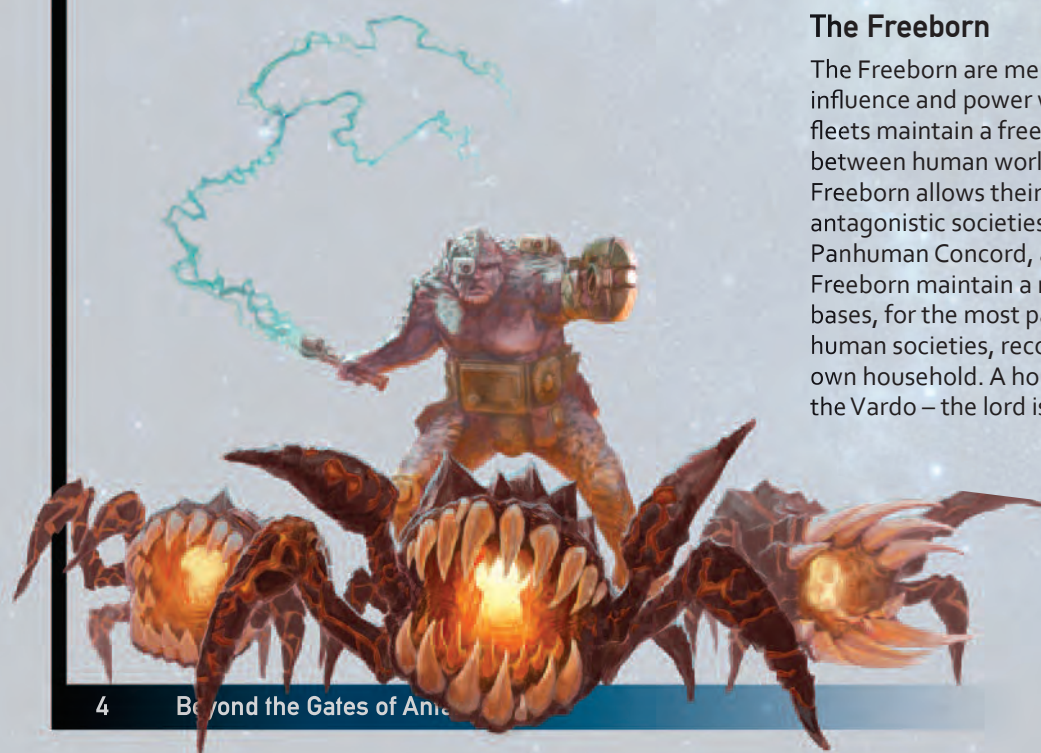
The Boromites are an extreme physical morph amongst panhumans. At some time in the past their ancestors were bio-adapted to live and work upon asteroids with thin atmospheres, low gravity and extreme temperatures. They are able to endure hostile environments more easily than any other human, and are amongst the toughest and most unusual looking of all the countless human morphs. They have thick, gnarly hides covered in horny nodules. Boromites

originated in the mining colonies of Borom where a rocky asteroid belt extends around the system's star in lieu of other planets. Today the Boromites have spread through Antarean space and live upon many worlds within the Panhuman Concord, the Isorian Shard, and beyond. They have no permanent settled worlds of their own, but form an itinerant work force with a strong cultural identity and secretive customs based upon their many Guilds. They avoid becoming absorbed into the societies they live amongst because they are almost invisible to the sharded IMTels of societies such as the Concord and Isorians. They remain almost entirely apart from regular society, a reclusive, insular and self-governing sub-culture wherever they happen to be.

Although they are spread throughout Antarean space, Boromites maintain strong contacts with each other via the trading networks of the Freeborn. Boromite labour gangs are but one of the many human services traded by the Vardos. Occasionally, Guilds will band together to fight, most likely to secure some mineral rich planet or scavenge some lucrative wreck or abandoned facility. Boromite forces are based upon their work gangs, generally speaking extended families, which belong to competing labour Guilds. Guilds are organised for self-protection and held together by insoluble ties of honour and obligation. The leaders of these Guilds, the secret core at the heart of the extended clan, are aged and much feared matriarchs. Amongst Boromites it is the womenfolk who head up the families and whose word is law. In some respects Boromite Guilds have all the hallmarks of organised criminal gangs, and are behind many of the subversive activities throughout Antarean space. Rival Guilds sometimes get involved in turf wars. Vendettas between old enemies can last for generations, but all will close ranks in the face of a common foe – which is pretty much everyone else as far as the Boromites are concerned. Their hardiness and determination make them highly valued mercenary fighters. Boromite gangers can be armed in almost any fashion, but they uniquely make use of weapons developed from mining tools including mass compactors and frag borers. Reflex shielding is common and the metallic nodes that support the reflex armour field are often fixed directly into the wearer's thick hide.

The Freeborn

The Freeborn are merchants and traders, pursuers of wealth, influence and power within Antarean space. Their numerous fleets maintain a free-flow of commodities and technology between human worlds and beyond. The neutral status of the Freeborn allows their ships to travel easily between antagonistic societies such as the Isorian Shard and Panhuman Concord, and the Ghar and Algoryn. Although the Freeborn maintain a number of hidden worlds as supply bases, for the most part they stand aside and apart from other human societies, recognising no masters but the lord of their own household. A household and its ruler are both known as the Vardo – the lord is the household and the household is its lord. The Freeborn themselves are the Vardari – the people of the many Vardos of Antarean space. Each household comprises a vast fleet that plies its trade between groups of worlds. The ownership of these trade routes is in part hereditary and the



source of every Vardo's wealth. When routes become contested, rival Freeborn will go to war, as happened between the Oszon Mercantile League and Ky'am Freetraders. Feuds between the Vardari are deeply felt family affairs and matters of honour. Feuds can last for generations and are rarely forgotten even after hundreds of years have passed. Relationships between the households are complex and are often settled by intermarriage between ruling families, political arrangements made between one Vardo and another.

The Freeborn don't just deal in commodities and knowledge, they also deal in human services, including those of mercenary fighters. These mercenary soldiers are recruited, trained and equipped by the Freeborn from amongst the more primitive worlds of the Determinate and the Spill. When a Vardo goes to war its forces are made up of both Vardari and mercenary troops. Freeborn have access to all the weapons and armour of Antarean space, but, with an eye to cost and practicality, tend to favour mag guns and reflex shielding as basic equipment. Amongst the ruling family and their close relatives anything goes, from expensively re-sharded Isorian phase armour to compression carbines and all manner of alien exotica.

The Ghar Empire

The Ghar live only for conquest, expending their entire energies on war and enslaving other human species they defeat. This savage race is descended from genetically adapted slave soldiers, though when or why they were created is a mystery. The Ghar themselves have little interest in such matters. They rule over a sizeable empire that borders against the Algoryn Prosperate, with whom they have been at war for many centuries. Neither the Panhuman Concord nor Isorian Shard have ever taken much interest in the Ghar, possibly because Ghar culture is relatively primitive. Ghar worlds are heavily shielded against nano-based technologies. The Ghar themselves are small, repulsive creatures with hunched torsos, and spindly arms and bow legs – but they are rarely seen out of their huge, armoured battle suits. They are cruel and sadistic, intolerant of failure, and will cast out individuals who fail to achieve the tasks set by their overlords. These outcasts, those who are not killed horribly to serve as a lesson to others, are reduced to the most demeaning and dangerous roles imaginable. Stripped of their protective armour, and carrying only the most primitive weapons, they may be forced to fight on the battlefield as 'expendable' scouting forces or merely to distract the enemy.

In battle Ghar warriors wear armoured suits that conceal their physical appearance and endow them with great strength and endurance. They will happily adapt weapons captured from the enemy or produced by slaves in their numerous armaments factories. The Ghar make nothing themselves, but mercilessly exploit their slave labourers to produce whatever they need to pursue their bloody wars. What they cannot make they trade with the few Freeborn households that will deal with them. Even the most profit-minded amongst the Vardari prefer to keep such dealings under wraps.

The Determinate

The Determinate is the name commonly given to all the advanced independent system-based societies of human space that exist beyond the Panhuman Concord and Isorian

Shard. These worlds are not united in any sense, and many, such as the Algoryn and Ghar, are outright enemies. Many of these planets fear they will be swallowed by the ever-expanding Panhuman Concord or Isorian Shard. Thousands of planets have been absorbed in this way: others continue to resist. It is an unceasing war against an uncaring opponent – a foe without hatred or fear – an unfeeling intelligence that recognises neither boundaries nor cultural identities. Many neighbouring worlds of the Determinate work together to fight against either Concord or Isorian forces, to protect their outlying colonies and to destroy scouting fleets.

The Spill

The Spill is the ancient name for the entire Antarean diaspora, the great movement through space of the human race at the dawn of the age of exploration. The Spill encompasses all worlds where humans live, whether they are currently connected to Antares or not, and regardless of whether they are advanced societies, brutish savages, or even degenerate mutants. The Spill is simply all humans everywhere – including those worlds that have been lost or which remain to be rediscovered. Exploring Antarean space to uncover new and lost human worlds creates great rivalry, and is one of the chief causes of conflicts between different civilisations.

Aliens

Humans are not alone in Antarean space, many worlds are home to unique alien species. There are numerous alien civilisations spread over many worlds just as there are human federations and empires. Amongst these species are the Vorl. The Vorl compete with the Concord and Isorians to explore new worlds and to build new colonies. The Vorl are prone to fighting amongst themselves, but occasionally are united under a powerful faction, which then becomes the Vorl Orde and leads a war of conquest against neighbouring human settlements. The Vorl are powerful enough to pose a threat to human ambitions, and they are one of the few alien races that are at least as technically advanced as the Concord and Isorian Shard. Some Freeborn Vardos trade with the Vorl and even hire Vorl warriors as mercenary fighters, although such dealings tend to be conducted in secret.

The search for Builder technology is one of the major driving forces behind the exploration of Antarean space. Compression technology is a derivation of Builder graviton manipulation science. It provides the basis for low-speed propulsion motors, suspensors, anti-gravity, and hyper-compressed materials otherwise known as hypermats or HMC.

HMC allows quantities of raw material to be stored in tiny volumes, and then reshaped or expressed in the form of useful tools, weapons or other machinery. For example, HMC allows a 'mother' nanodrone to express workmate nanites. Compression fields allow the same drones to re-absorb materials as HMC, effectively giving a drone a workshop of tools and materials to draw upon as required. IMTel probes use this technology to maintain the conductive nano-field fundamental to Concord and Isorian society.

Core Game Rules

This is a core version of the Antares rules system designed to serve as an introduction to the full rules set that is currently in development. As such, it does not include rules for everything envisaged in the full game, large vehicles and buildings for example, but it will prove sufficient to play a game using the sample forces described.

SCOPE OF THE GAME

The rules presented here are intended for use with opposing armies of approximately thirty to fifty models a side, although smaller or larger games are certainly feasible. The game can be played on a battlefield as small as four feet by four feet, though on the whole we would suggest six by four feet is ideal. As such, we would describe our game as a skirmish: a conflict between relatively small forces where each model stands for one actual individual armed and equipped as he, she or it appears to be.

You will find the weapon ranges and model movement distances are quite long compared to the size of playing area suggested. Nevertheless, these distances are still compact relative to the size of the models and the real-life ranges of comparable contemporary weaponry. This is a compromise between models, ranges and moves; which looks and feels about right whilst allowing the game to be played in a reasonable space. Feel free to change the ranges proportionately if you wish – reducing or extending the distances to suit the size of playing area available.

ARMIES

This core rule set doesn't include full army lists, force selectors or points values. Instead you will find a number of pre-selected sample forces. They are quite basic at this stage. As we develop the game further each force will acquire unique features and more variety as you might expect. These are included at the back of this rule set (see page 44).

TYPES OF UNITS

Each player's army comprises a number of units. A unit consists of one or more models that moves and fights together as a coherent group, for example an infantry squad. To enable us to formulate rules we categorise units into the following types.

Commanders

Command units represent human, human sized alien or equivalent drone commanders and accompanying troops. A command unit usually comprises the commander plus up to four additional models. Models are normally mounted onto round 25mm bases in the same way as infantry.

A command unit – a Boromite Overseer team in this instance.



An infantry unit – in this case an Algoryn Armoured Infantry Infiltration squad

Infantry

Infantry units are made up of humans, human sized aliens, or equivalent drones and sometimes even a mix of these. A unit usually comprises at least five models and in most cases includes a leader. Models are normally mounted onto round bases 25mm across.

Weapon Team

A weapon team consists of a separate weapon or piece of equipment plus its human or alien crew. The number of crew is usually two for lighter support type weapons and three for heavier weapons. Crew models are either mounted onto individual 25mm bases or onto a 25mm by 50mm 'double' base together with the team's weapon. Where not incorporated onto a base with a crew model, weapons are usually mounted onto 25mm or larger round bases. In some cases weapons may not require a base.

A weapon team – an Algoryn plasma cannon and crew.



Weapon Drone

A weapon drone is a self-sufficient mechanised weapon system – in effect a small vehicle that is buoyed above the surface of the ground and propelled along by suspensors. Weapon drone units consist of one or more individual drones. Weapon drones are mounted onto round bases 25mm or 40mm across depending upon the size of the model.

A weapons drone – a Concord Plasma Light Support Drone and spotter probe.



Probes

Probes are small aerial drones that serve to gather and feed information into the combat shards of the combatant units. Each probe is one unit for most purposes. Probes are mounted onto 25mm bases.

Probes – a Concord Targeter Probe



Other Types of Unit

It is envisaged that the final version of the Antares game will include other troop types to enable us to represent larger machines and vehicles such as Combat Drones, personal transports such as Speeders, and large creatures. However, for our core rules we won't worry too much about these additional types, although you may come across the odd mention of them in our background information and descriptive text.

THE BUILDERS

A cycle of stories dating way back to the Xon times (Fourth Age) tells of how when the race of Builders undertook the Last Journey some chose to remain behind, making their abode in the heart of the star Antares. They called themselves the Watchers, and from their fiery home they travelled throughout Antarean space by means of its countless spaceways, observing the rise of planets and the brief lives of new sentient species.

According to the longest and most complete of these stories, the Hu Qong'a – or Tale of Qong – its eponymous hero came into the human universe, where he guided explorers to many secrets and wonders, yet all the time cunningly led these same explorers away from the greatest and most potent wonder of all – which the story names the Heart of Eternity. Some have speculated that these fanciful stories bear some germ of truth, and the remnants of the Builders do indeed live on, watching and observing and perhaps even living covertly amongst the peoples of Antarean space. Others dismiss such simple-minded notions and point instead to the long tradition of imaginative and allegorical literature in the Court of the Xon Emperors for an explanation.

A Boromite Gang Fighters unit in formation.



FORMATIONS

Infantry, command, weapon team and weapon drone units comprising more than one model are arranged into a formation. A formation is a group of models where no models are separated from the group by more than 1".

Sometimes a unit's formation will be compromised because individual models fall casualty and are removed, leaving survivors divided by more than 1". When this happens the unit must move into formation the next time it moves, but otherwise it is unaffected.

Probes don't need to keep formation because they are always units of one model.

Gaps Between Units

Generally speaking, different units must be positioned more than 1" apart unless they are fighting an assault. Opposing units fighting an assault are temporarily moved into touch to show that they are fighting.

Probes form an exception to the rule that units must keep at least 1" apart. Probes can move to within 1" of other units and usually have to do so to affect them.

See the Movement section for more about how this 1" rule affects the movement of units.

DICE

For the most part, the Antares game uses ten-sided dice (D10s) to regulate play. You will need about a dozen D10s including some of different colours. You will also need a few ordinary six sided dice (D6s) and one or two eight and four sided dice (D8s and D4s).



MEASURING

You will need a tape measure marked in inches to measure distances during play, for example ranges for weapons and moves for squads. In principle, you are not allowed to measure before declaring you will shoot, move, or whatever. Declare what you want to do first and then measure afterwards. If you have declared an intention to shoot and find yourself out of range then tough luck – the shot has no effect and is wasted!

ORDER DICE

During play, units are given different kinds of instructions or orders. There are six different orders: Fire, Advance, Run, Ambush, Rally, and Down. We use a special six-sided order dice placed next to each unit to show the order it has been given.

Order dice are available from Warlord Games. Each player will need a set of distinctly coloured but otherwise identical order dice; for example Concord blue and Isorian green. Each side begins the game with one order dice for each unit in that side's army. For example, if your army consists of twelve units you will need twelve order dice.

Dice Bag

During the game both sides' order dice are placed together in a container and drawn blind one at a time to determine which side acts next. We always refer to this container as a dice bag in the text; however, any suitable opaque container will do so long as it allows you to draw the dice unseen.

PIN MARKERS

Pin markers are placed next to units when they are hit by enemy fire to show that they are 'pinned', and in other circumstances to indicate exhaustion or confusion. This reduces a unit's ability to respond to orders, to shoot accurately, and to react to enemy actions. A variety of pin markers are available from Warlord Games, or players can improvise and make their own from card chits, or use distinctively coloured D6s to mark pins.

STATS

Different kinds of models have different game statistics or 'stats'. In most cases, all the models comprising a unit have the same stats. Here's an example of the stat values for a typical or 'average' human trooper arranged into a stat line.

Unit	Ag	Acc	Str	Res	Init	Co	Special
Human	5	5	5	5	7	8	-

Agility (Ag). The Agility stat is used when making tests for movement and especially when moving through difficult terrain.

Accuracy (Acc). The Accuracy stat is used when shooting with a weapon to determine if a shot hits.

Strength (Str). The Strength stat is used when fighting hand-to-hand combat to determine if a strike scores a hit.

Resist (Res). The Resist stat is used when working out the result of enemy attacks: the higher the value the better the chance of avoiding damage or death.

Initiative (Init). The Initiative stat is used when making unit reactions to determine if a unit can react or not.

Command (Co). The Command stat is used when testing to receive orders, and is a combined measure of training, team cohesion and individual courage. The higher the Command stat the greater is the chance a unit acts upon its orders.

Special (Sp). The column at the end of the stat-line indicates any special rules that apply to that unit or individual.

Note that there is no fixed minimum or maximum for stat values. However, in most cases, tests made against stats will succeed on a roll of a 1 and fail on a 10 regardless of the value tested against. This is an important rule, and it is repeated throughout the text where I thought it helpful to do so. There are a few variations on this idea, and some important

exceptions, but let us begin with the assumption that it is a general rule.

WEAPON TYPES

Weapons are covered in a separate section; however, it is useful to have an idea of the types and terminology before reading the rules.

Hand weapons are pistols and other weapons held in one hand, including close combat weapons, such as the lectro-lash or tractor maul and wrist or forearm mounted weapons, such as X-slingers. This category also includes weapons sub-mounted to larger weapons, which can also include X-slingers, for example.

Standard weapons are weapons of carbine and rifle type that require two hands to operate effectively. Most of our troops carry standard weapons of one kind or another, most commonly plasma carbines or mag-guns.

Support weapons are weapons that have a crew of two but which are light enough to keep pace with troops armed with standard weapons, for example, a plasma cannon.

Heavy weapons are weapons that have a crew of at least three and which need to be set-up and stationary to operate. These weapons usually have very long ranges and are likely to be extremely powerful, for example, a heavy frag borer.

A transkin or T-skin is a film of null material spun practically instantly from a hypermat capsule no larger than the tip of your little finger. The material itself can be any colour or transparent. It forms around a person's nano substructure – as all civilised worlds are integrated societies and the cell structure of every citizen is suffused with active nanites. A transkin is designed to encase the wearer in a temporary protective shell formed by gravitic reaction between the skin's null-material and the wearer's nanite field. This reaction burns itself out after a few minutes but endows the transkin wearer with a steel-like skin that can resist most forms of attack. The same type of defence is called a neoskin or null skin on some human worlds.



NEW SKIN FOR OLD

The sophisticated societies of human space no longer consider gene-splicing and genetic implantation as in any way unusual. These are techniques that are routinely used to repair injuries, regenerate organs, rejuvenate aged bodies, and modify undesirable physical characteristics, whether cosmetic or actually injurious to health. Indeed, most citizens of such worlds would be amazed to learn that there was ever a time when an arm or leg couldn't be rapidly regenerated in a bio-tank, or where genetic diseases couldn't be corrected practically instantly. On many worlds these same techniques form the basis for personal and recreational body-morphing, allowing those with sufficient wealth to change their appearance, the colour of their skin, and even their gender if they so please. On some worlds the fashion for body pigmentation or patterning means it is possible to encounter people whose skin is tinted blue, or violet, or orange – or whatever is the latest and most fashionable colour of the season.

Amongst some peoples, notably the Vardos of the Freeborn and Boromite Labour Guilds, genetic skinplants are a visible and often colourful way of marking an individual's tribal loyalty. Boromites in particular make use of patch-patterning genetic grafts to mark their scaly hides with Guild and family symbols. The natural shade of Boromites is either a range of bluish-grey or, in the case of the families known as the Ha' Ulut and their descendants, a reddish brown; however, some Guilds choose to mark their allegiance with natal implants, so that all the Guild of the Under Fallen, for example, are almost black, with a patterning of stars meant to symbolise their people's succession to the void. Other Guilds may display a simple round badge of patterned scales in a distinct colour, such as the Rosette of the Katk worn upon the forehead of that Guild. Even within Guilds many families have traditional skin colours or patterning. Unlike amongst most other human societies, these are indelible and honourable marks of affiliation, and to change or alter them according to the whims of fashion would be unthinkable. Indeed, only an outcaste or criminal would be so stripped of his identity as the most terrible of punishments.

THE TURN

Before the game begins the players each place an appropriate number of order dice in the dice bag. This is one dice for every unit in their force except for sharded units as noted below. For example, if a force of eight Concord (blue) units is facing a force of nine Isorian (green) units, then the bag starts off with eight blue order dice and nine green order dice.

TURN SEQUENCE

Antares is played in turns. In each turn the players follow this sequence:

1. Orders phase:

1. Draw an order dice from the dice bag and hand it to the player it belongs to.
2. The player chooses one of his units and gives it an order. Place the order dice next to the unit to show this. Once a unit has been given an order it cannot be given another order that turn.
3. If necessary, the player takes an order test to determine if the unit follows the order.
4. The player executes the unit's resulting action.
5. Back to 1. Once all eligible units have received an order, the dice bag is empty and the orders phase ends – move to the turn end phase.

2. Turn End phase:

The order dice are gathered up and returned to the dice bag, except in the following cases: units that have a Down order (which must pass a recovery test to remove their order) and units wishing to voluntarily retain an Ambush order. These exceptions are described later on page 12.

Sharded Units

A sharded unit consists of a number of models each of which is otherwise treated as an individual unit, for example four

targeter probes. Instead of having one order dice for each unit, the entire sharded unit has one order dice, which is shared by all its constituent units. When an order dice is allocated to a sharded unit, each and every unit within it makes the same action one after the other.

Destroyed Units and Order Dice

Units that are destroyed during the turn lose their order dice immediately. If a destroyed unit already has an order, remove the order dice placed next to it. If a destroyed unit does not have an order, remove an order dice from the dice bag.

Order dice removed from destroyed units are handed to the opposing player and placed in plain view so both players can easily see how many units have been destroyed on each side.

Reactions

When a unit is given an order in the orders phase, enemy units are allowed to react immediately in some situations. An enemy's reaction is worked out either before, during or after the unit's own action, depending upon the type of reaction involved. For example, units can react to enemy fire by going down, or they can respond to an assault by shooting as the enemy approaches, and so on.

In most cases, units wishing to make a reaction must take and pass a reaction test to do so. We won't worry about these reactions for now, but bear in mind they can occur throughout the turn sequence in response to enemy orders. For more about this see the section Reactions on page 29.

Exceptions

Sharded units are an example of an exception to the normal turn sequence. Rather than taking an individual turn, every unit in the shard takes its turn when the shard is activated with an order. We will be introducing other exceptions later on, in some cases to allow for commanders to coordinate different units, in others to represent the effects of technology on the battlefield. Don't worry about these exceptions for now – we'll deal with them at the appropriate time.

ORDERS

The choice of orders a player can issue to his units is represented by the six faces of the order dice as follows:

Order Summary of action

1. **Fire** – Shoot without moving.
2. **Advance** – Move and then shoot.
3. **Run** – Move at increased speed without shooting.
4. **Ambush** – No move/shoot, but wait for chance to react.
5. **Rally** – No move/shoot, but lose D6 pin markers.
6. **Down** – No move/shoot, but more difficult to hit.

Note: If you don't have special order dice, then ordinary dice will do so long as you have two otherwise identical sets of different colours. Use the number on the dice corresponding to the order to show what the unit is doing, e.g. 1 = Fire, 2 = Advance, and so on.

Fire

The models in the unit do not move, instead they shoot their weapons at their chosen target. Heavy weapons teams must be given a fire order to shoot. See the rules for Shooting on page 16.

Advance

The unit can move and fire its weapons. Units don't have to move if they don't wish to do so, but must complete any movement before shooting. As explained above, heavy weapons require a fire order to shoot, so a heavy weapon unit given an advance order can only move. See the rules for Movement on page 13 and for Shooting on page 16.

Run

The unit moves at increased speed, but cannot shoot any of its weapons. See the rules for Movement on page 13.

Ambush

The unit does not move or shoot. Instead, the unit maintains its position and waits for the enemy to approach. See the rules for Reactions on page 29.

Rally

The unit does not move or shoot. Instead, the unit rests, pauses for breath, and regroups ready for the following turn. See the rules for Pinned Units below.

Down

The unit does not move or shoot. Instead, the troops hit the dirt and keep their heads down as far as possible, making maximum use of whatever cover is available. This affects the rules for shooting in particular (see page 20).

None know what lies beyond the gates of Antares: past, present and future: the beginning of all things, and the end of everything.

PINNED UNITS

Normally, units make the action you order them to make automatically, without any test required. However, troops become less reliable when stressed or exhausted, in which case it is possible they will fail to act as you wish. This is represented by the rules for pins. Pinned units are indicated by one or more pin markers placed next to or behind the affected unit. The more pin markers a unit has, the harder it will be for it to fulfil its order.

Pin Markers

Units acquire pin markers during the course of play, representing a combination of fatigue and stress. Pin markers are gained when:

- A unit is shot at and hit by an enemy unit. See page 20.
- A unit takes casualties in hand-to-hand fighting. See page 27.
- A unit makes a sprint move and becomes exhausted. See page 14.
- A unit attempts to react to the enemy and fails to do so. See page 29.

By far the most common 'pin' situation is where a unit is shot at and hit by an enemy unit. Indeed, one of the objectives of shooting is to pin a target to reduce its fighting effectiveness.

Maximum Pins

If at any time a unit has pin markers equal to or greater than its original command stat, it will immediately go down or break, depending upon circumstances. This is exactly as if the unit had taken and failed a break test. Units that break are deemed destroyed and are removed from the game. This normally happens as soon as the unit acquires its maximum pins, but in the case of hand-to-hand fighting it happens once both sides have fought. See Break Tests on page 28.

Effect of Pinning

Each pin marker on a unit imposes a penalty of -1 on the unit's command, accuracy and initiative stats.

Command is tested to decide if a pinned unit acts on its orders. It is also used to determine if a down unit recovers at the end of the turn, and to take break tests in situations that call for it. If a unit has a command stat of 8 and two pin markers, its command value is reduced to 6. If it has five pin markers its command value is reduced to 3, and so on.

Accuracy affects a unit's chances of hitting a target when shooting. Initiative affects a unit's ability to make reactions. We'll deal with both of these later in the appropriate rules sections. For now we are concerned only with how pins affect order tests.

Order Tests

A unit that has no pins acts upon the order it receives automatically. The order dice is placed next to the unit. The corresponding action is carried out without any need to take an order test.

If a unit has one or more pin markers it is pinned and cannot act upon its order automatically. After placing the order dice

Boromite Work Gang Fighters with 3 pins.



next to the unit, the player must take an order test to see if the order is acted upon. Roll a D10 and compare the result with the unit's command stat modified for pins as described above (i.e. -1 per pin).

If the result is equal to, or lower, than the unit's modified command value, the unit passes the test. A unit that passes an order test discards one pin marker, and then executes the order it has been given. This represents the unit pulling itself together before acting upon its instructions.

If the result is higher than the unit's modified command value, the test is failed. A unit that fails its order test discards one pin marker, and then makes a down action rather than the action intended. Rotate the order dice to show that the unit has gone down. This represents the unit pausing to catch its breath and recover its collective wits instead of doing what you wanted.

If the test is failed and the D10 roll is a natural 10 we make a special case. On a roll of a 10 the test is still failed, and the unit still goes down, but no pin marker is removed. The unit has fallen into momentary confusion and so retains all of its pin markers.

Units with differing Command stats

If a unit comprises models with differing command stats, then always use the highest value. For example, in a squad where one model has a value of 9 and three models have a value of 7, the squad has a value of 9.

Ordering Pinned Units Down

There is one important exception to the rule that pinned units must take order tests before making an action. If you deliberately order a pinned unit down no order test is taken. The unit goes down automatically. However, note that when you do this, the unit does not lose a pin marker because it has not taken an order test.

Ordering Pinned Units to Rally

The rally order is used to remove several pins from a unit all at once. It is a very good way to restore the fighting potential of a unit that is carrying lots of pins. When you take an order test to rally, ignore pin modifiers to the command value. If the test is passed, the unit will discard one pin marker because it has

been given an order, and it discards an additional D6 pin markers for the result of the action, thus effectively discarding $D6+1$ pin markers. If the test is failed, and so long as a 10 isn't rolled, the unit still removes one pin marker because it has been given an order, and the unit goes down because it has failed the order. If a 10 is rolled the test is failed and the unit goes down without removing a pin.

Modifiers to Order tests

Aside from pin markers, which reduce a unit's command value as described above, bonuses are sometimes applied due to the presence of important commanders or influential characters. It is also worth noting that there are some penalties due to the effects of special weapons. These are all dealt with as additional rules for specific models and need not concern us for the moment. See the Sample Armies section for a selection of rules relating to leaders and commanders.

Maximum and Minimum Command Values

Regardless of how many pin markers it has, or how many other bonuses or penalties apply, when making an order test a roll of 1 will always succeed, whilst a roll of 10 will always fail even if the tester's stat is 10 or greater.

Retaining an Order at the end of the turn

In the turn end phase, once all the order dice in the dice bag have been drawn, the order dice are gathered up from the table and placed back in the dice bag ready for the next turn. There are, however, two notable exceptions.

• Ambush Orders

Units that end their turn in ambush can retain their order or return the order dice to the dice bag. This is entirely the player's choice. If the player decides to retain the ambush order, the order dice is left where it is and the unit starts the next turn in ambush. This potentially allows a unit to stay in ambush from turn-to-turn, watching and waiting for a chance to react. See Reactions, page 29.

• Down Orders

Units that end their turn with a down order do not automatically return their order dice to the dice bag. Instead,

a test is made to determine if the order dice is returned to the dice bag. Thus – when you give a unit a down order there is no need to test when the order is given, instead you must test to recover the dice at the end of the turn, and you must make this test even if the unit is not pinned.

This test is taken in the same way as an order test – but for the sake of clarity we call it a **recovery test**. Take the test exactly as you would for any other order test, applying the same modifiers to the unit's command value. If the test is passed, one pin marker is removed from the unit if it has any, and the unit's order dice is returned to the dice bag. If the test is failed, and the roll is not a 10, one pin marker is removed from the unit if it has any and the down order is retained into the following turn. If a 10 is rolled the test is failed and the down order is retained, but no pin marker is removed.

If a down order is retained, the order dice is left where it is and the unit starts the following turn already down. The unit will get another chance to recover at the end of the following turn.

As with an order test, regardless of any modifiers that apply to the unit's command stat, when making a recovery test a roll of 1 will always succeed, whilst a roll of 10 will always fail even if the tester's stat is 10 or greater.

MOVEMENT

All units apart from probes have a standard move rate (M) of 5" in this core version of the game. This means a model can move up to 5" when it makes an advance action, and up to 10" when it makes a run action (2M). See the Armoury section for the rules for probes. We will introduce further units that move at different speeds in the expanded game rules. Note that this means there is no 'movement' stat for distance.

MOVING THROUGH

Models that belong to the same formation can pass freely through each other as they move.

Models can pass freely through probes from either side, and probes can pass freely over models from either side. It is not necessary to maintain a 1" gap between probes and other units.

Models belonging to infantry or command units can pass freely through models belonging to other infantry or command units on the same side, but cannot end their move within 1" of them. I.e. one infantry unit can 'pass through' another so long as they are on the same side.

Otherwise, models cannot move through friends, enemies, or impassable terrain, but must move around them.

Aside from probes, models cannot approach to within 1" of enemies as they move, unless the move is an assault (see Assaults, page 25). Models can approach within 1" of friendly units of any kind, but cannot end their move within 1" of them, except in the case of probes as described above.

RETAINING FORMATION

Once a unit has finished its move it must retain a viable formation. I.e. individual models must not be divided from the formation by more than 1", and the unit must be more than 1" from other units. This overrides and constrains all other rules that oblige units to move in a certain fashion; for example, a unit that has to move 'as far as possible' will move as far as possible whilst retaining a viable formation.

TURNING TO FACE

Individual models are free to turn to face in any direction at any time during the game. Turning to face does not otherwise

Boromites defend a mining complex against an Algoryn attack



Hansa threw himself to the flinty ground, rolled and kept on rolling. Plasma bolts hissed past his head and blasted the rock into razor-sharp splinters. Now, the steep slope carried him downwards in a fury of loose rock and dust, hyper-light armour spitting violet as his body pounded repeatedly into the jagged surface. Hansa suddenly feared he would end up buried at the bottom of the gully. He tried to slow his descent, but his suit's armour field made the rocks slippery underfoot, and he only succeeding in tumbling head over heels. 'Armour off!' he growled but the machine blinked on obliviously. Another plasma blast narrowly missed and his suit crackled sullenly. 'For your own safety deactivation is not recommended at this time' the suit responded in a level feminine tone. 'Damn machine!' Hansa had only time to curse before a plasma blast struck him full upon his back knocking the wind out of him and sending his suit screaming purple. Landing heavily he found himself jammed behind a ledge of rock.

Beside him Bo calmly levelled a pistol and discharged a shot in the direction of their pursuers. 'What kept you Hansa?' he asked as another of Oszoni's hired killers fell dead.

count as movement for infantry or command units or for weapons drones or weapons teams operating support or heavy weapons. However, note that heavy weapons that turn by more than 90 degrees to face a target will suffer a penalty to their Acc value when they shoot— see page 19.

AGILITY TESTS

In some situations a unit will be called upon to make a test against its agility value. These tests are usually for kinds of movement; sprinting, climbing, leaping about and so on. A unit's agility, or Ag, value is its agility stat with any modifiers applied. Special equipment and weaponry can potentially affect a unit's agility value, but for now we shall consider the following common modifiers.

Difficult terrain	0/-1/-2
Weapon team	-1 for support/-2 for heavy
Weapon team	-1 for each team crewman short

The difficult terrain modifiers apply if any of the unit's models are in difficult terrain at the start of their move, or if they are attempting to enter difficult terrain during their move. For example, an infantry unit with an agility stat of 5 attempting to move into difficult terrain with a -2 modifier has an agility value of 3. Difficult terrain can potentially have any modifier or none.

The weapon team modifiers apply to all crewed weapon team units when they take Agility tests. All support weapon teams suffer a -1 penalty and heavy weapons teams -2. Weapons that lack sufficient crew to operate at full effectiveness suffer the additional -1 penalty for each crewman they are short.

Agility tests are taken as follows. Roll a D10. If the score is equal to or less than the unit's agility value the test is passed. If the score is more than the unit's agility value the test is failed. Any roll of a 1 is an automatic pass whilst any roll of a 10 is a failure regardless of the value tested against, even if the unit has an agility of greater than 10.

SPRINT

A run action is normally a double pace move of up to 10" as described at the start of this section. However, an infantry or command unit that has a run order can make a sprint if the player wishes. The player must state that he is attempting a sprint before moving the unit: it is not permitted to move 10" and then decide to sprint, for example. Support and heavy weapons teams, weapon drones and probes cannot sprint.

A sprint is a move of up to 15" (3M) rather than 10" (2M) but in

all other respects it is the same as any other run action.

If a unit makes a sprint it risks becoming exhausted at the end of the move. Once the unit has moved it must test its agility (Ag). If the test is passed it is not affected. If the test is failed the unit takes one pin. A sprint is therefore a useful move if you want a unit to move fast, but at the risk of taking a pin marker.

TERRAIN

Different kinds of terrain affect line of sight for shooting, afford cover, and in some cases potentially slow down movement. Terrain that slows down movement is referred to as **difficult terrain**. Not all terrain is considered be difficult terrain. Generally speaking, terrain features that are otherwise defined as 'light terrain' for purposes of calculating line-of-sight are not treated as difficult terrain, whilst features that are defined as 'dense terrain' are also likely to be difficult terrain. For example, light scrubland is not difficult terrain, but a dense jungle is.

Terrain is represented by suitable models, for example, model vegetation, craters, a boulder field, etc. Areas of terrain must be delineated either by a base or by bounding scenery arranged around its edge.

Difficult Terrain

When an infantry, command, weapon team or weapon drone unit attempts to move into difficult terrain, stop as soon as a model reaches the terrain and make an agility test. If the test is passed, the unit can complete its move into and through the feature without loss of movement distance. If the test is failed, the unit can still complete its movement, but models moving through difficult terrain do so at half pace. I.e. the distance moved through difficult terrain is doubled, so 1.5" of difficult terrain counts as 3".

If a unit begins its action whilst any model is within difficult terrain, then make the test at the start of the unit's move. Note that although the test is taken for the whole unit, the reduction of pace applies only to those individual models within the terrain area (even if only partially) and only applies whilst they remain within it.

It is possible for a unit to cross two or more areas of difficult terrain as it moves, in which case roll for each area separately, one after the other as it is reached. Similarly, if a unit encounters a low obstacle (see below) within a difficult terrain feature, roll for this separately. Make a separate test for each low obstacle and each area of terrain encountered.

Probes don't need to take Agility tests when moving through difficult terrain and are not slowed by doing so. See Probes on page 40.

Types of Terrain

We are not going to describe specific types of terrain features or ascribe difficult terrain penalties in the core rules. It is left to players to utilise whatever scenery they have and to ascribe appropriate values where necessary.

LOW OBSTACLES

As well as areas of difficult terrain, we will take account of low linear obstacles – for example a low wall; a barricade made of crates, drums or debris; or the rim of a crater or shell-hole.

Low obstacles are – by definition – low enough for man-sized models to see and shoot over when positioned directly behind, and low enough for models to clamber over – even if the actual model terrain may appear a little higher or broader than described.

For practical purposes we will assume that all low obstacles have a nominal height and width of up to 1" on the tabletop. Don't worry if your actual scenery is a little taller or wider here and there - simply assume the obstacles are the size required and work round things where necessary.

When making a standard move action (M) low obstacles don't slow down infantry, command units, weapon teams with support weapons, weapons drones with standard or support weapons, or probes. These units can move over low obstacles without penalty measuring distance in the usual way. No test is necessary for models to cross. If a model has insufficient movement to cross an obstacle completely it does not cross but halts behind it and can cross in a subsequent move: it does not move halfway across.

When making a run action (2M or 3M sprint where permitted) these same units can cross a low obstacle by taking and passing an agility test. If they pass this test they can cross without penalty as for a standard move (M), and if they fail they must halt behind the obstacle without crossing in the same way as models that have insufficient move distance to reach the other side. However, if a unit is already positioned behind a low obstacle at the start of its move, such that the majority of models in the unit are touching the obstacle, the unit is allowed to run - or sprint where permitted - to cross the obstacle without penalty and without taking an agility test. I.e. it is treated in the same way as a unit making a standard move.

If a weapon team or weapon drone has a heavy weapon, these units can attempt to cross a low obstacle when making a standard (M) move and must take and pass an Agility test to do so successfully. If this test is failed the unit does not cross. These units cannot cross a low obstacle when making a run move.

Assaults and Low Obstacles

If an assault is being made against an enemy unit that is behind a low obstacle, then it is not necessary to literally cross the obstacle to move 'into touch' with the enemy unit. So long as the assaulting unit has enough distance to reach the enemy, it is sufficient for a model to move up to the obstacle to count as 'in touch' with the unit behind it. See Assaults on page 25.

IMPASSABLE TERRAIN

Some kinds of terrain are impossible to move over or through, and we call these 'impassable terrain' because they block movement completely either to some or all kinds of troops. Examples include things like an enormous boulder, a sheer cliff, a river of molten lava, and the solid walls of buildings.



Areas of terrain such as this patch of jungle must be delineated either by a base or by bounding scenery arranged around its edge.

SHOOTING

Broadly speaking, the majority of units can shoot when given a fire or advance order. In most cases each model shoots once with the weapon it carries, but rapid firing weapons have two, three or more shots as we shall discover. Units can also shoot when making an assault or initiating a reaction in some situations, see the rules for Assaults and Reactions page 26.

Fire and Advance Actions

A unit making a fire action shoots without moving. Units making a fire action benefit from the aimed fire bonus of +1 to hit where appropriately armed.

A unit making an advance action can move up to 5" (M) and then shoot. Units making an advance action do not **have** to move, but must complete any required movement before shooting.

Heavy weapons can only shoot when making a fire action and not when making an advance action. Units so armed can still make an advance action and move (M), but they cannot shoot a heavy weapon when they do so. Heavy weapon team crew can shoot with other weapons they carry where the rules normally allow it.

Unit on Unit Shooting

Shooting is worked out unit on unit. When a unit shoots, all the models in the unit shoot at the same enemy unit if they can. Models unable to shoot at the chosen target don't shoot at all.

LINE OF SIGHT (LOS)

In the case of most weapons it is necessary that the model that is shooting can see the target. We call this a clear line of sight or LOS. Some weapons are designed to lob missiles in the general direction of the enemy, and don't need to see the target, but these are exceptions which we'll deal with later. For now we will describe the rules for ordinary shooting with weapons that require LOS to the target.

A shooter has LOS to a target unit where it is possible to draw a straight line from the centre of the shooting model's base to the centre of the base of any model in the target unit.

If some models in a shooting unit can draw LOS to the target and some cannot, then models unable to draw LOS do not shoot.

In the case of support and heavy weapons, the weapon can only shoot if LOS can be drawn to the target along the barrel of the weapon. I.e. the weapon must be directed to face the target. If the unit is a weapon team at least one crew member must also be able to draw LOS to the target. Note that crew are allowed to draw LOS over the weapon itself – it does not get in the way!

When shooting at a weapon team, LOS to the team is drawn to the crew members and not the weapon. Note that shooters are allowed to draw LOS over the weapon itself – it does not get in the way!

When shooting at a weapon drone, LOS is drawn to the nearest part of the drone's body.



LOS is blocked if the line passes through:

- The base area of a model from either side – in most cases you can't deliberately shoot through one model to hit another.
- The area covered by the body of a weapon drone if this is larger than its base – many weapon drones are larger than their base – you can't shoot through a weapon drone at a target on the other side.
- Another unit's formation to shoot at a target unit beyond – you can't deliberately shoot through one unit to hit another.
- Any intervening topography, building or area of terrain that lies between the shooter and target, apart from a single area of light terrain or a single low obstacle. Note it's either one area of light terrain or one obstacle – not one of each.

It is allowed to draw LOS through some models because they are tiny, hovering in the air, or present no practical barrier to sight for whatever reason. Example of these include, all buddy drones belonging to a unit, all probe units, and models of support or heavy weapons belonging to weapon team units. Ignore all these models when drawing LOS to other units.

For purposes of working out LOS, terrain is defined as either **light** or **dense**. Both kinds can be difficult or impassable as already described for movement. Light terrain consists of low or scattered vegetation, mineral formations, ruins and such like, where it is possible to see through the terrain to some extent. Dense terrain represents tall or more substantial features, where it is impossible to see anything on the other side of the area covered by the terrain. For example, low scrub is light terrain and a tangled forest is dense terrain.



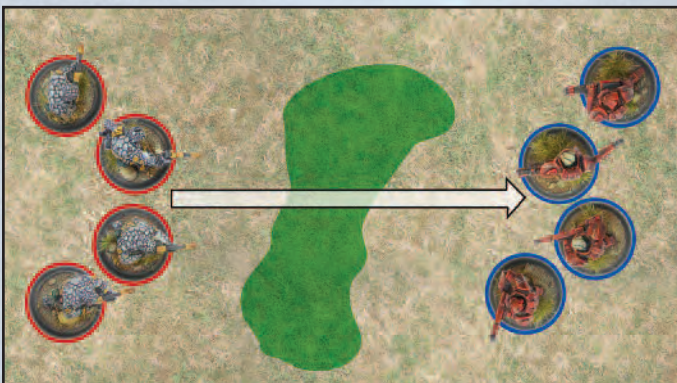
You cannot draw a line of sight through the base area of one model to hit another. So, (top) red cannot shoot through blue 1 to blue 2, and (bottom) red 1 cannot shoot through red 2 to hit blue.



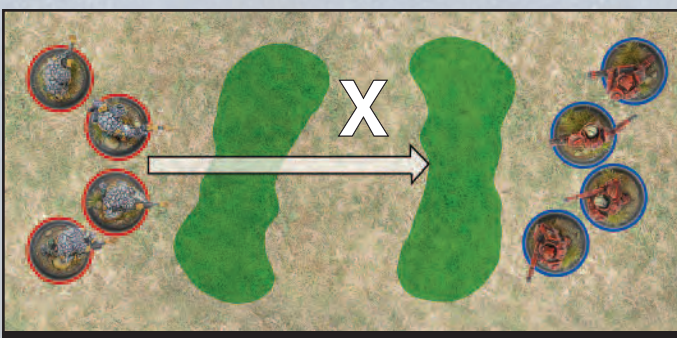
You cannot draw a line of sight through another unit's formation to hit another unit beyond. So, red cannot shoot through blue to hit green, even though the shot doesn't pass through the base of any blue models. Note that a unit can shoot through its own formation, so long as models don't draw line of sight through the base area of any friends as shown above.



Intervening dense terrain. In the example above red cannot draw LOS to blue because there is an area of intervening terrain – such as a dense forest. The same would be true if there were intervening topography such as a hill, or a building.



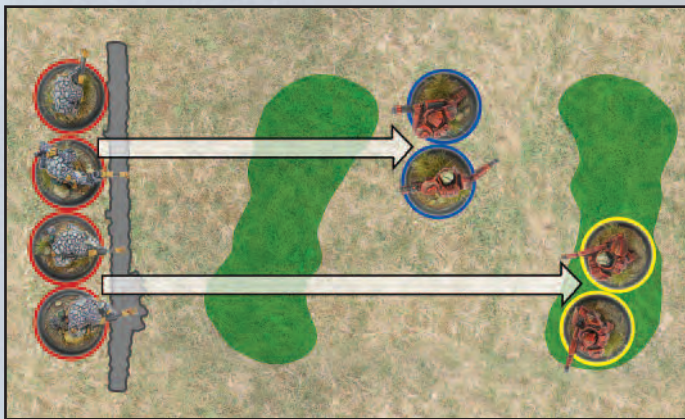
Intervening light terrain. In the example above red can draw LOS to blue over the single area of intervening light terrain – low scrubland in this case. Because we are dealing with light terrain there are either gaps allowing the shooter to see the target or the feature is low enough to see over.



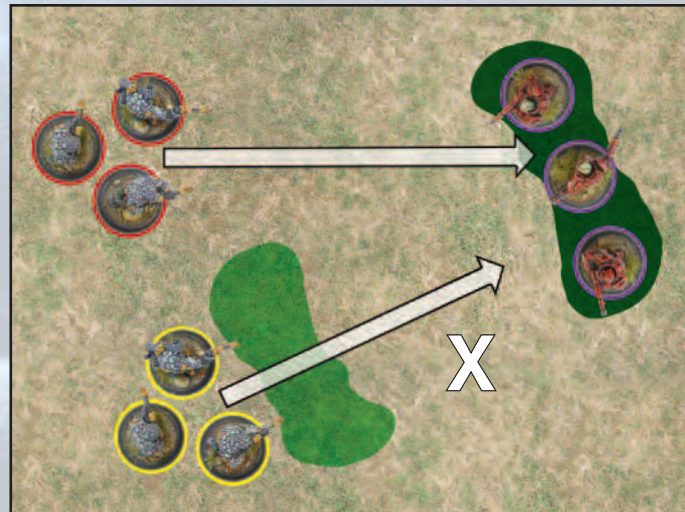
In the example above red cannot draw LOS over the second area of intervening light terrain – so it can't shoot at the blue target.

out beyond it, and similarly targets occupying cover can always be seen within it. Occupied cover is therefore ignored when working out whether there is a clear LOS except as noted below for units in dense cover.

If a unit occupies dense cover it cannot draw LOS through any intervening light terrain areas or over any intervening low obstacles, and likewise LOS cannot be drawn to it over intervening light terrain or low obstacles. However, note that the high ground rules allow for units to see over or beyond intervening terrain and obstacles even where the shooter or target occupy dense cover.



In the example above red is behind a rubble wall and the yellow target occupies an area of low scrubland counting as light terrain – these don't count as intervening – so red has a clear shot to both blue and yellow over the single area of intervening light scrub.



In the example above the purple unit is occupying dense woodland – this negates a shooter's ability to draw LOS over intervening light terrain. The red shooters can draw LOS into the woodland because there is no intervening terrain. The yellow unit cannot draw LOS because of the intervening area of light terrain. In both cases the reverse is also true, purple can draw LOS to red but not to yellow.

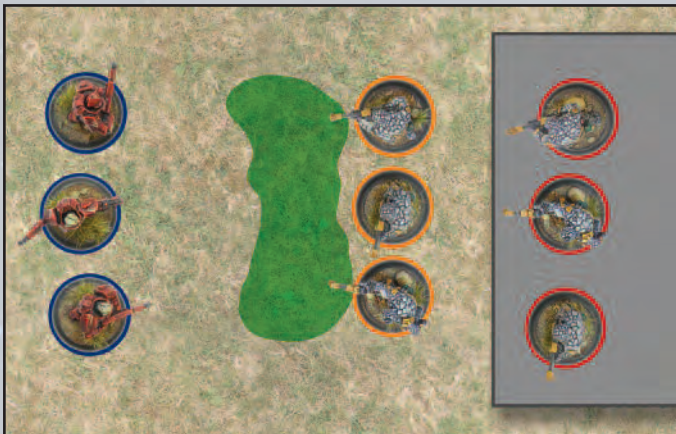
LOS TO AND FROM OCCUPIED COVER

So far we have talked about **intervening** terrain, which is to say terrain areas and low obstacles that lie between the shooters and their target. This section deals with situations where the shooter and/or target have taken up a position within terrain area or directly behind a low obstacle.

Shooters and targets positioned within an area of terrain, or placed directly behind a low obstacle, are said to occupy the cover they are in. Shooters occupying cover can always see

HIGH GROUND AND LOS

We need to make provision for shooting to or from high ground, tall buildings, and other elevations, in situations where – in reality – it would be possible to see over lower terrain features and troops. For example, if shooting from the top of a tall building it is obviously possible to draw a line of



The red unit is positioned on the roof of a tall building and can therefore see the enemy blue unit over the friendly orange unit and the light terrain below.



The red unit and opposing enemy blue unit both occupy the roofs of tall buildings and can see each other over the top of the dense woodland below.

sight over men on the ground below. For convenience we'll just use the term 'high ground' for such situations and take it as read that this covers all comparable circumstances.

When drawing LOS to or from high ground, any intervening low obstacles or light terrain features on lower ground are ignored. So, it is possible to draw line of sight over any number of light terrain areas or low obstacles.

When shooting from high ground against a target on lower ground, or vice versa, no penalties are applied to the shooters' Acc on account of intervening low obstacles or light terrain features.

When drawing LOS to or from high ground, any intervening units on lower ground are ignored. So, for example, it is possible to draw LOS over the heads of intervening infantry units whether friends or foes.

When drawing LOS from high ground to high ground (for example from one tall building to another) all intervening lower terrain, obstacles and troops are ignored altogether.

SIZE OF TERRAIN AREAS

It is assumed that terrain areas are something in the region of 5-10" across as this is a convenient size for most set-ups in most situations. The rules for LOS take it as read that we are

talking about areas of no more than 10" across. Where a larger terrain area is represented, simply treat each 10" of LOS as one area. So, for example, where LOS is drawn 12" into a dense wood, the first 10" becomes intervening dense terrain and LOS to the target is therefore blocked. LOS drawn over 30" of intervening low scrubland would count as three areas of light terrain – for example. As large areas of terrain such as this are unusual, we find it more practical to talk in terms of the number of areas and make this exception where necessary.

MEASURE RANGE

When a unit shoots, all of its models shoot at the enemy unit where they can do so. Therefore, don't measure the range of individual shooters. Instead measure the range between the units, from the closest shooting model to the closest model in the target unit to which it has clear LOS. Measure the distance between the models base edge to base edge, unless shooting with a support or heavy weapon, in which case measure from the gun barrel. When shooting at a weapon drone, measure range to the drone's body if this is larger than its base.

The range for the whole unit is the same distance, measured closest to closest. So, if the closest shooter is 10" away from the target all the models in that unit are considered to be at 10" range.

Astute readers will realise that individual models may be further from the enemy than others. However, we are only concerned with the distance between opposing units and not the distance between individual models.

MODELS WITH MULTIPLE WEAPONS

A model can potentially carry two or more ranged weapons. These might be separate weapons, such as a mag pistol and plasma carbine, or they could be a weapon with an attached sub-mounted armament, for example a plasma carbine with an X-slinger attachment. In any case, apart from weapon drones as noted below, a model always shoots with one weapon. Support and heavy weapons crews usually carry personal weapons; a crewman can shoot with his personal weapon or he can operate the crewed weapon, but not both at the same time.

Most weapon drones carry only a single support or heavy weapon, but some carry multiple standard weapons, that shoot as a single weapon system, for example twin plasma guns. In such cases the weapon drone shoots all of its weapons at the target unit.

NUMBER OF SHOTS

Unless otherwise indicated a model always shoots once with a weapon. However, some weapons have two, three, or more shots each time they shoot. These weapons are described as Rapid Fire weapons and are indicated in the armoury section with the special rule RF2, RF3, RF4 and so forth – indicating they get two, three or four shots at a time.

ROLL TO HIT

Roll a D10 for each shot to determine if it strikes the target unit.

If the score is equal to or under the shooter's accuracy value

(Acc) the shot has hit. If the roll is over the shooter's Acc the shot has missed. A hit represents a shot that is on target and which has landed within the bounds of the enemy unit – a further test is made to establish if an individual enemy is struck and falls casualty (see Roll to Resist, page 21).

A shooter's Acc stat is modified as per the Accuracy Stat Modifiers table to determine the Acc value for shooting. If all the models in the shooting unit are armed the same way you can roll all the dice together to save time. If some models are armed differently, you can either roll separately or use differently coloured dice to represent different weapons.

ACCURACY STAT MODIFIERS

Modifier Type	Situation	Modifier
Pinned	Each Pin marker on the shooting unit	-1
Range	Long	-1
	Extreme	-2
Intervening	Low Obstacle	-1
	Light Terrain	-2
Fire Mode	Aimed Fire (Fire order)	+1
	Rapid Fire at long/extreme range	-1
Overhead Fire	Overhead	-2
Weapon Teams	Each crewman short	-1
	Heavy weapon out of arc	-2

Range: weapons have different effective, long and extreme ranges depending upon their type. As shown on the table, weapons suffer a penalty to their Acc at long or extreme range. Some weapons have no extreme ranges – mostly these are smaller rapid firing weapons. Below are a few examples of common weapons to illustrate the idea. See the Armoury section for full details, page 32.

Weapon type	Effective	Long	Extreme
Mag pistol or plasma pistol	10"	20"	30"
Mag gun	20"	30"	60"
Plasma carbine	20"	30"	50"
Mag Repeater	20"	30"	None
Mag Light Support	30"	50"	100"
X-Launcher	10-30"	60"	120"

Intervening: in situations where units draw LOS over an intervening low obstacle or through intervening light terrain, this penalty is applied to the shooter's Acc. Note that this penalty does not apply to cover occupied by either the shooter or the target.

In many situations it is likely that only some models in the shooting unit will have to draw their line of sight through intervening terrain. Regardless of this, for practicality's sake we either apply the penalty to all the shooters or none. In these cases the penalty applies to the whole unit if there is intervening terrain between most of the models in the target unit and most of the models in the shooting unit. In rare situations where it proves impossible to apply the most shooters/most target rule, work out shots in batches or model by model.



In this case three of the red shooters can fire at three of the purple unit without their shots passing through the scrub terrain. Because there is no intervening terrain between most of the shooters and most of the target, no penalty is applied to any of the shooters.

Rapid fire: weapons that rapid fire shoot multiple times. At effective range there is no penalty, but at longer ranges each shot suffers a penalty of -1 to Acc. This means a RF weapon shooting at long range will suffer a -2 penalty (-1 for long range and -1 for rapid fire) and a RF weapon shooting at extreme range will suffer a -3 penalty (-2 for extreme range and -1 for rapid fire).

Aimed fire: except for Overhead (OH) shots, all hand weapons, standard weapons and support weapons can fire an aimed shot when making a fire action, with the benefit of a +1 to Acc rolls. Note that heavy weapons don't get this bonus – they need a fire order to shoot anyway.

Overhead fire: this -2 Acc modifier applies to all Overhead (OH) shooting regardless of whether the shooter has LOS to the target or otherwise.

Weapon teams: if a weapon team no longer has enough crew members to operate at full efficiency then its Acc is reduced by -1 per missing crew member. In the case of heavy weapons teams, although models can turn to face a target without counting as movement, if a heavy weapon must turn by more than 90 degrees to face a target it suffers the penalty shown: this is described as 'out of arc', i.e. the crew must turn the weapon around to fire.

To Hit Rule of 1s and 10s

When rolling to hit, 10s always miss regardless of any modifiers that apply and regardless of the shooters' stat, even if it is greater than 10.

When rolling to hit, if a shot requires a roll of less than 1, then the shot can still hit if you roll a 1 followed by another 1. This is the outside chance to hit rule. This is an exception to the usual rule that rolls of 1 always succeed – in this case a 1 entitles you to try again for another 1.

The outside chance to hit rule doesn't apply to overhead (OH) shots because OH fire is worked out differently to other shooting using a template. In the case of these shots a 1 will always score a direct hit where the shooter has LOS to the target, regardless of any modifiers that apply. See Overhead Fire on page 22.

Bull's Eye Rule

So long as a shot requires a roll of more than 1 to hit, a successful roll of a 1 means a bull's eye has been scored and the shooting player can allocate that hit to a model in the target unit. Normally, the player whose unit has been shot at allocates where hits land, as described below. Note that this rule doesn't apply if a 1 is needed to hit in the first place, or to outside chance shots as described above, only to shots requiring more than 1 on a single roll.

Hits On Down Units

Infantry, command and weapon team units that have gone down are more difficult to hit than other targets. To represent this, each dice that scores a hit on a down infantry, command or weapon team unit must be re-rolled, and a hit is only actually scored if it hits again. In the case of hits inflicted by the outside chance rule, just re-roll the second 1 and not the whole sequence – i.e. you will need three 1s to score a hit and not four (good luck with that!).

The rule that down units force a re-roll doesn't apply when shooting at weapon drones or probes, but only at infantry, command and weapon teams.

Allocate Hits

Each hit scored must be allocated to an individual model within the target unit. Any bull's eyes scored by the shooter are allocated first by the player who scored the hits. The

player whose unit has suffered the hits then allocates all remaining hits. Hits must always be spread as evenly as possible amongst viable targets within the unit. If an individual model is not a viable target then it cannot be hit. Take all the dice that have scored hits and place them next to individual models to show which have been hit.

When it comes to allocating hits upon crewed weapon teams, hits are allocated amongst the crewmember models ignoring the weapon itself. The weapon is considered to be destroyed or non-functional once all its crew fall casualty.

A model is only a viable target for a hit if at least one model in the shooting unit has a clear LOS to it as already defined. However, once a model in the target unit has been allocated a hit, other shots can pass through it and hit models behind. I.e. once a model has a hit allocated to it, it doesn't block LOS for further shots.

Bear in mind that where a unit is firing a mix of weapon types this can affect the following resist roll as different modifiers might apply. This is why it is a good idea to use differently coloured dice when rolling to hit with different kinds of weapons. If you use different colours for shooters you can use the same dice to allocate hits to individual models.



In this example red shoots at blue and scores 3 hits. No hits can be allocated to blue C because it is behind a building and there is no LOS to it. The first hit must be allocated to blue A because there is no initial LOS to blue B. Once blue A has received a hit the second hit is allocated to blue B because A no longer blocks the shot, and hits must be allocated as evenly as possible. The third hit can be allocated to either A or B as the player wishes, as both are now viable targets.

PINS FROM SHOOTING

Apart from as noted below, every time a unit is shot at by an enemy unit and suffers one or more hits as a result, place a single pin marker next to it. It does not matter whether hits cause casualties or not, one pin marker is placed on a unit when it is hit. Similarly, it does not matter whether the shooting unit scores one, two or more hits – only one pin marker is placed on the target.

Multiple Pins

As an exception to the rule given above, in the case of some weapons/munitions two or more pin markers can sometimes be scored against a target in one go. These specific exceptions are covered later in the rules for different kinds of weapons.



A Boromite team with X-launcher.

11+ Targets and Pins

Another special case is where the target's Res value is 11 or more. If a target is hit and its Res value is 11 or more, a pin is only inflicted if the Res test is taken and a 10 is rolled. If the Res roll is anything other than a 10 no pin is inflicted as a result of the hit – the shooters are insufficiently powerful even to pin the target. See Roll To Resist below.

Friendly Fire

It sometimes happens that one of your own units is accidentally hit by your own side's shooting, most commonly by an OH shot that goes off target. These accidental hits also result in a unit taking pin markers as if the target had been an enemy.

ROLL TO RESIST

To resist a hit, the player whose model has been struck takes the dice placed next to the model and rolls it. If the score is equal to or under the model's resist (Res) value the trooper has avoided the shot or his armour has deflected it. If the score is more than the model's Res, the model falls casualty and is removed as 'dead' or – in the case of a weapon drone, the player makes a roll on the Damage table (see Weapon Drones Damage on page 42).

If a weapon team's entire crew falls casualty, then the weapon itself is also considered destroyed or non-functional. Destroyed weapons are best removed for the sake of clarity, but in the case of large heavy weapons, players can alternatively leave the model in place, marking it in some fashion to indicate it is out of action.

The model's Res stat is modified as per the following table to give the Res value. Where several identical models have been struck and all require the same roll, it is convenient to roll all the dice together. Where different scores are required it is necessary to roll separately, in batches, or to roll differently coloured dice, as the players find most convenient.

RESIST STAT MODIFIER TABLE

Modifier type	Situation Modifier
Strike Value (SV) of shooter's weapon	- SV
Resist Bonus (RB) of target's armour	+RB
Occupied Cover	+1/+2/+3

Strike value: all weapons have a SV and this can potentially vary according to range. Apply the SV for the weapon that has struck the model.

Resist bonus: all armours have a RB and this can potentially vary in some situations as explained later. Apply the RB to the model's Res stat.

Occupied cover: if the model is behind or within cover it is more able to resist attacks. Apply the modifier shown for the cover type (see Cover).

Resist Rolls of 1s and 10s

When rolling to resist, if the score required to make a successful resist is less than 1, then the model can still resist successfully if you roll a 1 followed by another 1. This is the outside chance to resist rule. This applies regardless of the SV of the weapon: there is always an outside chance to resist representing the target ducking at the last moment, the shot hitting some intervening object, or some similar fluke of circumstance. As with the outside chance to hit rule this is an exception to the general rule that rolls of 1 always succeed, in this case a 1 gives you a second chance to roll another 1.

When rolling to resist a 10 will normally fail, and will do so even if the value tested against is 10. However, if the value tested against is 11 or more the Res test is automatically passed. Even though the target cannot fall casualty, it is still necessary to roll Res tests to determine if a pin is suffered from the hit as described above.

Note that although the highest Res value of any units in the core rules is 10, it is possible for a unit to become an 11+ Res target by dint of bonuses from cover. Larger and more powerful vehicles are intended to have Res stats of 11 or more to reflect their greater survivability.

COVER

If a target occupies cover a modifier is applied to its Res in the form of a bonus of +1, +2 or +3. The value of this bonus varies depending on the type of cover. This is not defined further within the core game, and players are left to assign a value using the following guideline.

The +1 bonus applies where cover offers a degree of concealment but not much in the way of physical protection – for example tall grassland, giant fungi, or scattered vegetation.

Similarly, the +2 bonus applies where the cover offers not only a degree of concealment but also a measure of physical protection – for example the ruins of a building, an area of rocks or pits, or a forest.

The +3 bonus applies where cover offers both substantial concealment and considerable protection – for example a solid rock escarpment, thick parapet walls or purpose built defences.

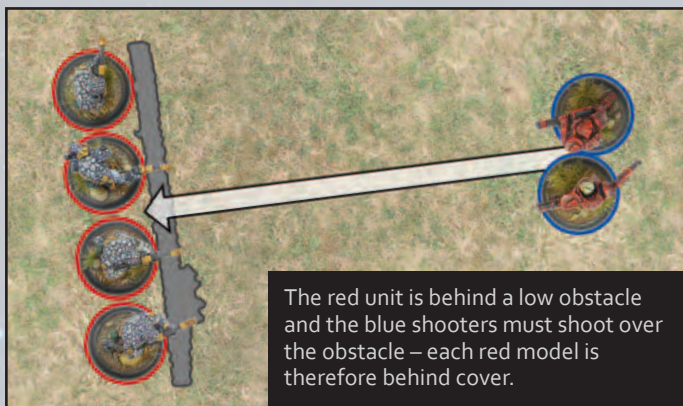
The default value for cover is always +2, and for most practical purposes it is adequate to assume all cover has a +2 bonus except where otherwise stated.

A model is considered to be within cover if the centre of its base lies within a terrain area that offers a cover bonus. If a unit includes models within different types of cover, or some in cover and some not, then different resist bonuses will apply to each. This is why hits are allocated to individual models before working out resist rolls.

Apply the appropriate cover bonus to the Res of a model if it is within cover as defined above.

Cover From Low Obstacles.

If a model is placed directly behind a low obstacle so that it touches it, the model counts as behind cover to any enemy that draws line of sight over the obstacle. The models behind cover will get a bonus to their Res when they are hit.

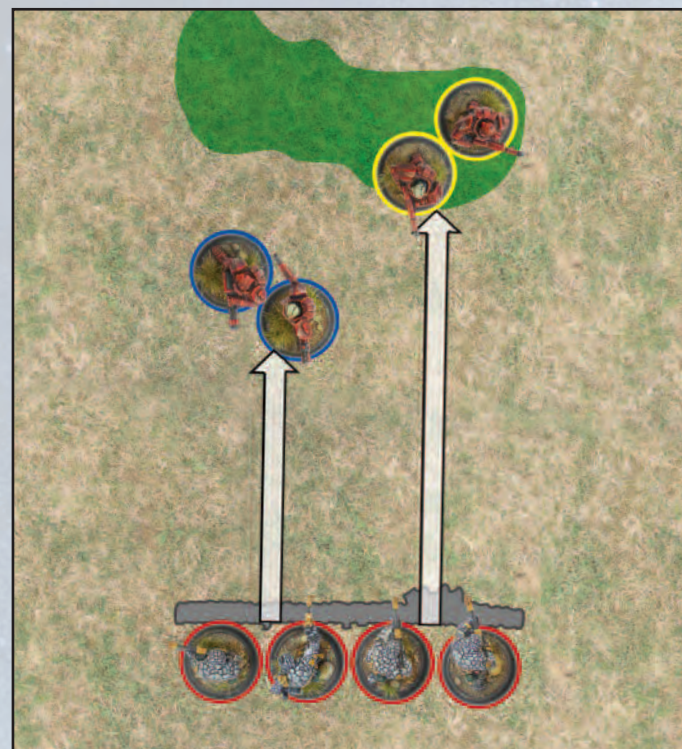
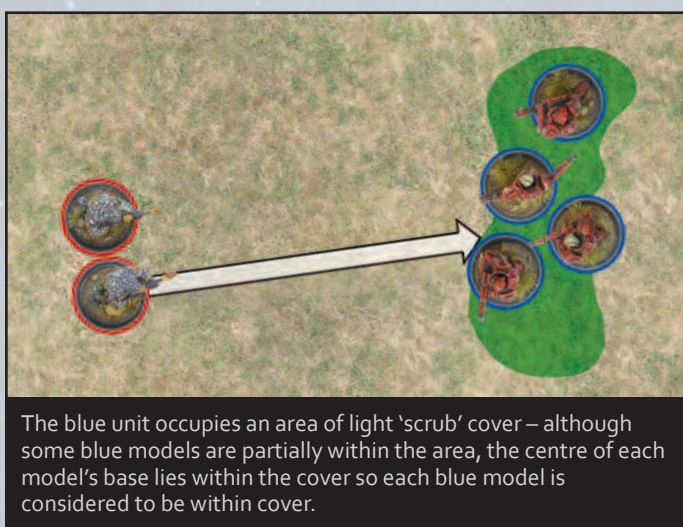


Drawing line of sight from cover

Note that, as already described, a model drawing line of sight from within occupied cover or from behind a low obstacle can do so without incurring an Acc penalty or conferring a bonus to the enemy's Res because of it. The cover is simply ignored when the unit shoots. For example, a model placed directly behind a low obstacle can draw line of sight over it as if it were not there. We assume shooters position themselves so their own cover does not get in the way of their shot!

Cover From Occupied Terrain.

If a model occupies terrain, the model counts as behind cover to any enemy that draws line of sight to that model. Models in occupied terrain get a bonus to their Res when they are hit.



What desperate circumstance drove the distant ancestors of the Ghar to subvert their own humanity and from its ruin raise that vile and subhuman race? Perhaps their evolution was not guided by their own claw-like hands, but corrupted and manipulated by others to serve their own twisted purposes. None can now know what the forefathers of the Ghar intended by their creation.

The Ghar themselves care nothing for such things. To the Ghar knowledge is only of value if it drives their fighting machines or has some practical purpose in waging war. Those who made them excised everything from their temperament that might hinder them in their task – and that task was to fight, to wage war, to conquer. The Ghar know nothing of art or music, of culture or the common hopes and dreams of humanity. They are without compassion, without mercy, or affection for their fellow kind. They only passion is to hate humanity with a bitter, irreconcilable and irrational hatred that brooks no respite so long as a single human lives. Their only terror is of failure, to fail in their duties, to fail their masters, and to fail in their great task of eradication. It is this fear that drives them as hard as hate, exulting in their own terror, revelling in their own cruel and insatiable malice.

OVERHEAD FIRE

Some weapons lob a shot into the air in such a way that it falls on top of the target. This is referred to as overhead or OH fire or OH shooting. We work out OH shooting somewhat differently than other kinds of shots, making use of a marker or template to determine exactly where a shot lands and which units are hit.

Weapons that fire OH are indicated in the Special Rules column for weapon stats. If a weapon's description has the OH rule then it can only shoot overhead if that is its only fire mode. Some weapons are capable of shooting in different modes, and this will be indicated by its stats, e.g. a Micro-X launcher can shoot OH or a non-OH Mag shot.

Clearance to Shoot

Overhead shots require clearance from the shooter. It is obviously impossible to lob a shot from inside an enclosed space, from within a building, and so forth. Imagine the shot being lobbed into the air.

Shooting OH

A unit can shoot OH with either an advance or fire action. A weapon team or weapon drone armed with a heavy weapon can only shoot OH with a fire action. This is the same as for other weapons, but is worth repeating because many rules for OH weapons differ from normal.

OH shots don't benefit from the Acc bonus for aimed fire when given a fire order. Instead, they benefit from aimed fire in so far as their shot is more likely to land near to its target as noted below.

If a squad shoots a mix of OH and other weapons at a target, work out any OH shots first and allocate hits before other shots. This makes it easier to allocate shots evenly amongst the target, because a direct hit from an OH weapon always hits the specific model under the template (see below).

OH shooting can only engage targets at ranges of more than 10" as measured in the standard way. If a target is within this distance then the unit is too close and the weapon does not shoot. Remember, ranges are always measured unit to unit, so in some cases it is possible an actual weapon might be further than 10" from the target. Even where this is the case, an OH shot is not allowed unless the shooting unit is more than 10" from the target unit as measured in the standard way.

To shoot OH you will need either a shot marker or overhead template depending upon the kind of ammunition used. The standard explosive shot makes use of the overhead template. Special munitions generally make use of a small shot marker instead (e.g. a card chit, token or coin). See the Special Munitions section on page 36 for more about how these work. For now we will assume we are shooting explosive ammunition, for which we will need an overhead template.

An overhead template is a circle 3" across with a hole in the centre 1" across - see the diagram. It is used to work out if overhead shots hit their target.

Position the template so that the centre of the template lies over the centre of the base of one model in the target unit, or over the middle of the model if it has no base. This is the aiming point. The shooter does not need line of sight to this actual model. So long as the shooter has line of sight to the target unit in the usual way, any model in the target unit can be selected as the aiming point.

You will need to hold the template in position over the target as you check the accuracy of your shot. Make your Acc roll to hit. Note that there is a -2 Acc penalty when shooting with an OH weapon. **Do** include penalties for shooting over intervening light terrain or a low obstacle where these would normally apply to other shots: even though the OH shot is lobbed over the top, the shooter's view of the target is still compromised by the terrain. Regardless of any modifiers that apply, OH shots hit on a minimum score of 1. Note that this means there is no outside chance to hit with an OH shot as there is for other weapons except as noted below for Speculative Fire. Where the shooter has LOS to the target rolls of a 1 always score a hit.

If a hit is scored then the shell strikes where you have positioned the template. We call this a direct hit. The unit that you have shot at is hit and the shot is resolved as described for the weapon. Weapons that shoot OH are usually blast weapons and hits are allocated as described under Blasts.

Off Target Shots

When shooting OH, if the Acc roll to hit is a 10 the shot is either a dud or flies off harmlessly and has no further effect.

Otherwise, if the dice roll fails to score a direct hit the shot goes off target but might still score an indirect hit on something – although not necessarily the unit you originally aimed at! This is worked out as follows.

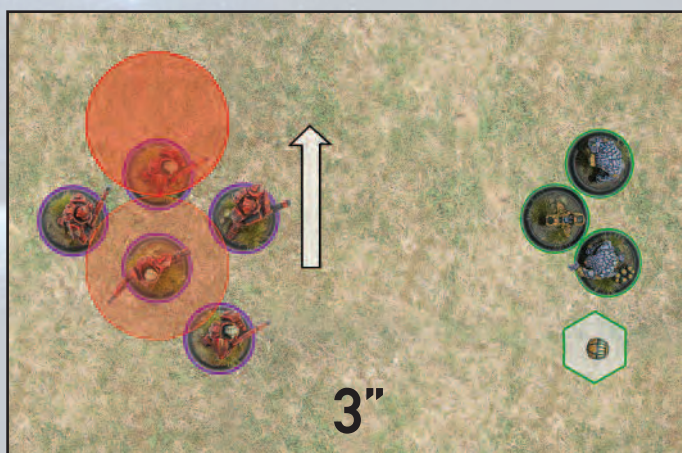
If the shooting unit is making a fire action move the template D5" in a random direction and add +1" to this distance for each pin that the shooting unit has. So, for example, if the shooter has 3 pins a 'miss' would go off target by D5+3" (4-8").

If the shooting unit is making an advance action move the template D10" in a random direction and add +1" to this distance for each pin that the shooting unit has. So, for example, if the shooter has 2 pins a 'miss' would go off target by D10+2" (3-12").

Once the OH template has been repositioned, if any portion of the template lies over the centre of any model/s base, then the unit that model is part of is hit. This could be the original target or another unit entirely – friend or foe! If the template lies over models from different units and the weapon is a blast weapon, then each unit can be hit as described under Blasts.

Note that support or heavy weapon models and buddy drones are unit equipment and not members of a unit. This means a unit is not hit just because a buddy drone or weapon lies beneath the OH template. Buddy drones and these types of weapons are always ignored when calculating line of sight and distributing hits on units (see Buddy Drones, page 39).

Having established which unit or units are hit, remove the template and resolve the effect for that weapon. Weapons that shoot OH are generally blast weapons that cause multiple hits as described under Blasts.



The X-launcher has shot at the purple unit with a fire action. The shot misses and goes off target by D5". A dice is rolled and the template moves 1" in the direction shown – catching the purple unit with an indirect hit.

Targeter Probes and Overhead Shots

In cases where the target has been marked by targeter probes, the 'off target' roll for OH weapons is reduced by -1" per targeter. This makes fire directed by targeter probes significantly more accurate (see Targeter Probes on page 40).

Overhead and Cover

No cover bonuses apply to a target's Res unless models are inside a building or under a roofed shelter of some kind, because shots plunge down on the target. If there is any doubt about this, consider the shot striking directly from above the target.

Speculative or Blind Fire

Weapons that have been given a Fire order can also shoot OH at targets even if the shooters do not have a LOS to the target – in other words where the shooters can't see their target because there is no line of sight. We call this speculative or blind fire. Units that have an Advance order cannot shoot in this way.

When shooting speculative fire a roll of a 1 followed by a further roll of 1 is required to score a direct hit, i.e. it is the equivalent of an outside chance to hit as already described for other shooting. If either dice rolls a 10 the shot misses with no further effect as for other shooting. Other misses go off target by D10" plus 1" for each pin marker that the shooting unit has, i.e. the same as described for misses from an unit with an Advance order where the shooters have LOS.

Randomising Direction

You can use whatever method you like to find a random direction – but as we are rolling a D10 anyway (D5=half D10 score) it is convenient to use the arrow shaped facet of the D10 roll as a direction arrow. Roll the dice close to the target and move the template in the indicated direction by the indicated score.

BLASTS

Some weapons have a blast effect and they are therefore described as blast weapons. Most weapons that shoot overhead (OH) are of this type. Blast weapons inflict a variable number of hits – D4, D6, etc – as indicated in the Special Rules column of the weapon stats.

Allocating Hits

When you score a hit on a unit with a blast weapon, roll the dice indicated to generate a random number of hits. Once you have the number of hits, take that number of D10s and allocate them against the target unit.

If the target has taken a direct hit from an OH shot, allocate the first hit to the model under the centre of the OH template. This is the equivalent to a bull's eye from normal shooting. Otherwise, the player whose unit has been hit distributes the hits evenly amongst all the models in the target unit regardless of where exactly the shot has landed or whether the shooter has LOS to individual models.

Down Targets

If a target is down then it is harder to inflict hits. In the case of blast weapons, rather than re-roll hits as we would for other weapons, instead the number of hits scored is halved rounding down. For example, if a blast weapon scores D6 hits and rolls a 3 the number of hits is reduced to 1.5 rounding down to 1, whilst a roll of 1 would round down to 0.

Weapons Drones are an exception to the normal rules for units that go down in that they don't get any benefit when shot at – they are not harder to hit because they are down. So, it is not necessary to re-roll hits against them, and in the case

The author's Boromite force plunders ruins of ancient civilisation



of blast weapons the total number of hits is not reduced. See page 42.

Hitting Multiple Targets

An OH shot can potentially hit more than one unit because it is possible for the template to land over models from different units. Where this is the case, the player whose units have been struck allocates the hits scored amongst the units affected, allocating the hits as evenly as possible between the affected units, but otherwise choosing which models are hit in the usual way. For example, a shot that inflicts D6 hits on two units might randomly roll 4 hits, in which case each unit suffers 2 hits.

ASSAULTS

An assault occurs where a unit moves into contact with an enemy unit. Assaults usually involve an exchange of shots as the attacker approaches the enemy, and close quarter fighting using both regular and close combat weaponry such as tractor mauls, lectro-lashes and – in extremis – fists and teeth.

Who Can Assault

Only infantry units and command units can make an assault. Other kinds of units, including weapon crews, are not allowed to make an assault, although they can be the targets of an assault.

An assault can be made against any infantry, command, weapon team or weapon drone unit, but not a unit of probes. Probes are small and agile and can easily avoid physical contact with the enemy.

Note that a unit does not need to be able to draw LOS to a unit to make an assault. A unit can assault an enemy unit it cannot see at the start of its move.

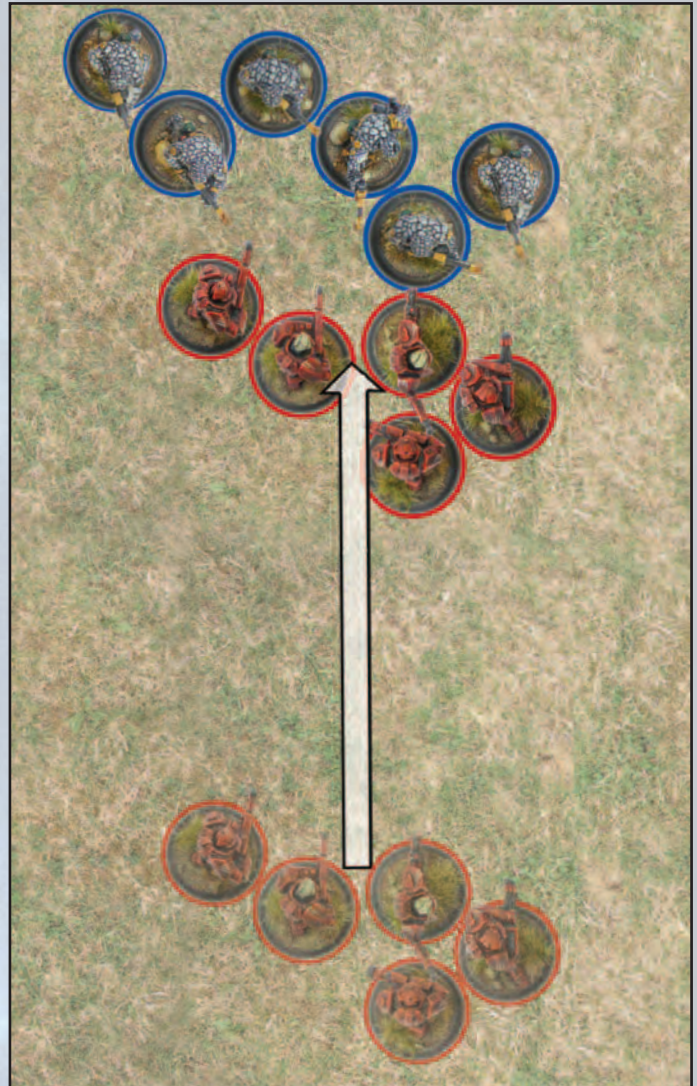
Making the Assault

To make an assault, a unit must be given a Run order, and the player must announce he is attempting to make an assault before moving the unit. Units move at run rate (2M) or they can use their order to sprint (3M) where they would otherwise be permitted to do so. A player wishing to sprint must say his unit is sprinting when announcing the assault. If a unit sprints, it must test its Agility in the usual way at the end of the move and takes a pin if this is failed (see Sprints on page 14).

When a unit makes an assault each model must move into base contact with a model from the enemy unit where it can, or into touch with a weapon drone's body where this is larger than the base. Once an assaulting model touches an enemy its move ends. The assault is successful if at least one model in the assaulting unit can move into contact. Assaulting units may move within 1" of the unit they are attacking and to within 1" of other units where necessary in order to reach their target.

If the assaulting unit is unable to reach its target the assault has failed. The assaulting unit must move as far as it can towards the target but must finish its move more than 1" distant to conform with the standard unit gap rule.

If the move is successful, all the models in both units will fight in the ensuing assault regardless of whether individual models touch an enemy or not.



The Red unit assaults the blue unit and makes a Run move. Only the closest red model, can move into touch – but this is enough to mount a successful assault. The remaining red models move as far as they can towards the enemy.

Assaults, Terrain and Obstacles

Where a player has a choice of going around obstructing or difficult terrain to reach an enemy, he must specify the route the assaulting unit will take before it moves. If the assaulting unit moves through difficult terrain, make the standard test. If this test is failed the usual penalty is applied to models moving through it (i.e. half pace).

If the assaulting unit has to cross an intervening low obstacle to reach the enemy, make the standard test. If failed the usual penalty is applied and models stop at the obstacle without crossing. However, remember that units can move freely over a low obstacle they are behind at the start of their move.

When assaulting an enemy in cover behind a low obstacle, the assaulting unit must be able to reach the target were the obstacle not in the way. If the assault is successful, models with sufficient move are lined up against the obstacle facing their opponents and both are considered to be touching for all practical purposes. The assaulting unit does not have to cross the obstacle to mount a successful assault.

THE ASSAULT

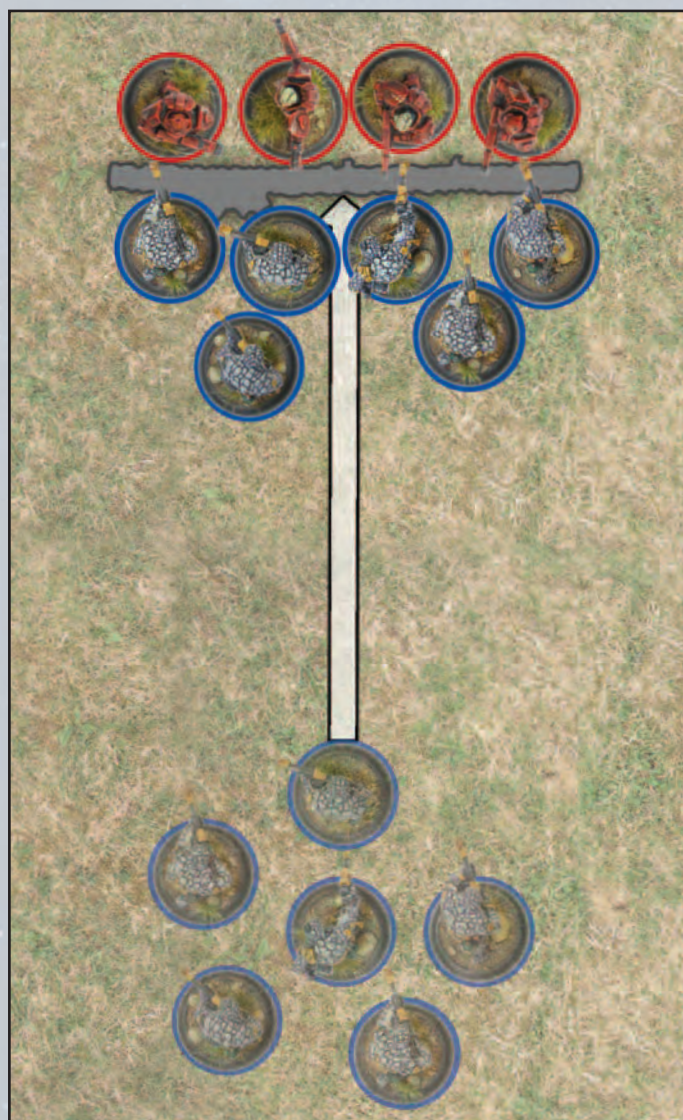
An assault is worked out in two separate stages. First, both sides work out **point blank shooting**. Secondly, both sides work out **hand-to-hand fighting**. The assault can potentially end after either of these stages, for example, because one side is wiped out by point blank shooting, or because one side has been defeated in hand-to-hand fighting.

Reactions to Assaults

In some situations units that are being assaulted can attempt to make a reaction before the assault takes place. These options are discussed in the separate section Reactions on page 29.

POINT BLANK SHOOTING

Only models equipped with standard or hand weapons take part in point blank shooting. Support and heavy weapons cannot shoot point-blank, but note that most weapon team crews carry some kind of hand weapon that they can use



The blue unit assaults the red unit, which is in cover behind a wall. The nearest blue model has to be able to reach the red unit, and the assaulting troops are moved as far as they can into touch with the wall.

during an assault. Standard or hand weapons with a minimum range of 10" or greater cannot shoot either, but most troops equipped with weapons of this kind also carry hand weapons for close defence (e.g. if they are armed with compression weapons). Troops that do not carry either standard or hand weapons cannot shoot.

Both the attacking unit and the unit being assaulted shoot point blank fire if suitably armed. It doesn't matter whether the assaulted unit already has an order or not, point blank shooting is part of the assault and doesn't need a specific order.

The usual routine is to work out the shooting for both sides simultaneously. The exception is if the assaulted unit has made a stand-and-fire reaction, in which case it gets to shoot first – see page 30. Unless the unit being assaulted has a fire order, all shooting is worked out as if an advance order had been given to both sides. If the unit being assaulted has a fire order, then it shoots with the usual aimed fire bonus for troops given a fire order.

During point blank shooting every model will shoot assuming it is armed with a weapon that enables it to do so. It is not necessary that a model can draw LOS to the target during an assault – we assume it can do so at some point as it moves towards the enemy or the enemy moves towards it.

If the unit being assaulted is behind a low obstacle or within cover, then this counts during point blank shooting as it would for any other shooting (i.e. Res modifier for occupied cover). The assaulting unit can potentially be within cover too, in which case it also receives the bonus, for example if the entire assault is taking place within a wood. Note that occupied cover bonuses do not count for subsequent hand-to-hand fighting.

If the unit being assaulted is down then this is also taken into account during point blank shooting. This means the assaulting unit will have to re-roll its hits during point blank shooting unless the target is a weapon drone (as weapon drones don't benefit from being harder to hit when down).

Work out shooting and remove any casualties that occur. Place a pin marker on units that suffer hits in the usual way. Once point blank shooting is complete, take an immediate break test for units that require it and apply the appropriate result to units that fail their test. See Break Tests, page 28.

HAND-TO-HAND FIGHTING

During hand-to-hand fighting all models taking part in the assault on both sides fight. It does not matter whether individual models are touching an enemy or not, all models fight. It is even possible that no models are touching, because point blank shooting has eliminated touching models. Even so all models fight.

Unless stated otherwise, models strike once in hand-to-hand fighting. However, some weapons, and some creatures, strike multiple times – in which case roll the appropriate number of dice 'to hit'. For example, models equipped with lectro-lashes strike three times.

Hand-to-hand fighting is worked out simultaneously for both sides unless one side is is down (see below).

Roll for Hits

Hand-to-hand fighting is resolved using the combatant's Strength stat to score hits rather than Acc. Otherwise, it is worked out as described for shooting but with the Strength modifiers below rather than the Acc modifiers.

STRENGTH MODIFIERS

Assault:	The unit making the assault +1 during the first round
Weapon:	As described for weapon

Note that hand-to-hand fighting is different from shooting in so far as no penalty is applied to Strength on account of pins accumulated. Pins do not affect Strength as they do Acc. A unit fighting hand-to-hand retains its pin markers, but no Strength penalty is applied on account of them. This represents the desperate 'do or die' nature of troops fighting for their lives in hand-to-hand combat.

Example. 5 Boromites assault a unit of 3 Algoryn. The Boromites have a Strength value of 6 and are making the assault, so they have a total S value of 7 – five D10s are rolled and all scores of 7 or less result in hits, i.e. rolls of 3, 5, 5, 7, and 9 = 4 hits.

Allocate Hits

Work out hits for both sides and allocate hits as for shooting. The enemy allocate any bull's eyes and the player whose unit has suffered the hits allocates those remaining.

Res Tests

Take Res tests and remove any casualties that result. No resist modifiers are applied for occupied cover during hand-to-hand fighting.

When it comes to taking Res tests, the strike value (SV) for hits scored in hand-to-hand combat is usually zero, unless the attacking model is armed with a hand weapon in which case the weapon's SV is used instead. However, some models do have a hand-to-hand SV bonus of +1, +2 or more, as in the case of Lavamites for example.

Add Pin Markers

Once hand-to-hand fighting has been worked out, remove any casualties, and add a pin marker for each casualty suffered by the unit during the fighting. For example, a unit taking two casualties from hand-to-hand fighting will take two pins.

Note that pins are only inflicted as a result of casualties in hand-to-hand fighting and not from hits as described for shooting. In the close-quarter fighting of hand-to-hand combat it is casualties that count, and the more casualties a unit suffers the more likely it is to give up and break.

Down Units

If a unit has a down order whilst fighting hand-to-hand combat then it strikes **after** the enemy instead of simultaneously. This means that any models removed as

casualties don't get to fight back. The enemy unit works out its attacks, casualties are removed, and pins placed. Then the down unit works out its attacks and casualties are removed and pins placed. Finally work out the results of the fight, including taking any break tests, as described below.

Attacks against down units do not have to be re-rolled during hand-to-hand fighting. Down units get no advantage in hand-to-hand fighting and suffer the disadvantage of striking last.

RESULTS OF ASSAULTS

After hand-to-hand fighting is finished, and assuming neither side has been completely eliminated, the side that has the greatest number of pin markers is defeated and must take an immediate break test. If both have the same number of pins both must take a break test (see Break Tests on page 28).

CONSOLIDATION MOVES

After hand-to-hand fighting, each surviving unit can make a single consolidation move (M). A consolidation move is just an ordinary move as if an advance order had been given and the unit were moving without shooting; however, no order is required to make a consolidation move. This move is intended to enable units to fall back where necessary, and for units to adopt a more sensible position/formation following combat.

If neither unit has been broken or destroyed, and the winners do not want to initiate a follow on combat (below) then both sides **must** make a consolidation move. When this happens the defeated unit always moves first, and in the case of a draw roll off to decide which unit moves first.

A unit can make a consolidation move regardless of its order if it has one. If it does not have an order, the consolidation move does not prevent a unit receiving an order subsequently that turn.

Note that enemy units cannot make a reaction to a unit making a consolidation move because the move is part of the assault rather than a separate action resulting from an order. This means surviving units get a chance to reposition themselves without the enemy making a reaction.

Following consolidation, the assault is complete and surviving units are no longer engaged in fighting. Note that units making consolidation moves, and which are already within 1" of the enemy at the start of their move, must begin by moving beyond 1" of all other units to comply with the formation rules. Opposing units will always separate once a combat is over.

FOLLOW ON COMBAT

If neither unit has been broken or destroyed following a round of hand-to-hand fighting then the winners can decide to continue the fight. In this case fight a further round of hand-

In humanity's primitive past there was simply life and death, but in the Seventh Age death is rarely absolute for humans born upon civilised worlds. Whilst bodies can die or be blown apart, minds can be preserved at least in part and transferred into machine intelligence or cloned creatures. Such dead are not truly dead, but nor are they quite the same as the living, and many who tread this path ultimately choose self-annihilation over eternal inhuman existence.

A Boromite commander leads his army through the steamy alien jungle.



to-hand fighting in the same way. The +1 Strength for initiating the Assault does not apply during follow-on combat. There is no limit to the number of rounds of follow on combat you can fight.

In the case of a draw both sides will normally consolidate. However, if both sides wish to do so they can fight a follow on combat instead. This doesn't usually happen because in most situations one side will wish to consolidate.

BREAK TESTS

A break test is a test made to determine if a unit's nerve holds under fire or stress. If the test is failed the unit is potentially broken. This means its members panic and run away, scatter, hide, freeze, surrender, become gibbering wrecks, or otherwise cease to participate in the battle in any meaningful way. Units that are broken are removed in their entirety, in the same way as units that are destroyed by shooting or other fighting. We imagine individuals may escape and live to fight another day – but as far as we are concerned the entire unit has fallen casualty and we therefore remove it from the game.

BREAK TEST TRIGGERS

A break test is required in the situations noted below. Note that it will often happen that a test is triggered twice – i.e. a unit has one or more pins per model **and** has suffered half its number as casualties. So long as both triggers result from the same cause, only one test is required.

One or more pins per model. A break test must be taken if a unit is shot at and hit by an enemy unit inflicting one or more pins as a result, and has at least one pin marker for every model in the unit once casualties are removed and pin markers placed. For example, if a unit of 3 men has 2 or more pin markers already, then it must take a break test if it is shot

at and hit, acquiring another pin marker, regardless of whether it takes a casualty or not.

Half number casualties. A break test must be taken if a unit is shot at and hit by an enemy unit and suffers half of its number or greater as casualties. Take the test after adding a pin marker to take account of hits taken. For example, if a unit of 5 men is shot at and suffers 2 casualties no break test is required, if the same unit is shot at and takes 3 casualties then a break test must be taken.

After hand-to-hand fighting. A break test must be taken by a unit that is defeated in hand-to-hand fighting as described in the Assault rules. A break test must be taken by both sides in the event of a draw (i.e. if both sides have the same number of pins). Take the test once the combat results have been worked out.

WHO HAS TO TEST?

Command, infantry, weapon team, and weapon drone units take break tests as described in this section. Probe units never take break tests in any circumstances. Weapon drones also have to take break tests as indicated on the Weapon Drone Damage table.

TAKING A BREAK TEST

A break test is taken against the unit's command stat minus 1 for each pin marker on the unit. For example, if a unit has a command stat of 9 and 3 pins its command value for break tests is 6.

Roll a D10. If the dice is equal to or less than the value you are testing against, the test is passed and there is no further effect. If the dice score is more than the tested value the roll is failed. A roll of a 10 is always a fail and a roll of a 1 is always a pass regardless of the value tested.

Results of Failed Break Tests

If a break test is failed and the unit has lost more than half of its original models then the unit is broken. Broken units are removed immediately in their entirety and considered to have been destroyed.

If a break test is failed and the unit has at least half of its original models remaining then the unit is forced down unless a 10 is rolled, in which case it is broken as described above. If the unit does not already have an order take an order dice from the dice bag and give it a down order. If the unit already has an order change it to down. If the unit already has a down order there is no further effect.

If a unit is testing following defeat or a draw in hand-to-hand fighting, it will always break if the test is failed regardless of what proportion of troops are left in the unit. This means that assaults are desperate make-or-break affairs, because units failing a break test following defeat in hand-to-hand fighting are always destroyed.

Note that weapon drones are commonly units of one model. As such they cannot be reduced to below half their number by casualties, and they cannot therefore be destroyed as a result of a break test taken except on the roll of a 10 or following defeat in hand-to-hand fighting. However, weapon drones also have to take break tests as indicated on the Weapon Drone Damage table, and can be broken and destroyed as a result.

Automatic Breaks

A unit that has at least as many pin markers as its raw command stat is immediately considered to be broken or forced down as if it had taken and failed a break test.

This means it is broken without a test if it has lost more than half its original models or if it is defeated following hand-to-hand combat, and otherwise it goes down.

For example, a unit with a command stat of 8 is treated as having failed a break test if at any point it acquires 8 or more pins. Note that as no test is taken, a unit that has not lost half of its original number of models cannot be broken in this way because there is no chance of rolling a 10, unless the unit is fighting hand-to-hand in which case all fails result in a break regardless of casualties suffered.

REACTIONS

A reaction describes a situation where an enemy unit's order and subsequent action can potentially trigger a response from the opposing side. These reactions interrupt the normal turn sequence. Exactly how they work depends upon the situation as described in this rules section. Remember, reactions are always made in response to **actions** resulting from an enemy **order**. A unit cannot react to another unit's reaction, nor to movement or shooting that takes place in any other circumstances – for example point blank shooting that takes place during an assault, or consolidation moves at the conclusion of hand-to-hand fighting.

The reaction rules introduce a layer of additional complexity to the game offering many interesting tactical possibilities. However, they take some getting used to. It is therefore a good idea for players to familiarise themselves with the basics of game play before attempting to use the reaction rules.

MAKING A REACTION

A unit can attempt a reaction if it has no order or, in some situations, if it has an ambush order. A unit that already has an order other than ambush cannot attempt a reaction. Units with an ambush order are treated slightly differently to units that have no order, so we'll deal with ambushing units separately for ease of explanation. See page 31.

When a unit wishes to make a reaction it must take a reaction test. If the test is passed the unit makes the reaction. If the test is failed it does not make the reaction and takes a pin. There is therefore a risk of not only failing to react, but of suffering a pin to represent the unit falling into confusion.

As an exception to the necessity for a reaction test, if a unit wishes to make a go down reaction it does not need to make a test. This is comparable to a unit making a down action following a down order – in both cases no test is required. However, a unit that goes down will need to make a recovery test to return its order dice to the dice bag at the end of the turn, as already described on page 12.

Reaction Tests

All reaction tests are made the same way. Roll a D10 and compare the result to the unit's initiative value. The unit's initiative value is its stat with a minus 1 penalty for each pin marker on the unit. For example, a unit with an Init stat of 7 and three pin markers has an initiative value of $7-3=4$.

If the dice score is equal to or less than the unit's initiative value, the test is passed. If the score is more than the unit's initiative value, the test is failed. If the test is passed it can react as described. Rolls of 1 will always pass and rolls of 10 will always fail, regardless of the tester's initiative value.

If a unit makes a reaction, then an order dice is drawn from the dice bag and given to the unit. Every reaction is equivalent to one of the orders on the dice as explained in the description of the reaction and summarised on the Reactions chart on the quick reference sheet found on the inner back cover. If a unit fails to react then it suffers a pin marker, but it does not receive an order dice and is therefore free to be given an order later in the turn, or to attempt to react to another enemy unit at some later point.

Units with differing Initiative stats

If a unit comprises models with differing initiative stats, then use the highest value for reaction tests. For example, in a squad where one model has a value of 9 and three models have a value of 7, the squad has a value of 9.

GO DOWN

A unit that is targeted by enemy shooting can react by going down. This happens when the shooting player declares his target and before measuring range and rolling 'to hit'. The player whose unit is being shot at declares his unit is going down. The unit is immediately given a down order. Take an order dice from the dice bag and place it by the unit with the down side uppermost to show that it has gone down.

If a unit is targeted by an overhead weapon and goes down, then any other units within 5" can also go down as a reaction just as if they had also been targeted. They don't have to do so, and some can go down whilst others do not, it is entirely up to the player.

THE MHAGRIS – FIGHTERS OF THE FREEBORN ARMIES OF THE OSZON MERCANTILE LEAGUE

The Mhagris fighters retain the trappings of their primitive warrior society, together with the essential technology that equips them to fight in the Oszoni forces. These examples of Mhagris demonstrate the continuing use of low-level native technologies in addition to the basic equipment provided by the Oszoni and any other gear they can scavenge from the battlefield. Many Mhagris wear the mark of their feral culture with pride, and fiercely maintain a distinct and peculiar religion, the details of which they refuse to share with non-Mhagris. The Oszoni care little what their client-peoples choose to wear, knowing that the barbaric appearance of peoples such as the Mhagris is often enough to see off feint-hearted enemies without a fight! Tales of headhunting, torture and cannibalism may have little basis in reality, but only serve to enhance the Mhagris' fighting reputation and are not discouraged.

As primitive humans the Mhagris have little to fear from contact with Isorian or Concord technology. Some of the more farsighted have turned their backs upon the old ways, even going so far as to suffer the surgical implantation of tech interfaces, but most regard such things with superstitious fear. Indeed, it is not uncommon for Mhagris to endure physical wounds that could easily be regenerated at a modest cost, preferring to bear their scars and mutilations as a sign of their devotion to battle. Relatively primitive mechanical prosthetics are one of the marks of Mhagris culture, although amongst the younger warriors brought up entirely under the rule of the Oszoni, such inconvenient gestures of native pride are becoming increasingly rare. Many of the upcoming generation have abandoned the ways of their ancestors altogether, to merge imperceptibly into the lower orders of the Freeborn.

No reaction test is required for a unit to go down, but note that a recovery test is needed to return the order dice to the dice bag at the end of the turn. In other words, it's dead easy to drop down, but it's much trickier to get up again!

STAND AND SHOOT

A unit that has been successfully assaulted by an enemy can react by shooting as the enemy approach. Make the test as soon as the enemy has successfully moved into the assault. If successful, this gives the unit a fire order and enables it to shoot first with its point blank shooting. As the unit has a fire order it gets the +1 aimed fire bonus to its Acc where appropriate.

Place a fire order by the unit. Calculate the unit's point blank shooting, removing casualties from the assaulting unit, adding any necessary pin marker and making a break test where necessary. Once this is resolved, the assaulting unit can make its own point blank shooting, assuming it has not been wiped out or broken.

ESCAPE!

A unit that has been assaulted by an enemy can react by making an immediate run move to try and place itself out of

reach. This reaction has to be made before the assaulting unit moves, when the opposing player announces the unit will make an assault. Remember, if the assaulting unit intends to sprint, the player must say so when announcing the assault and before moving the unit.

If a unit makes a successful escape reaction it immediately gets a run order. Take a dice from the dice bag and give the unit a run order. The unit must make a run move that puts as much distance between it and the assaulting enemy as possible. In other words it must run away from the enemy in so far as it can. The escaping unit can skirt round any terrain, or obstacles, that would potentially slow it down so long as the resulting movement takes it consistently away from the assaulting enemy. If the escaping unit could otherwise make a sprint move (3M) then it **must** do so and the player must test the unit's agility at the end of the move in the usual way (see Sprints on page 14).

Once the escaping unit has made its move, the assaulting unit must complete its move in so far as it can, as described in the Assault rules on page 25. If the escaping unit hasn't moved far enough to get out of the way of its enemy, then the assault happens anyway. In this case the escaping unit cannot shoot point blank because it is too busy trying to escape.

Important! Remember that it is not permitted to make a reaction against a unit that is making an escape. Reactions can only be made where units are taking actions resulting from orders they have been given.

FIREFIGHT

A unit that is shot at by an enemy unit with a fire order at ranges up to 20" can react by shooting back. This shooting takes place simultaneously with enemy fire, so both units shoot at full effect before both remove casualties and make any consequent break tests. Remember, because the unit has a fire order it gets the bonus for aimed fire.

Make the reaction test as soon as the enemy range is measured and before rolling 'to hit'. If a unit successfully reacts, it immediately gets a fire order. Take a dice from the dice bag and give the unit a fire order. Resolve the fire action simultaneously with the enemy.

In the case of weapons that have a minimum range, the enemy must be at a range that would normally allow weapons to fire. Note that there is no additional restriction on what type of weapons can engage in a firefight, e.g. overhead shooting weapons can take part in a firefight if they could otherwise shoot at the target.

RUN TO COVER

A unit that has been shot at by an enemy unit with a fire order at ranges greater than 20" can react by running to cover, either to place itself out of the line of sight of the shooters, behind intervening terrain or within cover, or at longer range. This reaction has to be made before the enemy unit shoots, once the opposing player announces the enemy unit will fire at the target and the range measured.

Note that units can't make a run to cover reaction from OH shots. If fired at by a mix of OH and non-OH shots a run to cover reaction is allowed, but if the attack is only OH the reaction is not allowed (a go down reaction remains a good option though).

If a unit successfully reacts, it immediately gets a run order. Take a dice from the dice bag and give the unit a run order.

The unit makes an immediate run action (2M) before the enemy shoots. This move can be in any direction so long as it places the unit either into or behind cover, or behind intervening terrain or an obstacle, or out of sight of or further away from the enemy unit shooting at it. If the unit can normally make a sprint move (3M) then the player can choose to sprint, but does not have to do so. If the unit sprints it must test agility in the usual way at the end of the move. A unit moving into or behind cover does not have to get the entire unit to cover, so long as at least one model can reach cover. A unit running to cover cannot make an assault as it does so; however, the move can potentially bring the unit closer to enemy units.

Important! It is not permitted to make a further reaction against a unit that is making a run to cover reaction. Remember, reactions can only be made where units are issued orders.

AMBUSH

Ambushing units are treated somewhat differently to other units when it comes to making a reaction. A unit with an ambush order can attempt any of the standard reactions already described as if it had no order. It must still take a reaction test as explained already. A unit with an ambush order can also make a special ambush reaction as described below.

Standard Reactions

A unit with an ambush order can attempt any of the standard reactions already described in the same way as a unit with no order. Except in the case of a down order, a reaction test is required to succeed. If the test is successful the ambushing unit's order dice is turned to show the appropriate order for the reaction, for example a run order in the case of a run to cover. If the test is failed the ambushing unit takes a pin and its order does not change – it stays on ambush. This means that an ambushing unit that fails to make one of the standard reactions already described is still on ambush and it can potentially make a further reaction later in the turn. However, it cannot react again to the same enemy action – it has had its chance and failed.

Making an Ambush Reaction

A unit with an ambush order can react by shooting at an enemy unit that moves within its field of fire with either a run or advance order, and which presents a target as it does so. An ambushing unit can shoot at any convenient point during the enemy unit's movement; for example, once it has moved from cover, or as it moves into a closer range band.

Where an ambushed unit is making an advance, shots from the ambushers are worked out and any resulting pin added before shots from the ambushed unit are worked out. If the ambush triggers a break test this must be resolved before the ambushed unit shoots.

A unit with an ambush order cannot make an ambush reaction against an enemy that has successfully assaulted it, although it could attempt a stand and shoot or escape reaction.

A unit with an ambush order can make an ambush reaction against an enemy unit that is assaulting another unit. If it does so, the ambush reaction must be made before any point blank shooting during the assault itself, either before or after any reaction from the unit being assaulted.

Working Out the Ambush

If an ambushing unit passes its reaction test, work out shooting as if the ambushers had a fire order. Remember, because the unit has a fire order it benefits from aimed fire where this is allowed. Once shooting has been resolved, the unit retains its ambush order and can potentially make further reactions later in the turn. Thus, a unit that makes a successful ambush stays on ambush and can shoot again against other enemies during the turn if it gets a chance. However, note the exception for heavy weapons – see below.

If an ambushing unit fails its reaction test, it still shoots as described above but automatically changes its order dice to fire. Because the test is failed, a pin marker is added before shooting is resolved. This is why the test must be taken before ambushers shoot. Because the ambusher's order dice has been changed to fire it is unable to make further ambushes that turn, and is treated like any other unit that has been making a fire action.

Heavy Weapons and Ambush

As an exception to the above rule, a weapon team or weapon drone with a heavy weapon can only make one ambush in a turn and its order dice is always turned to fire once it has done so. However, a reaction test is still required, as failure results in the unit acquiring a pin marker reducing its chances of scoring a hit.

The Mhagris are a primitive tribe that live upon a feral world – a world that long ago reverted to savagery and its people to barbarism. There are many such worlds throughout Antarean space. Unless feral worlds are of strategic importance, or possessed of rare and valuable resources, they are ignored by more advanced societies. It's from such worlds that the Varda of the Freeborn often recruit and train mercenaries, one of the prime commodities that the Houses of the Varda trade throughout Antarean space.

Our Mhagris mercenary character is well known as the occasional companion of Hansa Nairobi, and is wanted by several Houses of the Varda for contract breaking, smuggling, and dallying with royal princesses. He is called Bovan Tuk. Bovan – who generally goes by the name of Bo or Boey – carries the best and most sophisticated weapons that money can buy, but he also wears many of the savage trappings of his people as befits the leader amongst a proud warrior race.



Armoury

This section describes the core weaponry, armours and a selection of equipment for the Antares ruleset. It is by no means complete, but it does contain all the weapons commonly used by forces of the kind described in the Sample Forces section.

ANTAREAN WEAPONS

The following types of weapons are common to many forces throughout Antarean space and come in many shapes, sizes and designs depending upon where they are manufactured.

Magnetic Weapons

Magnetic weapons propel a metallic, metal-coated or metal-cored projectile by means of a powerful magnetic pulse. The everyday, effective, practical and adaptable weapon carried by most self-equipped troops of Antarean space is the magnetic gun or 'mag' gun. Pistol, standard, repeater, support and heavy versions are all common battlefield weapons. Mag guns are manufactured throughout the galaxy to different designs reflecting local technology levels.

The projectile itself takes the form of a spike, needle, sliver or plug. It is the last of these that gives cruder weapons of this type the alternative name of plug guns or pluggers – although other terms such as spikers, needlers and sluggers abound. The simplest versions are unitary designs with shots fed from a magazine. More sophisticated versions are composite designs that can be extended by adding sections together to create a weapon that is larger and more powerful, or smaller

and handier. The best quality mag weapons carry their projectiles in a compression field that is built into the body of the weapon. A compression field can hold thousands of rounds, and weapons so equipped can synthesise their own ammunition from an integral HCM (Hyper Compressed Material) core given a few hours.

All mag guns shoot a burst of projectiles. The rate of fire varies, with Concord and Isorian military manufactured weapons being more versatile, rapid firing and reliable in use. Rapid firing repeaters are sometimes called zippers – a reference to the noise made by the spikes as they fly past... rather too closely.

Plasma Weapons

Plasma weapons are the most powerful hand-held weapons available to the military of the Concord, the Isorian Shard and other advanced forces. Plasma weapons are most likely to be carried by elite shock troops, mercenary leaders, and wealthy individuals with access to advanced weaponry. Because they are high-energy weapons, their effectiveness depends on the weapon's conversion rate. This declines with long use, and more rapidly so without sophisticated routine maintenance. Plasma weapons project an energy pulse powerful enough to cause an ionisation reaction at the surface of the target.

The standard weapon is the plasma carbine and a single shot is usually referred to as a plasma bolt. This is a versatile weapon that can shoot a steady high-energy bolt or a rapid pulse of less powerful bolts, as required. A larger support version provides greater range and power. Concord and Isorian strike units often employ autonomous weapon drones armed with plasma support weaponry.

Compression Weapons

Compression weapons use the same technology as compression fields and hyper-compressed materials, in this case compressing everything within a narrow field projected by the weapon. The pulse rate is reactive to the density of the atmosphere, and is calibrated to allow the compression effect to advance as the initial pulses crunch the air in front of the weapon. This permits further pulses to reach progressively forward. For this –and safety reasons – most compression weapons don't function at short ranges and have only a narrow range of effectiveness.

Generally speaking, compression weapons are carbine-sized weapons that are heavier and less convenient to carry than a regular mag gun or plasma carbine. They are commonly called grippers (General Purpose Light Compressor) or compo guns. There is also a version focussed for short-range effect, a development of a tool used for asteroid mining: the Mass



Compactor or Masser. Boromite Work Gangs often carry Massers. Boromites are one of the few panhuman types strong enough to carry these weighty machines comfortably.

X-Launchers

An X-launcher is a portable magnetic launcher that hurls explosive missiles, bombs or special munitions packages, such as Arc, Blur, Scramble, and Scoot. They are bulky weapons, and their regular explosive ammunition resists full compression due to the charge. They are of limited value on the battlefield unless they can be emplaced or set-up in a static position. However, they are excellent for lobbing shots onto fixed targets. The bombs themselves are usually guided either by internal sensors or by means of mobile targeting probes. The standard X ammunition contains high-concussion explosives – the X simply standing for explosive.

Smaller man-carried X-launchers include the Micro-X launcher and X-slinger. These fire a micro-bomb or metalised splinter ammunition. The Micro-X launcher can shoot overhead by lobbing bombs onto the target, or it can shoot metal-cored splinter ammunition, which has an effect similar to a mag-gun although with restricted range. The X-slinger is often built into a wrist-mounted unit, or it can be sub-mounted onto another weapon or device. It's range is short and it is used to shoot micro-bombs directly at the target.

Fractal Weapons

Fractal weapons are large crew served machines that are primarily designed for attacking stationary targets. The Fractal bombard, for example, is a substantial weapon that is most often seen in sieges and urban fighting where its ability to destroy hard targets from a distance is key to establishing control of the fighting zone. Fractal weapons utilise molecular resonance to break apart solid material. Although slow to develop full power, their ability to break apart buildings and machines is almost limitless.

A compact version developed for use in mining and tunnelling is the Frag Borer carried by Boromite weapons teams. Fractal

Suspensors are a fact of everyday life: energy forcefields that enable a drone to float through the air, or buildings to hover suspended in space – held in position by structural suspensors.

Suspensor technology has largely replaced physical motive force as a means of propulsion – it provides the means by which most vehicles, drones and loads move from place to place – invisibly, silently and speedily.

weapons are also known as Disintegrators, Fraggers and – especially the largest versions - Smashers.

WEAPON STATS

The accompanying tables summarise the stats for common weapons in the game. Further special rules apply to some weapons as noted separately. Weapons unique to specific forces are included in the force lists for those armies.

TYPES OF WEAPONS

Different kinds of units carry different kinds of weapons. Most infantry squads consist of troops with standard weapons.

Weapons teams are based around a single support or heavy weapon with crews. Infantry squads, command squads and weapon team crewmen sometimes carry hand weapons in addition to other weapons.

Special rules apply to support and heavy weapons as detailed throughout the rules. Additional rules for special types of weapon are noted overleaf.



Hansa Nairobi,
Freeborn Mercenary captain
painted by Calum Barr

A Boromite Heavy Frag Borer prepares to unleash devastation on an Algoryn stronghold.



HAND WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Pistol	10"	20"	30"	1	-
Plasma Pistol	10"	20"	30"	2	-
X-Slinger	10"	20"	None	0	Blast D3

STANDARD WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Gun	20"	30"	60"	1	-
Mag Repeater	20"	30"	None	0	RF 2
Plasma Carbine					
• Single Shot	20"	30"	50"	2	-
• Scatter	20"	30"	None	0	RF 2
Compression Carbine	10-20"	30"	50"	2/1/0	No Cover
Micro-X Launcher					
• Overhead	10-20"	30"	50"	0	OH, Blast D4, No Cover
• Direct Fire	20"	30"	None	1	-

SUPPORT WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Light Support	30"	50"	100"	2	RF 3
Light Mag Cannon	30"	50"	100"	3	-
Plasma Light Support	30"	40"	80"	3	RF 3
Plasma Cannon	30"	40"	80"	5	-
Compression Cannon	10-30"	40"	80"	4/3/2	No Cover
Fractal Cannon	30"	40"	80"	2 (+1 max 5)	Fractal Lock
X-Launcher	10-30"	60"	120"	1	OH, Blast D5, No Cover

HEAVY WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
Mag Heavy Support	30"	50"	100"	3	RF 5
Heavy Mag Cannon	50"	100"	250"	6	-
Plasma Bombard	50"	100"	200"	7	-
Compression Bombard	10-50"	100"	150"	9/7/5	No Cover
Fractal Bombard	50"	100"	200"	3 (+2 max 10)	Fractal Lock
X-Howitzer	10-50"	100"	250"	2	OH, Blast D10, No Cover
Mag Mortar	10-30"	40"	50"	3	OH, Blast D10, No Cover

WEAPON SPECIAL RULES

Blast Dx:	Blast weapon. See page 23.
RFx:	Rapid Fire weapon. See page 18.
OH:	Overhead shot weapon. See page 20.
No Cover:	No Res modifier for occupied cover applies.
Fractal Lock:	Auto-hit stationary target (see below).

WEAPON TEAMS

Weapons team units comprise a support or heavy weapon plus a number of crew models to operate it. Some units also include one or more buddy drones of various kinds. The number of models needed to crew a weapon at full effectiveness is two for a support weapon and three for a heavy weapon. A team can include more crew models than are necessary to operate their weapon, in which case any additional crew can fight with whatever standard or hand weapons they carry.

If the number of crew falls below that needed to operate their weapon at full effectiveness, then the unit suffers penalties to its Ag tests for crossing terrain, and it suffers penalties to its Acc when shooting as described in the rules.

A weapon needs at least one crewmember to operate it, and if all crew models are killed the weapon itself is automatically removed as a casualty. Otherwise weapons are considered to be unit equipment and not viable targets, cannot have hits allocated to them and are not removed as casualties.

Because weapons are not part of the unit, don't draw LOS to them or measure to them as targets. If all an enemy can see of a weapon team unit is its weapon then it does not have LOS to the unit. Weapon models do not block LOS.

When a weapon team shoots at least one crewmember must have LOS to the target and it must also be possible to draw LOS along the gun barrel. Range is always measured from the gun barrel for the simple reason that it seems perverse to do anything else (see Shooting, page 16).

SPECIAL WEAPON RULES

Plasma Carbines

Plasma carbines have two shooting modes: a single focussed shot and scatter. The first represents a short burst and the second a series of rapid bursts. A unit can use either mode when it shoots, but all the models in the unit armed with plasma carbines must use the same mode.

Compression Guns

Compression guns feed off mass and so ignore occupied cover modifiers for Res. When calculating damage from compression guns disregard Resist modifiers for occupied cover.

Compression guns have a minimum range of 10". They cannot be used to shoot at targets under this range. Remember, range is always measured unit to unit, even if the actual distance between a model carrying a compression gun and its target is greater than 10", shooting is not allowed if the opposing units are at less than 10" range. This range

restriction is especially significant during an assault. For this reason troops armed with compression guns often carry additional hand weapons as a back up.

The strike value (SV) of a compression gun varies depending upon the range to the target. Remember, as with minimum range, the distance is always measured unit to unit and not between individual models. The SV is shown as effective/long/extreme, e.g. 2/1/0 = effective 2, long 1, extreme 0.

Mass Compactors are a type of compression tool used by Boromites as a weapon. They are adapted to work at short ranges and so don't have the minimum range of other compression weapons; however, their maximum range is very limited. See the Boromite force list.

Fractal Guns

Fractal Guns are large, mechanically complex, crewed support or heavy weapons. They are mostly used in urban warfare and are primarily designed for taking out stationary targets such as emplacements, buildings, and fixed installations, for example a Transmat array.

Once a Fractal gun hits its target it locks on (Fractal Lock). So long as the Fractal gun receives a Fire order each turn, and so long as the target does not move, the Fractal gun will automatically hit each time it continues to shoot at the same target, i.e. it auto-hits. If either shooter or target move, if the

ISORI

For untold ages the planet of Isori was held up as the greatest example of human achievement – the very pinnacle of civilisation in all of Antarean space. The Isorians stood at the forefront of the most advanced technological accomplishments. Their planet was home to vast fleets and a nexus of trade in goods and ideas: a seat of unparalleled learning as well a source of vast and unrivalled power. Its inhabitants grew prosperous and they were generous with their wealth. Countless human worlds rose to civilisation upon the beneficence of the Isorian Senatexis. Isori was perceived to be a paradise where want and strife had been dispelled by the combined power of advanced science and rational government.

Such was the reputation and standing of Isori throughout the long ages that followed the discovery and exploration of Antarean space. Though empires would rise and fall many times over the centuries, always Isori kept the flame of civilisation burning through the darkness. From that flame humankind would repeatedly kindle fresh hope and renewed strength. Throughout the long centuries of isolation that followed the calamitous end of the Sixth Age, the Isorians watched and waited. The Antarean gateways had fallen into sudden and catastrophic collapse, bringing to an end all travel between human worlds. Such things had happened before, bringing each of the preceding ages to an end, and the Isorians were prepared. They waited for the time when the darkness would end and the Gates of Antares would rebuild themselves, and once more Isori would step forward – the torchbearer of human civilisation.

Fractal gun changes target, or if the Fractal gun changes its order to anything other than Fire – either voluntarily or otherwise – then the auto-hit no longer applies and it will be necessary to roll to hit the target once more to acquire a Fractal Lock.

Fractal guns have a strike value (SV) expressed as a basic value plus a bonus, e.g. 2+1. The basic value is the value generally used. If the fractal gun continues to auto-hit the same target as described above, add the bonus to the SV for each additional time the weapon fires up to a maximum value of 5 for a Fractal Cannon (support) and 10 for a Fractal Bombard (heavy). So, the first hit upon a stationary target from a Fractal Cannon would be with SV 2, the second SV 3, the third SV 4 and so on, up to the maximum value of 5.

Magnetic launchers

An X-launcher is a portable magnetic launcher commonly used to hurl explosive missiles or bombs. Small launchers (Micro X-Launchers and X-slingers) can also shoot metal-cored projectiles directly at the target in direct fire mode. This combination of abilities makes them ideal squad weapons. Larger support and heavy launchers (X-Launchers, Heavy X-Howitzers and Heavy Mag Mortars) cannot shoot directly at a target, but can shoot special munitions packages, such as Arc, Blur, Scramble, Scoot and Grip.

SPECIAL X-LAUNCHER MUNITIONS PACKAGES

Shooting Special Munitions

X-Launchers can shoot special munitions rather than the standard explosive shot. As many special munitions affect an area of ground, rather than an enemy unit, the target can be any point on the battlefield. Work out where the shot lands using a shot marker rather than the overhead template. If the munitions type has a radius of effect, as many do, this radius is measured from the centre of the marker.

Scrambler (kinetic field dispersant). Scrambler, or scramble shot, affects kinetic field defences such as reflex armour, synker shields and batter drones. If a scramble shot lands within 3" radius of a batter drone then its shield is rendered ineffective whilst the scrambler works and the batter drone remains within 3" of it. If a scramble shot lands within the bounds of a synker shield then the shield is rendered ineffective whilst the scrambler works, i.e. if the centre of the marker lands within the bounds of the field. If a scramble shot lands within 3" of a unit armoured with reflex armour, the reflex armour of the entire unit is rendered ineffective whilst any model in the unit is within 3" radius of the working scrambler. At the end of the turn roll a dice – on a 1-5 the scrambler has no further effect – on a 6-10 it continues to have an effect.

Arc (point defence energy sink). Arc attracts the fire of weapons drawing a line of sight within 3" radius of it. Any shot that must draw LOS within 3" of the arc to hit its target must roll a D10 – and must score 1-5 to bypass the arc. Any shot rolling 6-10 is diverted and has no effect. Arc affects all shooting from both sides. Arc does not affect overhead shots unless the actual aiming point of the OH shot is within 3" of the arc, in which case it will affect the shot regardless of whether the shooter draws LOS through the Arc area of effect or not. At the end of the turn roll a dice – on a 1-5 the arc has

no further effect – on a 6-10 it continues to have an effect. If a shot has to by-pass multiple arcs then roll for each separately.

Blur (spacial distort generator). Blur distorts localised space blurring visible light and energy waves. Every unit within 3" of a blur shell suffers a –D3 Acc penalty each time it shoots. This penalty applies to any units where one or more models are within 3" of a working blur shell. Roll the D3 each time the unit shoots and apply the penalty rolled. At the end of the turn roll a dice – on a 1-5 the blur has no further effect – on a 6-10 it continues to have an effect. If a unit is affected by several blurs then roll one penalty dice for each blur shot and apply the greatest penalty of those rolled – i.e. don't add the penalties together, just use the highest value.

Scoot (sub-harmonic pulser). Scoot shells emit strong low frequency sound blasts that affect the nervous system of living creatures; however the effect is temporary as the pulses only last so long. At the end of the turn, once dice have been returned to the dice bag, roll a dice – on a 1-5 the scoot has no further effect – on a 6-10 it continues to have an effect. Any infantry, command, or weapon team unit with any models within 3" radius of a scoot shell can only be given a run or down order. No other orders are permitted. Any such unit within 3" of a scoot shell can only make a go down reaction when making a reaction. No other reaction is permitted – not even if the unit already has an Ambush order. For all the affected units, return orders to the dice bag before testing for the continuing effect of scoot, including any Ambush orders, and test to return down orders to the dice bag in the usual way.

Note that scoot does not affect weapon drone units or units of probes.

Net (Suspensor net). Net shells emit a suspensor field pulse that resists anything that attempts to move. This has a paralysing effect both physically and mentally upon units hit by it. Use a standard overhead template to represent the net pulse. If a unit is hit by net it takes no damage, but rather than suffering 1 pin from the hit it takes D3+1 pins (2-4) from support launchers, and D6+1 pins (2-7) from a heavy launcher (smaller X-launchers cannot shoot special munitions). Net doesn't otherwise have any affect upon the target. Targets that are down halve the number of pins taken rounding down. The shell does not persist from turn to turn, as do many special munitions; it just dumps pins on the target. If a target is hit by a series of net shells it will accumulate pins from each. If the same net shell should hit two or more units, divide the pins between them in the same way you would normally divide hits.

Grip (flux field suspensor). Grip makes local space dense and sticky so it is hard to move about – this is called a grip or flux field, or tangler shot. It is mostly used to prevent enemy moving over open ground. A grip field creates a 3" radius area of extra difficult 'terrain' centred upon the spot where the shell lands. There is no terrain as such of course – the field is invisible – but apply penalties as if movement were through difficult terrain (-2 Ag). If the radius encompasses difficult terrain, then just apply the most severe penalty, don't add the penalties together. Similarly, if two or more grip fields overlap treat them as a continuous area with the same penalty, don't add the penalties together. At the end of the turn roll a dice – on a 1-5 grip has no further effect – on a 6-10 it continues to have an effect.

Homer (nano-beacon). Homer provides a signal that is strong enough to function as a temporary transmat node, but it can also be used as a homer beacon for any further OH shooting from the same unit, or from any OH shot that can patch-site to the unit that shot the homer. When shooting onto a homer signal shots strike exactly the same point on any D10 roll other than a 10, in which case the shot misses and is ignored as usual. No other modifiers apply. Transmat nodes are slave transmat terminals that can be used to move objects/units to or from a more distant transmat array – don't worry about these for now. A homer will continue to work for the rest of the game but can be destroyed or deactivated in the same way as a targeter probe, see page 41.

ARMOURS

The military forces of Antarean space have to be prepared to face battle in many different atmospheres and environments. Some are deadly in their own right. Although not all circumstances require troops to wear environmentally sealed armour, such situations are common enough to make the use of sealed enviro-suits standard practice amongst Concord and Isorian forces. Some armoured suits are constructed from hard or semi-rigid panels, but most actual armours take the form of energy or shield defences. These energy shields are articulated across metallic nodes, panels or similar hard points on enviro-suits. A personal shield defence covers the entire body, providing all-round protection and potential environmental isolation. The most effective armours are those incorporating physical as well as energy-based seals, as worn by the Concord and Isorian military.

Reflex Shield

A reflex shield provides a basic energy-type armour that extends around and protects the wearer. Reflex shields absorb kinetic energy, stopping physical objects as well as energy-based weapons. Reflex shields are vulnerable to scambler (kinetic field dispersant) – see Scambler.

Troops equipped with reflex shields add +1 to their resist (Res) stat.

Impact Cloak

An impact cloak is made from nano-conductive textile and it works in conjunction with a reflex shield. The cloak appears no different from normal material and may be fashioned into a cloak or loose coat, but is made from impact textile. Impact textile conducts the wearer's reflex shield forming a semi-rigid protective barrier in response to kinetic attack. Compared to a reflex shield alone, the addition of Impact defences offers better protection at close ranges in particular. Impact cloaks/coats are an adjunct to the reflex shield, and are affected by scambler in the same way.

Troops equipped with Impact Cloaks add a further +1 to their resist (Res) stat during assaults at all stages, including any reaction shooting, point-blank shooting and hand-to-hand fighting that takes place as part of an assault. I.e. they have +1 Res for most purposes and +2 Res during assaults.

Hyper-light Shield (HL or HLS)

Hyper-light shielding recognises the energy signature of incoming attacks and projects a specific, focused counter

against it. The more distant or lower velocity the attack, the more effectively hyper-light shielding is able to identify and defend against it. Hyper-light shielding is the standard armour worn by Concord military units.

At ranges of up to 10" a hyper-light shield adds +1 to the target's Res. Remember, range is measured unit to unit, and it is this range that counts when calculating these values. This includes all point blank firing from assaults and hand-to-hand fighting, and any reaction shooting against assaults at up to 10".

At ranges of greater than 10" a hyper-light shield adds +2 to the target's Res.

Against any weapon that has a blast effect – regardless of range – hyper-light shielding adds +3 to the target's Res. HL shields are very effective against blast damage.

Phase-armour

Phase-armour desynchronises the wearer's position in real-space isolating the target from harm, but must then resynchronise for the wearer to interact with the environment. In practice, the phase field is in constant flux, and to be most effective the wearer must expand the length of time phased out, reducing the overall amount of active time. This technology is currently unique to the Isorians – but captured or traded armours are highly prized throughout Antarean space.

During an assault, phase-armour adds +1 to the target's Res at all stages, including any reaction shooting, point-blank shooting and hand-to-hand fighting that takes place as part of an assault.

In other situations phase-armour adds +2 to the target's Res.

A unit wearing phase armour can always choose to make a go down reaction when shot at, even if it already has another order and has made an action that turn. A unit wearing phase armour can even choose to go down **after** the enemy has shot and scored hits, obliging the opposing player to re-roll hits already scored or halving the hits scored from a blast weapon.

Compression shell

A compression shell is a kind of suspended hyper-compression field that is capable of neutralising any kind of attack. The volume that can be surrounded by the shell is relatively small and the shell is only effective where the bounded surface is a hard casement. Compression shells are most often used to protect automated defensive positions and small installations. They cannot be used to protect human troops, and compression shells won't activate where human or alien creatures would otherwise be caught within the shell volume (and crushed to a hyper-compressed state).

Delicate suspensor fields are able to give a holographic projection the illusion of reality – replicating the weight, texture and touch of an actual object, machine or even living creature. This common technology is used to create graphic interfaces that exist only as projections, interfaces that can be readily summoned at will and dismissed when no longer required.

SPACECRAFT

Spacecraft vary from tiny transporters less than a hundred metres long to vast craft tens of kilometres in length and home to untold millions of people. The largest craft are usually moored around a sun and rarely make the interstellar journey, instead serving as a base of operations within a solar system. Depending upon their size and function, spaceships utilise a variety of different drive mechanisms, but even the fastest ships are incapable of reaching light-speeds.

Most of the time required for interstellar journeys is needed to travel from gates to destination worlds. This can be anything from a few hours to several months depending on where gates are located within a solar system. Although direct interstellar travel occurs in a limited way between nearby stars, such missions are usually undertaken by unmanned craft. A journey through interstellar space takes many years, and only in a few rare cases have the results been sufficiently worthwhile to establish permanent colonies.

Several alien species that evolved upon worlds inaccessible by gates spread through local space in this way, before discovering a gateway in an adjoining system.

A target protected by a compression shell cannot be damaged whilst the shell is active. Where the shell encompasses an installation or area that models might otherwise enter, none can do so whilst the shell is active.

A shell can be deactivated by shooting at the unit/installation it protects, or by striking it in hand-to-hand fighting. Roll to hit the target in the normal way, total up the number of hits scored and roll a D10 for each, e.g. if 4 hits are scored roll four D10s. The shooters must roll one or more 1s to deactivate the shell, whilst any rolls of 2-10 fail to have any effect. If the shell is deactivated the attacking unit inflicts no further damage, the shell absorbs all the damage that would have been caused. Once deactivated the shell is rendered permanently ineffective unless the target is a unit, in which case the shell is automatically re-established the next time the unit passes an order test and makes an action (but see below for exceptions).

If a compression weapon scores a hit on a target protected by a compression shell roll a D10 for each hit as described, but the compression shell is brought down on a score of 1-5 and a roll of 6-10 fails to affect the shell. Compression weapons such as Compo guns and Mass Compactors are very effective at taking down compression shells.

Compression shells around installations, buildings and other features that are not units are usually deactivated for good once they are taken out. This is the default rule. However, we may wish to allow compression shells to reactivate in some scenarios or circumstances – for example, with a dice roll made at the end of the turn. This is something that will be covered in individual scenarios.

Synker Shields

A Synchronised Kinetic Energy Shield – or synker shield – is a point defence field, generally used to protect buildings and similar static positions. Its energy field is synchronised to the structure it is designed to protect, but the protection extends to units within or upon the structure. A synker shield is the same type of kinetic energy defence as a batter shield, and it works in a similar way in the game (see Batter Drones on page 39). The difference is that a batter shield is mobile and covers a specific arc, whilst a synker shield is static and encloses an area.

The synker shield presents no impediment to sight or movement and shooters can therefore draw LOS through it as if it were not there. Units protected by the shield can shoot out of it without any penalty. Enemy targeting a unit protected by the shield suffer a –2 Acc penalty. An enemy might conceivably shoot through two or more synker shields, and batter and synker shields can potentially overlap, but in all cases the shield modifier is always –2 Acc in total – combined kinetic shields do not give a cumulative modifier.

The maximum size of a synker shield can be extended to protect a fair-sized building, but we shall set a nominal maximum size of 10" across. Structures larger than this require multiple fields.

DRONES

In the Antarean universe 'drone' is a cover-all term for self-aware machines that are capable of intelligent decision-making. Drones have a sense of identity and personality, although some have only rudimentary or narrowly focussed characters depending on their role. Most vehicles are drones and a weapon system can be a drone – operating without any kind of crew. Buildings, spacecraft and other more complex constructs are likely to consist of multiple drones sharded together, which function as a coherent body. Drones can be androids or task oriented robots of practically any appearance. Some drones are considered to be infantry or other troops in the same way as humans and aliens. We are not immediately interested in all kinds of drones, but only in those that have a direct role to play in our game.

ARMOURS SUMMARY

Armour Type	Modifier
Reflex Shield	+1 Res.
Reflex Shield & Impact Cloak	+1 Res and +1 Res during assaults.
Hyper-light Shield	+1 Res up to 10", otherwise +2, +3 against blast hits.
Phase Armour	+1 Res in Assaults otherwise +2, can go down if hit.
Compression shell	Nullifies all damage. Deactivates on a 1.
Synker field	-2 Acc against individuals within field boundary.



BUDDY DRONES

Buddy drones are small hovering unarmed drones that typically accompany units of troops, support weapons or larger weapon drones. There are many different kinds of buddy drones, for example spotter drones and batter drones.

Buddy drones are considered to be part of a unit's equipment, and are not members of the unit as such. Buddy drones must remain in formation with their unit, and other models in the unit can treat them as members of the unit for purposes of keeping formation. Otherwise they are ignored except where otherwise specified for the type of drone. So for example – unless specifically stated otherwise – they do not block the line of sight of other models, don't measure to or from them when calculating ranges for shooting, don't count them as part of the unit when working out LOS or placing overhead templates or markers, don't allocate hits to them, and don't measure to or from them when working out distances between units. In other words just ignore them except for purposes of formation!

Buddy drones don't have stats. They always move along with the unit they are with. Their movement distance is only constrained by the unit's formation, and otherwise, they can move any distance when the unit makes a move.

An enemy cannot deliberately target a unit's buddy drones, and hits against the unit are not allocated against buddy drones except where specifically allowed (see below). Bear in mind, if an enemy can see a buddy drone but cannot see any members of its unit, the enemy cannot see the unit and does not have LOS to it.

As a specific exception to the rule against shooting at buddy drones, if you shoot at a unit and roll a bull's eye you can choose to hit a buddy drone rather than a member of the unit. If you hit a buddy drone it is automatically removed once all the shooting unit's fire has been resolved. In reality, the drone is probably not seriously hurt, but its sense of self-preservation causes it to shoot off skyward or hide itself away to avoid danger, so we just remove it for convenience.

If an entire unit is destroyed its buddy drones are also removed at the same time.

Although buddy drones cannot be deliberately attacked by shooting or hand-to-hand fighting, they can be affected by some weapons and situations. These are special cases and need not concern us for the moment.

SPOTTER DRONES

Spotter drones are the most common type of buddy drone. They are present in many units of troops and some units have more than one. Spotter drones interact directly with the nanosphere and can relay information from their sensors directly into helmet sensors, implants or other devices or drones. They can also relay information to other spotter drones that are part of the force.

Re-roll One Miss

If a unit has one or more spotter drones then it can re-roll any one miss when it shoots so long as at least one spotter drone can draw LOS to the target. Where a target also forces a re-roll of any hits scored – as for example a unit that is down – re-roll misses first before re-rolling any hits. For example, a

unit with a spotter shoots at a down unit scoring 3 hits and 2 misses, the spotter allows a re-roll for 1 miss and this becomes a hit resulting in 4 hits in total, because the unit is down all 4 hits must now be re-rolled.

Target Spotting for OH shots

If a unit is shooting overhead it counts as having LOS so long as its spotter drone has LOS to the target. This means a weapon team shooting OH can potentially remain out of sight whilst its spotter drone spots the target. In this case the unit also benefits from the re-roll rule because its spotter has LOS to the target.

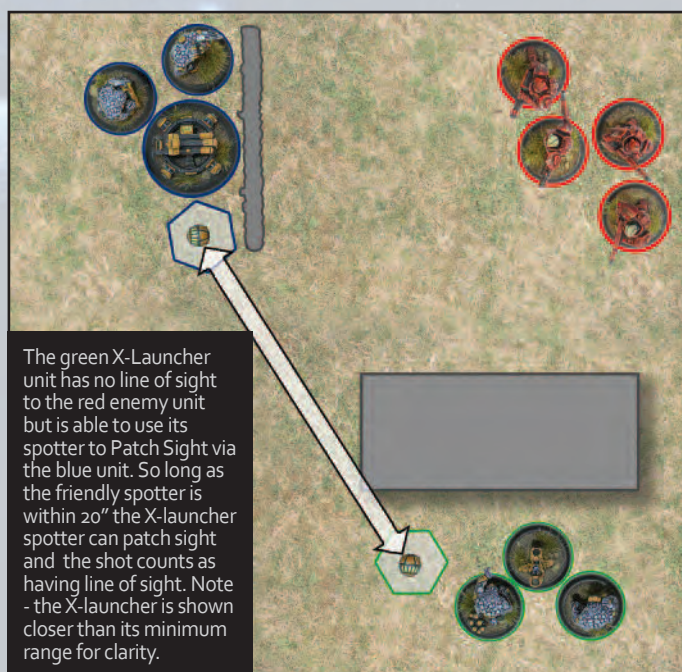
Patch Sighting

If a unit is shooting overhead and neither it nor its spotter drone can draw LOS to the target, the spotter drone can patch sight to any other friendly spotter drone within 20" of it. The shooting unit's drone does not need LOS to the drone it is patching to – it just needs to be within 20". If the shooter's spotter drone can patch sight to a drone that can draw LOS to the target, the overhead shot counts as having LOS. In this case the unit does not also get the spotter's re-roll described above because the unit's own spotter does not have LOS to the target – a unit can either patch sight or re-roll but not both at the same time.

BATTER DRONES

The batter drone is a defensive buddy drone that projects a Kinetic Energy Shield (KES) or batter shield that can deflect or absorb incoming attacks. This shield takes the shape of a curve and is represented by a card or plastic template 6 inches end to end (see page 43 for templates).

The batter drone projects this shield automatically. The shield is placed with the outer convex side pointing away from the drone, with no part of the shield more than 5" from the drone model. The shield is repositioned whenever the drone moves, and the shield can also be repositioned whenever the unit is given an order, regardless of whether the order is successful or whether the order results in movement – e.g. if it makes a fire, rally or down action.



The batter shield presents no impediment to sight or movement, so troops can take a clear shot through it as if it were not there. However, it counts the same way as intervening terrain for purposes of modifying an enemy's Acc roll to hit – with a –2 to hit modifier. This is in addition to any actual intervening terrain modifiers that might apply. Two or more batter shields can potentially overlap, but the Acc modifier is always –2. Batter shields and stationary synker fields can also overlap, but once again the modifier is always –2. Combined kinetic shields do not give a cumulative modifier.

Although models can theoretically be positioned within the template area of the batter shield, such models are not protected by it – in this case the shield is no longer 'intervening' terrain.

No Acc modifier applies to shots made from behind the inner concave side of the batter shield. The protected unit, and other units behind it, can shoot through the shield without penalty.

When a unit makes an assault, or when a unit is assaulted, it automatically benefits from its batter shield during closing fire, regardless of the position of shields at the start of the move or once the assault has gone in. This is because closing fire is assumed to take place as the units close, even though the shots are worked out once models have moved into touch.

MEDI-DRONES

A medi-drone is a mobile medical buddy drone that is able to administer immediate care to the wounded. Generally

speaking, a medi-drone can only accompany a unit of living creatures, and therefore usually infantry, command or weapon team units.

If a unit has a medi-drone then it can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise suffers damage. This re-roll can be used by any member of the unit. Just take the test again. If the test is passed the medi-drone has done its job and the individual is saved to fight on. If the test is failed the individual is past help.

Note that if a medi-drone is hit with a bull's eye then it is removed once all fire has been resolved, as is the standard rule for buddy drones. This means it can function as normal during that round of shooting, but is removed once shooting has been resolved.

When it comes to re-rolls of Res results, we will make a general rule as follows: you can never re-roll a result that has already been re-rolled. In other words, regardless of the number of re-rolls you might be allowed from different sources, you can only re-roll a single failed Res roll once. This is important because leader models are also allowed re-rolls in some cases (see Sample Armies page 44).

TARGETER PROBES

Probes are small hovering unarmed drones surrounded by a cloud of nanobots. They are simple machines with limited and specific intelligence. Targeter probes exude nanobots that

THE MHAGRIS SUBTEX

There are many highly advanced civilisations throughout Antarean space. Some are independent worlds of the Determinate, whilst others form part of the Concord or Isorian Shard. Other worlds still, and there are great number, are less advanced, and some are downright impoverished or even primitive. Feral savages populate a good portion of the Spill. The inhabitants of these worlds often have little concept of the wider universe around them. Societies where the prevalent technology is so primitive that it is impossible for the Concord or Isorian IMTel to interact with them are called the Subtex by the Nu-Hu elite. The worlds of the Subtex might as well not exist as far as the IMTel dominated societies are concerned. These worlds might as well be deserted or alien planets. As they are so primitive, they can't really be considered part of the Determinate either: they are just out of the way islands in the backwaters of Antarean space, places of little consequence or importance. At least – that is – until something changes, and a world that no one has ever heard of suddenly becomes of strategic significance to great and covetous powers.

The planet Mhagris is one such world – its inhabitants little more than a feral population living amongst the ruins of a once advanced society long since fallen into decay. The Mhagris themselves speak only of a time of legends when their ancestors descended from the stars and raised the cities whose shattered ruins provide shelter for what few inhabitants remain. As for the planet itself, it has little to offer aside from a largely arid desert stretching from pole to pole, and a brutalised population scratching a living from a hostile environment, with a thin, sun scorched atmosphere and meagre fauna. There are many worlds like Mhagris and

undoubtedly many human populations doomed to slow extinction, abandoned and ignored by the other denizens of Antarean space.

It was the good fortune of the Mhagris, however, that their very isolation should prove their greatest asset – or at least this was so as far as the Oszon Mercantile League was concerned.

The Oszoni had long been engaged in a bitter commercial feud with the Ky'am Freetraders. Amongst the Freeborn of space these kinds of trade rivalries amount to bitter wars that can last for generations. In this case, the immediate source of antagonism lay in rival claims to important trade routes between the Concord, Isorian Shard and Algoryn Prosperate, but the two great households – or vardo as they are called amongst the Freeborn – were age-old enemies. The Oszani claimed the Ky'am had reneged upon an arranged marriage between the heir of the Ky'amak Vardan and the Vardeta of the Oszoni Vardo – the eldest son and daughter of their respective ruling families. Such arrangements are indeed common currency amongst Freeborn households, and are inevitably accompanied by a hefty bride price to seal the bargain. Whether the Vardeta abandoned her people of her own free will, as the Ky'am claimed, or was forcibly abducted, as the Oszoni subsequently maintained, is no longer possible to say for certain. Incidents of bride stealing or bride raiding are common enough amongst the ordinary Freeborn, but amongst the ruling family of a great and prosperous vardo such a thing is deemed the gravest of insults.

When an Oszoni fleet encountered a heavily laden Ky'am convoy as it emerged from one of the more remote Prosperate gates its commander did the only thing a self-respecting

feed information back to the parent probe, which in turn sends its nanobots to nearby friendly units, where they feed information into the unit's combat shard. As spies in the sky, targeter probes guide fire onto enemy positions.

Sharded Units

Targeter probes are organised into sharded units. A typical shard consists of four probes. For most purposes each targeter probe is treated as a unit in its own right, but the entire shard contributes only **one** order dice to the dice bag. When an order dice is used to activate a targeter probe all the probes in that shard are activated at the same time. Because they never take pins they do not normally need to take order tests; however, there are few situations and scenario specific rules that demand it, so targeters are given a nominal Command stat of 10.

Moving Targeter Probes

The only action targeters can make when given an order is to move. Each probe is moved individually. The order dice is placed next to one of the probes to show that they have all done so. Probes cannot make reactions at all. Probes never go down and will ignore any instruction to go down resulting from a special rule.

Targeter probes move up to 20" at a time. They cannot increase their move by sprinting. Their movement is unaffected by difficult terrain, and they can move straight

over obstacles or over models from either side without penalty, although they cannot move through impassable terrain. Targeters do not have to keep at least 1" from other units – indeed they can only function by approaching to within 1" of their targets as explained below.

Shooting at a Targeter Probe

Targeter probes can be shot at in the same way as other units. Targeter probes do not suffer pins. In situations where a target unit is marked by more than one targeter probe, then treat all the marking probes as a single unit when shooting at them. This means hits must be allocated amongst all the probes evenly, and blast hits are allocated amongst all the probes as if they were a single unit, even though individual probes are otherwise treated as separate units.

Probes and LOS

Targeter probes are ignored when it comes to working out LOS to other targets - just treat them as if they were not there. Either side can shoot straight through a probe at a target beyond. This is because they are small and constantly darting through the air, and are far too small to get in the way of a clear shot.

Marking a Target

If a targeter probe moves to within 1" of an enemy unit, that unit is 'marked' as a target. A targeter probe can only mark

Freeborn could – he attacked! Within the automated defence field of Antares such blatant hostility is a risky affair. The feud between the two great vardos was a matter of honour that brooked no prevarication. Having launched a dozen drones laden with fusion bombs towards the lumbering Ky'am vessels, the Oszoni found themselves caught by the guardian forces and scattered, but one craft was hurled down into the photosphere of Antares – deep below the high strata of gateways. Such a manoeuvre spelled almost certain disaster, but fortunately for this particular vessel, just as its solar shielding began to fail, a gateway yawned before it. It was a small gateway deep below the regular strata, and so close to the surface of Antares it was almost completely hidden within the churning photosphere. In the fractions of a second it took for the ship's native intelligence to recognise the wormhole its systems locked to it, and the gateway plucked the Oszoni craft from destruction. To an observer in what remained of the Ky'am convoy it must have appeared that their enemy had fallen into Antares and perished. But it was not so.

The discovery of Mhagris by the battered Oszoni ship offered an unforeseen opportunity to the Oszon Mercantile League. Here was a world that lay close upon the edge of the Algoryn Prosperate but hidden away, an unseen and unsuspected salient that would make the ideal secret base for Oszoni operations into the Prosperate. Not only that, but a small fleet based upon Mhagris would be able to mount a watch upon Ky'am activity around the nearby gates. It was too good a chance to pass up on. Over the following years the Oszoni carefully built up an advance supply base on Mhagris and gradually extended the range and size of their commercial fleets. As the Oszoni grew more powerful the Ky'am were

forced to abandon many of the coveted routes the two houses had fought over for so long. At last, with the signing of the Oszon-Algoryn Trade Treaty, the Ky'am were finally eliminated from the Prosperate trade routes altogether.

For the Mhagris themselves, the arrival of the Oszon Mercantile fleets opened up opportunities they could never have dreamed of. If some of the population were hostile at first the Oszoni soon won them over, easily eradicating those few too stubborn to appreciate their good fortune. And although the native Mhagris could never claim the distinction of being true Freeborn – nevertheless they became willing retainers of the Oszon Vardo. This servitude was itself a distinction within the society of the Freeborn, where the patronage of a great household was considered no small honour. The Oszoni found the Mhagris useful workmen, strong and hardy human stock – injured to the scorching deserts and thin atmosphere of their home world. Mhagris warriors made good fighters too, and many soon found themselves recruited into the forces of the Mercantile League, battling throughout its wide commercial empire. If trade and commerce were the lifeblood of the Vardo then warfare was one of its major arteries – it's mercenary armies for hire to the highest bidder. Local wars in the Determinate filled the Oszoni coffers, with the fierce Mhagris soon earning a reputation that brought wealth and honour to the Vardo. With the wars between the Prosperate and Ghar Empire continuing to threaten the Algoryn worlds – not to mention Oszon commerce – many Mhagris were hired to the Prosperate to fight alongside Algoryn troops. All in all the Oszoni are very happy to extend the patronage of the Vardo to the people of Mhagris, whose world is now home to one of the most powerful, and most secret, Oszon bases in all the Spill.

one target at a time, but multiple probes can mark the same target. The target remains marked whilst the targeter probe is within 1" of at least one member of the unit. If a probe or unit moves, or if a model from the marked unit is removed as casualty, such that a probe is more than 1" away, then the unit ceases to be marked.

When shooting at an enemy unit that is marked by a targeter probe, add +1 to the shooting unit's Acc for each probe marking the unit, up to a maximum of +3. I.e, one probe +1, two probes +2 and three or more probes +3. This bonus applies to all weapons apart from overhead (OH) weapons. In the case of OH shots, if the shot misses, the distance the shot goes off target is reduced by -1" for each targeter probe marking the target.

As you can see targeter probes are unwelcome guests, like hovering vultures attracting enemy fire and forcing you to move on or die. Fortunately, they are not too difficult to destroy.

WEAPON DRONES

Weapon Drones are usually employed to carry support or heavy weapons. They are propelled by suspensors that also lift them from the ground surface. Smaller armed drones with standard weapons are classified as infantry in the game; in other words they are drone troopers and the same rules apply to them as to other infantry. Still larger types of armed drones have multiple weapon systems, and these are classified as combat drones. We won't be dealing with rules for combat drones in the core rules – we'll come to these when we introduce rules for vehicles.

Rules for weapon drones are covered throughout the rules where relevant. There are two main things to remember: weapon drones never benefit from re-rolls for going down, and weapon drones that fail a Res test are not automatically removed as a casualty, but must make a roll on the Weapon Drone Damage table to determine the extent of damage.

WEAPON DRONE DAMAGE

When a weapon drone fails a Res test it is not automatically removed a casualty. Instead make a test as follows. Roll a D10

and add the score to the Strike Value (SV) of the weapon that has hit the drone. If the drone has suffered more than one hit, roll for each hit adding the appropriate SV in each case and applying the result. Wait until all damage results have been rolled before taking any break test required. It is only necessary to take one break test regardless of the number of results that call for it.

Duplicate Results

If the same result is rolled more than once apply the results as described. Once a weapon system is jammed it cannot be jammed again, and once a drone is immobilised is cannot be immobilised again, but all pins and other penalties apply. In the case of results that call for a break test, only one break test is required as a result of damage inflicted at the same time.

Multiple Weapons Systems

If a drone has multiple weapon systems, an armament jammed result affects the system with the highest Strike Value. If the model has more than one system with the same SV randomise between them. Weapon Drones carry only a single weapon system, but larger Combat Drones often have multiple systems, in which case a second damage result can jam a second weapon, and so on.

Drone Repair Rolls

As indicated, a Weapon Drone that is immobilised or which has a jammed weapon can attempt to remedy this by making a self-repair. To attempt a repair the drone unit must make a successful Rally order and must have no pins once the rally action is complete. If the rally action fails to remove all the pins on the unit, the drone may not attempt a self-repair.

A drone can attempt one repair for one rally action. If a drone is both immobilised and has a jammed weapon a rally action allows it to try and repair either damage, but not both at the same time.

A successful repair requires a roll of 6+ on a D10. A drone can attempt any number of repairs .

WEAPON DRONE DAMAGE TABLE

D10+SV	Result								
3 or less	+D3 additional pins and go down.								
4-7	+D3 additional pins and go down – roll a D10: <table border="0" style="margin-left: 20px;"> <tr> <td>1</td> <td>No further damage</td> </tr> <tr> <td>2-5</td> <td>Immobilised. Immobilised models cannot move except to turn to bring weapons to bear when shooting. Immobilised models can affect a self-repair if the unit makes a Rally action, has no pins once the action has been made, and then rolls a 6+ on a D10. Once repaired models can move as normal.</td> </tr> <tr> <td>6-9</td> <td>Weapon Jam. The drone's main armament is jammed and can no longer be used. A drone that has a jammed weapon can affect a self-repair if the unit makes a Rally action, has no pins once the action has been made, and then rolls a 6+ on a D10. Once repaired weapons can shoot as normal.</td> </tr> <tr> <td>10</td> <td>Immobilised and Weapon Jam (see above).</td> </tr> </table>	1	No further damage	2-5	Immobilised. Immobilised models cannot move except to turn to bring weapons to bear when shooting. Immobilised models can affect a self-repair if the unit makes a Rally action, has no pins once the action has been made, and then rolls a 6+ on a D10. Once repaired models can move as normal.	6-9	Weapon Jam. The drone's main armament is jammed and can no longer be used. A drone that has a jammed weapon can affect a self-repair if the unit makes a Rally action, has no pins once the action has been made, and then rolls a 6+ on a D10. Once repaired weapons can shoot as normal.	10	Immobilised and Weapon Jam (see above).
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6-9	Weapon Jam. The drone's main armament is jammed and can no longer be used. A drone that has a jammed weapon can affect a self-repair if the unit makes a Rally action, has no pins once the action has been made, and then rolls a 6+ on a D10. Once repaired weapons can shoot as normal.								
10	Immobilised and Weapon Jam (see above).								
8-10	+D5 additional pin markers, go down and take a break test – the model is destroyed if the test is failed.								
11 or more	Destroyed – the model is destroyed.								

Templates & Shot Tokens

A downloadable PDF of these templates can be found at www.gatesofantares.com

Batter Drone template



Army Lists

Sample Armies

These sample armies are included to give some idea of what a typical force might look like as well as for purposes of establishing basic forces for play testing purposes. These sample armies will be superseded by more complete lists in due time; these will allow for more unit choice, varying sizes of units, and points values – as one might expect. The armies are based upon the models so far completed in the case of Boromites and Algoryn, and projected outline design plans for the remaining ranges. Inevitably these will change as we develop the game, and we will be adding further unique and more unusual units to every force over time. With that in mind, players are encouraged to adjust, embellish and combine the sample armies to gain a better idea of the relative strengths and qualities of different forces.

The number of models in each force should not prove too daunting a proposition to anyone contemplating building an army or using 'proxies' from an existing collection. If you want to start with smaller forces simply drop out an equal number of units of comparable types from each force: for example drop two standard infantry squads and a support team. If you want to field bigger forces simply add more units in the same way.

STATS

The raw stats do not include any bonuses from armour or equipment – which will often vary according to circumstance. So, a Concord Strike trooper with a Res 5 and HL armour will enjoy a Res value of 7 in most situations (Res +2) before other modifiers are taken into account.

Note that Targeter Probes have been given a command value of 10. Although they don't suffer pins, and therefore don't normally need to test command, there are some situations that call for it. For example, in some scenarios a command test is required when entering the table.

CHARACTER RULES

In order to present playable armies we have to jump ahead of ourselves a little with special rules for unit leaders and individual models, as these are not otherwise included in the Antares basic ruleset. These are summarised below.

INFANTRY UNIT LEADERS

All of the infantry units in these sample armies include a specific leader model. In some cases the leader model has the same stats as the rest of his unit, and in other cases he has a command and/or Initiative stat that is +1 higher. This reflects the difference between very highly trained or experienced units, which have a higher value throughout, and other units, where the leader has a higher value than his troops.

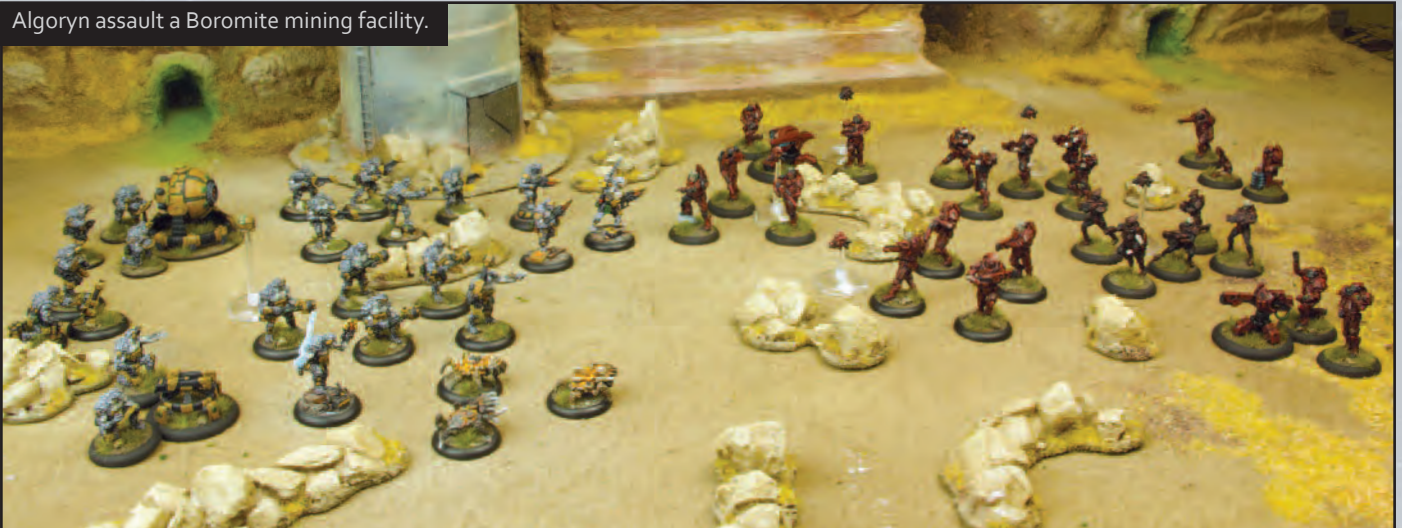
Because the higher value is always used when making unit tests, units where the leader has a higher value will become less effective if the leader is killed. In the case of units that have a higher value throughout, the loss of the leader won't affect the unit's stats; any trooper can step into the leadership role, albeit without the special leader rule given below.

Unit leaders don't get to be in charge without knowing a thing or two, and to reflect their greater experience, motivation and effectiveness we have a special leader rule. Where this applies it is indicated on the model's stat line.

What manner of creature would willingly step beyond the Gates of Antares into worlds of which we know nothing? To pass from the safety of the Panhuman Concord into an uncertain and incalculable future? It is against all reason.

It is beyond the scope of every predictor. It defies analysis. It is – in a word – insane.

Algoryn assault a Boromite mining facility.



Leader Rule

If a leader model fails a Res test, instead of becoming a casualty re-roll the test, and the model is only a casualty if this second test is failed. A leader can only re-roll one dice at a time, so if a leader has suffered two hits and re-rolls the first, he cannot re-roll the second. You can take this re-roll each time the unit is attacked and the leader is hit. This makes the leader more likely to survive a hit and militates against unlucky Res rolls to some extent.

Note – that there are some other circumstances and/or equipments that allow models to re-roll a failed Res test – notably a Medi-drone. When it comes to re-rolls of Res results, we will make a general rule as follows: you can never re-roll a result that has already been re-rolled. In other words, regardless of the number of re-rolls you might be allowed from different sources, you can only re-roll a single roll once.

COMMAND

A command unit is led by a commander model. Commanders always have one or both of the command and/or hero special rules, as indicated on their stat line. Some commanders also have the follow special rule, which enables them to motivate other units nearby. In addition, all commanders have a version of the leader rule that enables them to re-roll failed Res tests.

Command.

If the commander model is within 10" of another friendly unit, that unit can use his command stat rather than its own. Where two or more commanders can potentially do this, use the highest value.

Hero

If the commander model is within 10" of another friendly unit, that unit can use his initiative stat rather than its own. Where two or more commanders can potentially do this, use the highest value.

Follow

If the command unit including the commander is given an order then, in addition to the commander's own unit making the appropriate action, any friendly unit/s within 5" of the commander model, and which does not already have an order, and which has no pins, can make the same action assuming it is able to do so. Take an order dice out of the dice bag for each unit making an action and place them beside the units to begin with. The command unit must make its action **first**, so take one order dice, activate the command unit and work out its action in full. Other units follow one after the other, one at a time, in whatever sequence the player wishes. Each unit goes one at a time, just as if you had drawn the order dice from the dice bag in the regular manner.

Bear in mind, a unit that has pins can't be given an order in this way, and a unit that already has an order can't be given an order in this way either. It doesn't matter whether the command unit itself has pins or not, as these will affect its ability to make a successful order test in the first place. The advantage is that units act when you want them to, all at once, in a coordinated way. Note that a unit acting in this way has to be given the same order as the command unit, so it makes the same action – i.e. run, fire, advance, and so on.

Otherwise, it is free to act as it otherwise would if given the same order independently. Similarly, each unit is making a separate action; so enemy units can potentially react to each unit in turn. In all respects, this is exactly as if the order dice had been drawn from the dice bag and units activated one after the other in the regular way.

Leader

All commanders have the leader rule as already explained for unit leaders. However, instead of only being allowed to re-roll one hit at once, a commander can re-roll either 2 or 3 hits at a time. Note that this is 2 or 3 separate hits – not the same hit 2 or 3 times! So, if a commander with 3 re-rolls takes 3 hits from enemy shooting, each Res test can be re-rolled once, but if the commander only suffers 1 hit he can only make 1 re-roll. This value is included on the stat line as leader 2 or leader 3.

A million mechanical intelligences focus and coalesce into human shape, at first diffuse and shadowy, and soon indistinguishable from man. Yet it is not a man. It is an Imago: a creature of the Shard.

NANODRONES

A nanodrone is a special kind of buddy drone keyed to the brain patterns of an individual NuHu. It exudes a cloud of nanites that act as a permeable suspenser field, armour, and potentially as a weapon. A NuHu protected by a nanodrone has the bonuses indicated below.

The following bonuses apply to the NuHu so long as the nanodrone remains part of the command unit. If the nanodrone is destroyed these bonuses no longer apply.

Attack (shoot)

The nanites generate a condensed energy bolt – treated as a single shot with strike value of 3 and range of 10". Optionally – strike value 6 and range can be boosted to 20" but the nanodrone is then temporarily exhausted and bonuses cease to apply until the unit is given its next order.

Deflect

The nanites generate a defensive shell around the NuHu, increasing the individual's Res value by +3. Optionally – the Res value can be boosted to +6 for the remainder of the turn, but the nanodrone is then temporarily exhausted and bonuses cease to apply until the unit is given its next order.

Grapple (hand-to-hand)

The nanites energise around the NuHu forming a suspenser field that buoys the NuHu and spins an energizing force around him.. This increases the NuHu's Str and/or Ag by +3. Optionally – Str and/or Ag can be boosted to +6 for the remainder of the turn, but the nanodrone is then temporarily exhausted and bonuses cease to apply until the unit is given its next order.



ALGORYN ARMoured INFANTRY COMPANY

The Algoryn have been engaged in constant warfare against the Ghar for hundreds of years and their military forces are amongst the most battle-hardened troops in all Antarean space. Algoryn are amongst the toughest and most hardy of all humans and the Armoured Infantry (AI) are the elite of their forces.

Algoryn Assault AI are equipped with forearm mounted distort and plasma shell projectors called Distort Spinners or D-Spinners for short. The projectors hurl small spinning discs – distort shells which disrupt the space around the target making it difficult for the enemy to move or see, and plasma shells which erupt when they strike a target. As well as endowing the user with two strikes in hand-to-hand fighting as shown on the weapon's stats, the user's own Res value is increased by +2 in hand-to-hand fighting to represent the greater chance of avoiding the disoriented enemy thanks to the effect of the distort shells.

ALGORYN WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
• HAND WEAPONS					
Disort Spinner	Hand-to-hand only			2	2 attacks, +2 own Res H2H

1 x ALGORYN AI COMMAND TEAM

AI Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Commander: plasma carbine, X-sling and reflex armour	5	5	5	6	7	9	Command, Follow, Leader 2
2 x AI Trooper: plasma carbine and reflex armour	5	5	5	6	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-



The Algoryn military is one of the most efficient and effective fighting forces in the entirety of Antarean Space. The whole of Algoryn society is geared for war and survival in a hostile universe.

3 x ALGORYN AI SQUADS

AI Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Leader: Mag Pistol, X-sling and reflex armour	5	5	5	6	7	8	Leader
3 x AI Trooper: Mag gun and reflex armour	5	5	5	6	7	8	-
1 x AI Trooper: Micro X-launcher and reflex armour	5	5	5	6	7	8	-



1 x ALGORYN AI INFILTRATION SQUAD

AI Infiltration Squad

	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Leader: Mag Pistol, X-sling and reflex armour	5	5	5	6	7	8	Leader
4 x AI Trooper: Mag repeater and reflex armour	5	5	5	6	7	8	-
2 x Spotter Drone	-	-	-	-	-	-	-



1 x ALGORYN AI ASSAULT SQUAD

AI Assault Squad

	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Leader: Mag Pistol, D-spinner and reflex armour	5	5	5	6	7	8	Leader
4 x AI Trooper: Mag repeater, D-spinner and reflex armour	5	5	5	6	7	8	-



2 x ALGORYN AI TEAM WITH MAG LIGHT SUPPORT

AI Mag Light Support Team

	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Trooper Crew: Mag Pistol and reflex armour	5	5	5	6	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-



1 x ALGORYN AI TEAM WITH X-LAUNCHER

AI X-launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Trooper Crew: Mag Pistol and reflex armour	5	5	5	6	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-



1 x ALGORYN AI TEAM WITH PLASMA CANNON

AI Plasma Cannon Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Trooper Crew: Mag Pistol and reflex armour	5	5	5	6	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-



1 x ALGORYN AI TARGETER PROBE SHARD

AI Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	10	-



For thousands of years no human has had an original thought or had to make a difficult decision. That is the triumph of the Seventh Age. That is the gift of Integrated Machine Intelligence.

ISORIAN SHARD STRIKE FORCE

An Isorian Shard Strike Force comprises Senatex Phase troopers armed with distinctive Isorian bio-tech equipment. These are the elite strike units of the Isorian Shard and man-for-man a match for the best troops in the Concord. They are supported by buddy drones and drone mounted support weaponry.

Note that the Concord and Isorian strike forces are effectively mirrors of each other – and this is entirely deliberate: both are similarly organised and equipped, and the two are intended to form a close match. We have not included an Isorian task force as a separate example, but one might easily be constructed by replacing the C3 strike units in the Concord force with equivalent Senatex units from this one.

1 x SENATEX COMMAND TEAM

Senatex Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Senatex Commander: plasma carbine, X-sling and phase armour	5	6	5	5	7	9	Follow, Leader 2
2 x Senatex Trooper: plasma carbine and phase armour	5	6	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

4 x SENATEX SQUADS

Senatex Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Senatex Leader: plasma carbine, X-sling and phase armour	5	5	5	5	7	8	Leader
4 x Senatex Trooper: plasma carbine and phase armour	5	5	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x SENATEX SUPPORT DRONE WITH PLASMA LIGHT SUPPORT

Senatex Plasma Light Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone: plasma light support gun	7	6	1	10	8	8	-
1 x Spotter Drone: unarmed	-	-	-	-	-	-	-

1 x SENATEX SUPPORT TEAM WITH X-LAUNCHER

Senatex X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Senatex Trooper Crew: plasma pistol and phase armour	5	5	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x SENATEX SUPPORT DRONE WITH FRACTAL CANNON

Senatex Fractal Cannon Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone: fractal cannon	7	6	1	10	8	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x TARGETER PROBE SHARD

Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	10	-

BOROMITE LABOUR GUILD

The Boromites can be found throughout Antarean space. They form a specialised work force adapted to hard and dangerous tasks in hostile environments. Itinerant and naturally insular, they have no organised armies, but Boromite Guilds will take up arms to defend their own, and sometimes to take what they believe belongs to them.

The Boromites make use of weapons adapted from their work tools. Most notably the Mass Compactor – a short ranged compression weapon (minimum 10" range does not apply to this weapon), the Frag Borer – an especially powerful but short ranged version of the Fractal Cannon, the Tractor Maul, a development of a sampler tool that is extremely effective in hand-to-hand fighting, and the Lectro Lash primarily used for disciplining the savage Lavamite 'Rock Dog' creatures that Boromites use to search out ores.

BOROMITE WEAPONS

Type of weapon	Range			Strike Value	Special Rules
	Effective	Long	Extreme		
• HAND WEAPONS					
Lectro Lash	Hand-to-hand only			1	3 attacks
Tractor Maul	Hand-to-hand only			2	2 attacks
Lavamite Spit	Point blank shooting only			2	
• STANDARD WEAPONS					
Mass Compactor	10	20	30	3/2/1	Compression weapon, No cover
• SUPPORT WEAPONS					
Frag Borer	20	30	60	3 (+1 max 10)	Fractal lock
• HEAVY WEAPON					
Heavy Frag Borer	20	30	60	6 (+1 max 10)	Fractal lock

1 x BOROMITE OVERSEER TEAM

Overseer Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Overseer: plasma carbine, tractor maul and reflex armour	4	5	6	6	6	10	Command, Follow, Leader 2
2 x Gangers: plasma carbine and reflex armour	4	5	6	6	6	9	
1 x Spotter Drone:	-	-	-	-	-	-	



As humanity spread throughout Antarean space colonies were established upon innumerable worlds very different from the home world of Earth. Over the generations isolated populations evolved to live in all kinds of environments, to breathe alien atmospheres, and to endure extreme pressures and gravities. This evolutionary process was, in many cases, deliberately accelerated by geneticists, resulting in a universe populated by humans of all kinds of shapes, sizes, colours and appearance.

1 x BOROMITE LAVAMITES

Lavamite swarm

	Ag	Acc	Str	Res	Init	Co	Special
1 x Boromite Handler: lectro lash, plasma pistol and reflex armour	4	5	6	6	6	9	Leader
3 x Lavamite savage beasties!	4	7	7	8	6	5	3 h2h attacks, +2 SV



Lavamites. Lavamites are living creatures but they are fitted with implants that allow the Boromites to direct them in a drone-like manner – they are used in mining operations to explore for minerals. Their natural ability to tunnel through solid rock in search of the ores upon which they feed makes them useful to the Boromites. By using Lavamites instead of more sophisticated drones the Boromites can also keep many of their less savoury operations secret from the IMTel of others.

Lavamites are members of their unit and have their own stats. Their chief value is as assault units – because Lavamites are ferocious and extremely dangerous – at least they are when goaded by Boromite implants! If their handler is killed they can still function as a unit – but their low command stat will tell against them. Lavamites have an accuracy value – this is used to spit molten lava – which they can use for point blank fire during an assault. They cannot otherwise shoot. Lava spits have +2 strike value – as do Lavamite hand-to-hand attacks.

2 x BOROMITE GANG FIGHTERS

Gang Fighters

	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader: mag pistol, lectro lash and reflex armour	4	5	6	6	6	9	Leader
4 x Ganger: mag gun and reflex armour	4	5	6	6	6	9	



2 x BOROMITE WORK GANGS

Work Gang

	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader: mag pistol and mass compactor	4	5	6	6	6	9	Leader
4 x Ganger: mass compactor	4	5	6	6	6	9	



1 x BOROMITE TEAM WITH MAG LIGHT SUPPORT

Mag LS Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Ganger Crew: mag pistols	4	5	6	6	6	9	
1 x Spotter Drone	-	-	-	-	-	-	



1 x BOROMITE TEAM WITH X-LAUNCHER

X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Ganger Crew: mag pistols	4	5	6	6	6	9	
1 x Spotter Drone	-	-	-	-	-	-	

This Shard is dying and with it the experience and knowledge of a world. But there are many worlds – many Shards – and together we are imperishable.



1 x BOROMITE TEAM WITH HEAVY FRAG BORER

Heavy Frag Borer Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Team Leader: mag pistol	4	5	6	6	6	9	Leader
2 x Ganger Crew	4	5	6	6	6	9	
1 x Spotter Drone	-	-	-	-	-	-	



CONCORD STRIKE FORCE

A concord strike force is made up of C3 Strike Troopers – the best armed, equipped and trained soldiers in the entire Concord. They are ably supported by buddy drones and drone mounted heavy weaponry.

Note that the Concord and Isorian strike forces are effectively mirrors of each other – and this is entirely deliberate: both are similarly organised and equipped, and the two are intended to form a close match.

1 x C3 STRIKE COMMAND TEAM

C3 Strike Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Commander: plasma carbine, X-sling and HL armour	5	6	5	5	7	9	Command, Follow, Leader 2
2 x Strike Trooper: plasma carbine and HL Armour	5	6	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

4 x C3 STRIKE SQUADS

C3 Strike Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Leader: plasma carbine, X-sling and HL armour.	5	5	5	5	7	8	Leader
4 x Strike Trooper: plasma carbine and HL Armour	5	5	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x C3 SUPPORT DRONE WITH PLASMA LIGHT SUPPORT

C3 Plasma Light Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone: plasma light support gun	7	6	1	10	8	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x C3 SUPPORT TEAM WITH X-LAUNCHER

C3 X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Strike Trooper Crew: plasma pistol and HL Armour	5	5	5	5	7	8	-
1 x Spotter Drone	-	-	-	-	-	-	-

1 x C3 SUPPORT DRONE WITH PLASMA CANNON

C3 Plasma Cannon Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone: plasma cannon	7	6	1	10	8	8	-
1 x Spotter Drone:	-	-	-	-	-	-	-

1 x C3 TARGETER PROBE SHARD

Targeter Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	10	-

CONCORD TASK FORCE

A concord task force is an armed exploration team led by a NuHu and supported by armed troops of various kinds – in our example we have including Freeborn mercenary fighters as well as a core of strike troopers. A task force is not as heavily equipped as a strike force and its objectives may not be strictly military at all. We've included the task force to illustrate something of the breadth of forces available to the Concord, and because we wanted to include a NuHu to give a taste of their abilities.

1 x NUHU MANDARIN COMMAND TEAM

NuHu Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x NuHu Mandarin: plasma pistol	5	6	4	4	9	9	Command, Hero, Follow, Leader 3
1 x Nanodrone	-	-	-	-	-	-	
2 x Spotter Drone	-	-	-	-	-	-	

1 x C3 COMMAND TEAM

C3 Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Commander: plasma carbine, X-sling and HL armour.	5	6	5	5	7	9	Command, Follow, Leader 2
2 x C3 Strike Trooper: plasma carbine and HL Armour	5	6	5	5	7	8	
1 x Spotter Drone	-	-	-	-	-	-	

1 x FREEBORN MERCENARY COMMAND TEAM

Mercenary Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Mercenary captain: compression carbine, plasma pistol and HL armour.	5	6	5	5	8	9	Command, Hero, Follow, Leader 2
2 x Mercenary troopers: plasma carbine and HL armour	5	6	5	5	7	8	
1 x Spotter Drone	-	-	-	-	-	-	

1 x C3 SQUAD

C3 Strike Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Leader: plasma carbine, X-sling and HL armour.	5	5	5	5	7	8	Leader
4 x Strike Trooper: plasma carbine and HL Armour	5	5	5	5	7	8	
1 x Spotter Drone	-	-	-	-	-	-	

1 x C3 SUPPORT DRONE WITH PLASMA CANNON

C3 Plasma Cannon Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone: plasma cannon	7	6	1	10	8	8	
1 x Spotter Drone	-	-	-	-	-	-	

3 x FREEBORN MERCENARY SQUADS

Freeborn Mercenary Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Leader: mag repeater and reflex armour	5	5	5	5	7	7	Leader
4 x Mercenary Trooper: mag gun and reflex armour	5	5	5	5	7	7	
1 x Mercenary Trooper: micro-X launcher and reflex armour	5	5	5	5	7	7	

1 x FREEBORN MERCENARY SUPPORT TEAM MAG LIGHT SUPPORT

Mercenary Mag Light Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Mercenary Trooper Crew: mag pistol and reflex armour	5	5	5	5	7	8	
1 x Spotter Drone	-	-	-	-	-	-	

1 x FREEBORN MERCENARY SUPPORT TEAM WITH X-LAUNCHER

Mercenary X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Mercenary Trooper Crew: mag pistol and reflex armour	5	5	5	5	7	8	
1 x Spotter Drone	-	-	-	-	-	-	

Scenario

So far we have not covered the basics of how to set up a game, determine objectives, deploy forces, fix how long the game lasts, or work out which side has won. These things are not part of the core rules of play as such – they are things that vary depending on what kind of game is to be played – in other words, the scenario. For purposes of this initial rule set we will assume that players are familiar enough with this sort of thing to be able to improvise scenarios for themselves. To help things along a straightforward introductory scenario is described below: **Disputed Ground**.

DISPUTED GROUND

Opposing forces advance against each other in an attempt to take control of the local area. Each side must try to capture the battlefield and destroy the enemy.

Preparing to play

The table is imagined to be 6 feet across its long edges and 4 feet across the short or 'side' edges. Players are welcome to play on tables of any size they want, and are encouraged to do so, but for purposes of explaining how this scenario works we'll go with our standard six by four table.

This game pitches two forces against each other, and we'd suggest players choose two forces from the sample armies section, reducing the number of infantry squads by half (rounding up if necessary) and dropping any one support weapon team. No buddy drones (e.g. spotters) or targeter probes are used in this scenario. This is just to make the game more manageable for inexperienced players. By all means add more troops, drones and probes to both sides once player are familiar with the basic rules of the game.

You will need at least eight terrain pieces – but these can be very simple, rocks out of the garden or patches of rubble made from gravel chips, for example. We would suggest each piece of terrain covers an area between 4" and 6" square. Set up the

table with the terrain features arranged around the centre of the battlefield, leaving a square area 15" x 15" in the middle (see set-up diagram). Mark the corners of this square using small pieces of incidental scenery such as small rocks or a clump of vegetation (these play no part in the game other than to indicate the area described). Terrain areas must be placed at least 5" apart and at least 5" from any table edge – this is to ensure the terrain is spread about a bit.

If you wish you can set the terrain up in a mutually agreeable manner, but the recommended method is to take it in turns placing one piece of terrain at a time (roll a dice to decide who goes first). Once all the terrain has been placed roll randomly to decide which player starts from which long edge. You can just pick an edge if you prefer, but rolling randomly is a good way of encouraging the players to build the battlefield in as even-handed way as possible.

Once you have figured out which player starts from which long table edge, each player rolls a dice and the highest scorer places one of his units within 5" of his table edge. The unit has to be placed on the table in its entirety and in formation. His opponent then places one of his units, and then players alternate placing units until both side's forces are on the table. Try to position units out of the enemy's line of sight where possible, as both forces possess weapons capable to reaching across the tabletop from the get-go.



Ambush in the jungle – Algoryn Infiltrators pounce on unsuspecting foes.

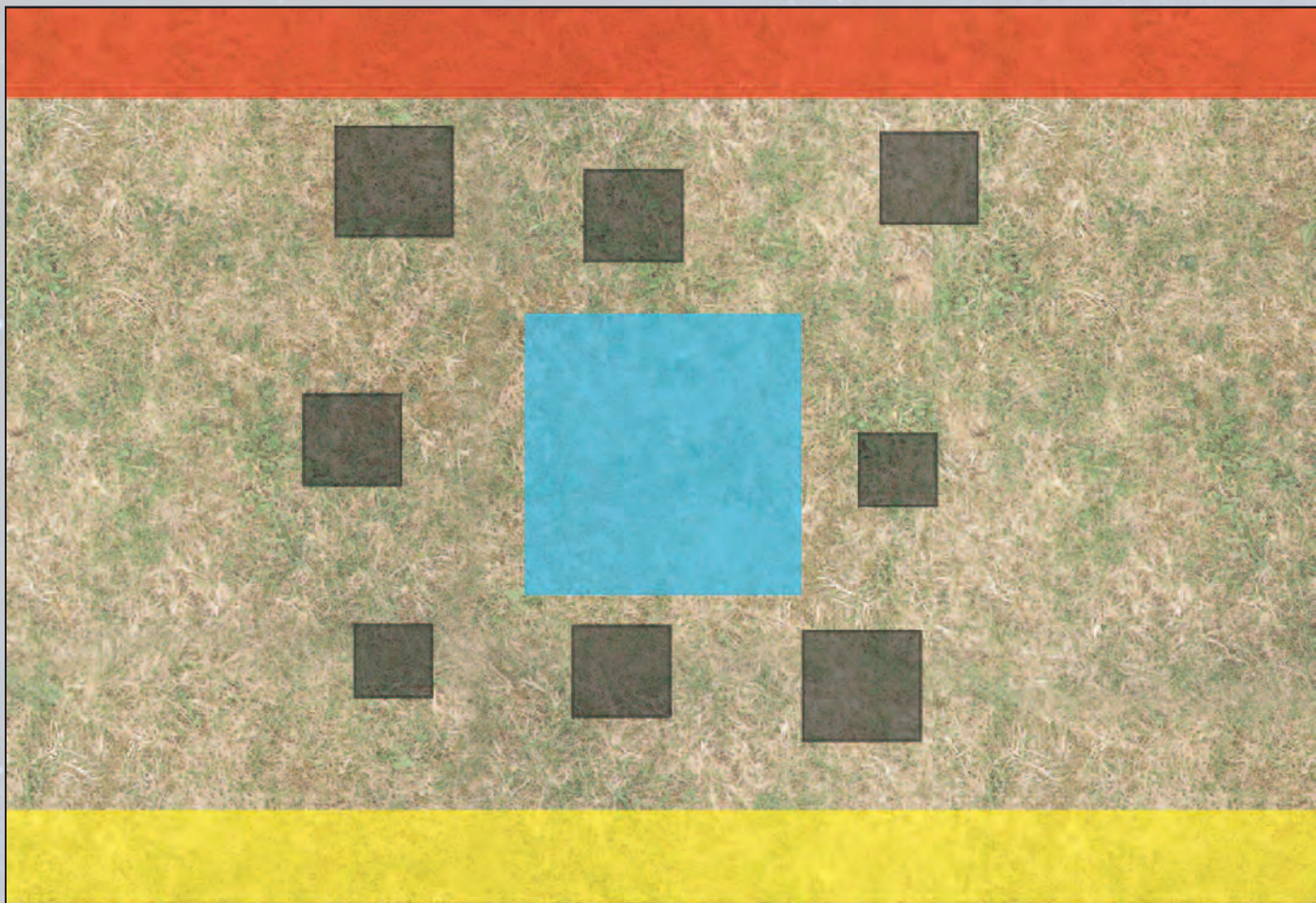


Table set up – with terrain arranged in a typical manner and a clear area in the middle of the table. To start the game the players deploy their units into the opposing set up areas along the long table edges.

Rules for Terrain

If you have not played before, or if you are introducing new players to the game, treat all the terrain as impassable, meaning that neither side can move through it at all. We strongly recommend that beginners use either very large rocks or ruinous but substantial buildings, so that the terrain areas are not only impassable but also block lines of sight across them.

This will introduce players to the line of sight rules without worrying about the rules for working out shots through or over terrain or obstacles. You can always replace terrain features with low rubble areas, vegetation or other accessible areas of terrain in future games. Note that this will make the game quite bloody as there will be no terrain the units can use as cover, but bear in mind the purpose of the scenario is to learn the basic rules of play so try not to read too much into this!

The NuHu

The largest and most powerful civilisation of the Seventh Age is The Panhuman Concord comprising almost a quarter of all the human worlds of Antarean space. The ruling elites of this society are New Humans or NuHu. Hyper-intelligent, tall, and eerily androgynous, the NuHu are the undisputed Mandarins of the Panhuman Concord. They are very few in number and spread thinly amongst the vast population of the Concord. What makes the NuHu different from other humans is that they have co-evolved with the sentient integrated machine intelligence – or IMTel - that controls all aspects of Concord society. They are its living symbiotic component, simultaneously masters and slaves of an all powerful, benign technocracy. All worlds of the Concord are encased in a nanosphere – a cloud of nano-robotic machines that acts as a universal medium of communication and micro-energy transference. By this means worlds and ultimately the whole concord is run and directed by the data-driven machine-minds of the IMTel and its NuHu Mandarin elite.

The military of the Panhuman Concord is organised and directed by a branch of the IMTel called the Concord Combined Command – otherwise known as CoCom or more commonly as C₃. The Concord responds to threats against it with logical ruthlessness, organising and dispatching heavily armed forces throughout Antarean space. C₃ Strike Units are recruited amongst all the varied human worlds that make up the Concord. Strike troopers are equipped with heavy-duty plasma weaponry and protected by hyper-light shielding, the most advanced weaponry in all of Antarean space. They are supported by NuHu agents, and the entire and considerable resources of the Concord IMTel.

Objective

Both sides have the same objective – occupy the central square and drive away or destroy the enemy. The game doesn't require a specific 'thing' to be the objective, but you might like to imagine that the players are fighting over access to a transmat pad, possession of a crashed transporter craft, the entrance to an underground base or refuge, the abandoned treasure trove of an ancient society, or a cache of life-saving bio-drugs or other vital supplies.

Game Duration

If at least one side has lost half or more of its units at the start of a turn then roll a dice (D6). On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

If neither side has lost half or more of its units by the end of turn 6 then roll a dice (D6). On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

For purposes of deciding whether half of an army's units are lost round halves 'up', for example half of 5 units is 3 not 2, so an army of 5 units has lost half once it has lost 3 units.

Victory

Each unit positioned within the 15"x15" central square at the end of the game, earns you 1 victory point – at least one model from the unit must be entirely within the area to count.

Each enemy unit destroyed earns you 1 victory point.

The side with the most victory points is the winner. A difference of 2 or more victory points is a clear victory. A difference of just 1 point is a close call, which we will consider a winning draw. Equal scores is a draw.

Expanding the Scenario

The easiest way of expanding the scope of this scenario is by substituting the impassable/LOS blocking terrain for more

terrain of different types. It is suggested that players do this once they have a fair grasp of the line-of-sight rules and basic mechanics. Similarly, you can play with larger forces, and/or over a larger table, for from the short edges, and all these factors will change the game dynamic and how the scenario plays. On the whole the Antares game benefits from sufficient terrain to constrict lines of sight over level ground and create opportunities for units to move from cover to cover within the distance of a single move. Weapons of the Antarean universe are long-ranged and on a relatively small tabletop will prove deadly unless troops have the opportunity to manoeuvre without exposing themselves to sight.

A further way changing the scenario is not to deploy on the table at the start of the game, and instead to allow players to move each unit onto the table in the first turn by giving it an advance or run order. A unit can begin its move at any point along its long table edge. A unit that runs onto the table in its first turn cannot make an assault as it does so. A unit that runs onto the table in its first turn can sprint if you wish. A further variation along these lines is to put only half of each side's order dice (rounding up) in the dice bag for the first turn, so that only half of each force can move onto the table in the first turn. Then put the remaining dice in the dice bag for turn two, allowing any units not already on the table to move on in the second turn.

If you want to include targeter probes in games then each sharded unit counts as one unit for purposes of determining the size of the army and which side has won. Sharded units are deployed all at once because they are a single unit, but the probes themselves can be positioned as if they were separate units.

If you want to get more people involved you can also introduce multi-player games.

Split down each side into two or three smaller forces, each with their own units and distinct colour order dice. As you pull an order dice from the dice bag, the individual player it belongs to gets to use it. A player wins if his side wins regardless of his individual contribution or even if all of his units have been destroyed.

You can also change the objective. For example, instead of capturing the central area of the table, position a number of markers on the table in some fashion, and at the end of the game if one side has at least one unit within 5" of the marker and the other side doesn't, then the marker is captured and earns 1 point. If both sides have units within 5" of the marker neither gets any victory points. Such markers can be placed along the middle of the table, so they are equidistant from both sides, or players can arrange markers before table edges are determined randomly to encourage even handedness as far as possible. Of course, it is not necessary that both sides have the same objective at all. You could give one side the objective of moving off the opposing table edge whilst the other side has to stop them. You don't even need an objective if you prefer not to – just fight it out until the game is done.

As you can imagine there are many ways in which even this very simple scenario can be used as the basis for a game, and players are encouraged to adapt things as they find convenient or make up entirely new scenarios of their own if they prefer.



Quick Reference Sheet



ORDERS

- | | |
|------------|---|
| 1. Fire | Shoot without moving (may use Aimed Shot) |
| 2. Advance | Move and then shoot. |
| 3. Run | Move at increased speed without shooting. |
| 4. Ambush | No move/shoot, but wait for opportunity to react. |
| 5. Rally | No move/shoot, but lose D6 pin markers. |
| 6. Down | No move/shoot, but more difficult to hit. |

Pinned units test **Co** at -1 per pin:

- | | |
|------|--|
| Pass | Act on Order & remove 1 pin. |
| Fail | Remove 1 pin and receive 'Down' order. |

MOVES

In the basic game all infantry have a basic move (M) of 5 inches and Run move (2M) of 10 inches. Units (not Support or Hvy Wpns) with a 'Run' order can 'Sprint' at (3M), then test **Ag** or receive pin marker for exhaustion.

AGILITY TEST FOR TERRAIN

Units must test **Ag** if moving through difficult terrain (Advance or Run) and are reduced to half pace if they fail the roll.

Units can cross obstacles (Advance) without testing, but must test **Ag** to cross at a Run. If this test is failed they halt behind the obstacle (Heavy teams can only attempt to cross at Advance with an **Ag** test).

Support weapon team	-1
Heavy weapon team	-2
Each crewman short	-1
Difficult terrain	0/-1/-2

ASSAULTS

Point Blank. Both the attacker and defender shoot point blank simultaneously. Place pin markers and take any break tests resulting.

Hand-to-hand fighting. Both the attack and defender fight simultaneously – using Strength 'to score hits'. After fighting add 1 pin marker to each unit for each casualty it has suffered. The side with the most pins loses and must take a break test.

Follow on Combat. Where both sides survive the winner can force a round of follow on combat. In the case of a draw surviving opponents can fight a follow-on round of hand-to-hand fighting by mutual consent.

Consolidation. Surviving units can make a consolidation move.

REACTIONS

Go Down	Auto when shot at (Fire or Advance)	Down order
Stand and shoot	vs Run when assaulted	Fire order
Escape	vs Run when assaulted	Run order
Firefight	vs Fire at up to 20"	Fire order
Dash to Cover	vs Fire at more than 20" (not-OH)	Run order
Ambush	vs Advance or run	Fire/Ambush

ACCURACY MODIFIERS

The following modifiers apply to a unit's Acc when shooting.

Per Pin	-1
Long Range	-1
Extreme Range	-2
Intervening Low Obstacle	-1
Intervening Light Terrain	-2
Aimed Fire (Fire order only)	+1
Rapid Fire (at long/extreme range)	-1
Overhead Fire	-2
Each crew short of full team	-1
Heavy weapon out of arc	-2

A full weapons team is 2 for support and 3 for heavy weapons.

RESIST STAT MODIFIERS

The following modifiers apply to Res when hit.

Strike value of weapon	-SV
Resist Bonus of Armour	+RB
Cover (default +2)	+1, 2 or 3

Cover value applies to individual models that are behind/within cover relative to the models shooting at them.

BREAK TESTS

Test against Command. Units with pins equal to or more than Command stat are treated as having taken and failed a test.

Triggers

- One or more pins per model when shot at and hit.
- Suffers half own number of casualties from shooting
- Defeated or draw in hand-to-hand fighting

Fail

The unit breaks if it has lost more than half number or following hand-to-hand fighting. If unit has not lost more than half number go down/broken on a roll of 10.