



ANTARES 2

(BEYOND THE GATES OF ANTARES
SECOND EDITION)

CORE RULES

V2.011 Q

Wargames rule for science-fiction combat in a far
distant future

Antares 2 Credits

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Antares 2 Structural Note

To help with downloading and printing rules, we have split the rules, background and lists into separate, smaller documents. This document contains the basic rules for the game using the Antares 2 rule system, with as minimum an amount of Antarean-specific material as possible. Other documents describe the background in *Antares 2: The Universe*, scenarios and playing instructions in *Antares 2: Playing the Game*, the weapons and equipment in the *Antares 2: Arms & Equipment Guide*, and separate, free army lists for each faction. All are available to download at antaresnexus.com.

We are fully aware that this structure means that the core rules here can be used in other universes and backgrounds: feel free to do so! Where a rule is likely to only be applicable to the Antares universe, we have tagged it with (Antares) or suitable comments.

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FOREWORD

WELCOME TO THE MANY WORLDS OF ANTARES!

Welcome to the updated version of the *Beyond the Gates of Antares* science-fiction wargame created by Rick Priestley and Tim Bancroft. This second edition has been a long time in the crafting and has benefited considerably from the ideas, suggestions and much-appreciated playtesting of players of the original game, especially those whose names appear in the credits. So, we shall start off with a big thank you to everyone who has contributed to making the new game possible. We shall also thank the folks at Warlord Games both for producing the original models for the Antarean universe, and for continuing to make them available for the foreseeable future through their Skytrex division.

When Warlord explained that they no longer wished to publish our game we were naturally a little disappointed, having spent so much time and no little effort preparing this second edition. However, every cloud has a silver lining, in this case freeing us up to publish the rules in a format we preferred and free of commercial considerations and constraints. It is true that the authors lack the ability to illustrate pages with lavish artwork or costly graphics, but rather than bemoan the loss we have concentrated upon presenting the rules in as clear, compact and practical a way as we could.

We also decided that, as this was our game, we would publish it to a new website for anyone who wished to download free of charge. Some of our collaborators have asked if the rules will be available in printed format, and that remains a possibility by means of a print on demand service, but initially at least we shall make everything available only via download. Watch this space – as they say! Having shed the shackles of conventional print we realised that this opened up many new opportunities as well as creating a platform that could easily be expanded upon and refined going forward.

To begin with, we decided to publish the game in a modular format, which is to say the game rules are one download, the *Arms and Equipment Guide* forms a further download, and so forth including individual downloads for each of our factions. This is not only helpful from a player's point of view, in that you only need to download the bits you want, but it helps us keep things up to date because any amendments or additions only affect a single file.

With this decision made it was suggested by several of our play testers that the *Core Rules*, this file you are reading right now, could form the basis for a game set in almost any futuristic universe and not just the Antarean Nexus peculiar to the *Beyond the Gates of Antares* background. Although the core rules are designed to cover the sophisticated technologies and machine-centred forces of Antares, all the elements are there to enable players to adapt the game to any background and any model ranges they please. Where examples of play have been included, we have – of course – referenced the weapons or peoples of the Antarean Nexus for illustrative purposes.

Aside from the website itself, where you will find plenty of information about the Antares Nexus, its peoples, technologies and history, the separate download *Antares 2: The Universe* describes our setting in some detail including an overview of the fighting forces of the significant factions. Each of these has its own, extensive army list download which contains the unit descriptions and selectors for that force as well as rules covering specific equipment and weapons peculiar to that faction. Once again, we stand in debt to the players who have taken it upon themselves to playtest the new army lists, all of which have been to some extent rebalanced and improved over those in the original game without losing any of their essential elements or qualities.

Many readers will no doubt be familiar with the original edition of the *Beyond the Gates of Antares* game and may be wondering what is different in this new version. It's fair to say that the game remains fundamentally the same, but we have taken the opportunity to considerably streamline rules that – with experience – worked better that way. Our playtesters found no difficulty switching from the old version to the new, although few wanted to go back to the old version once they had done so! That aside, you don't need to have played the original version to understand the new rules. The game is not complicated at its heart, and much of the detail is there to facilitate things like battles within the hulls of spacecraft, gigantic arcologies and alien environments that need not trouble those approaching the game for the first time.

Whichever way you experience the *Beyond the Gates of Antares* game, we hope you do so in the spirit of mutual enjoyment and respect. It's a huge universe to explore and we are mere specks of life on a tiny planet in an out-of-the-way solar system adrift upon some back-water of time.

Have fun!

Rick Priestley, Tim Bancroft 2022

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Change Log

These PDFs are version numbered so players can keep up to date with any releases. Version numbering is in the following format:

<Version>.<Iteration> <Variation>

where ‘Version’ is ‘2’ for *Antares 2*, ‘Iteration’ is numeric across all the rules and lists in a given set of alterations within that rules release, and ‘Variation’ is an alphabetic series (A ▶ Z, AA ▶ ZZ, and so on) that reflects any minor changes within that iteration.

2.11R Minor phrasing in building damage; clarified simultaneous H2H in assaults.

2.11Q Corrected PDF document Title; clarified use of PBS special rule on support and heavy weapons in assaults; stressed when Reactions finish; minor rephrasing on Hit & Run

2.11P Adjustments to diagram text

2.11NA amended acknowledgements in common Frontispiece.

2.11M Initial release to Nexus.

GAME RULES INTRODUCTION

The Antares game rules allow us to explore conflict upon countless contested worlds of the distant future. Our forces battle to control star systems linked together by the interdimensional gateways emanating from a central hub – the Antares Nexus. The Nexus was constructed by a long-dead species, the Gatebuilders, and their mysterious technology can sometimes be found within the many undiscovered star systems linked to the Nexus.

The rival federations of the Nexus are populated by evolved or bioengineered human descendants called panhumans – some barely recognisable as human – as well as by advanced aliens and even hostile, machine intelligences. All are rivals for power, all strive to survive in a hostile and unforgiving universe, and all are connected through the Antarean Nexus. These rules allow us to explore those conflicts and battles for survival.

To help with downloading and printing rules, we have split the rules, background and lists into separate, smaller documents – see the guide in the foreword. This document contains the core rules for the game and the rules here can even be used for games not set in the Antares universe.

GENERAL

Our game is fought between two rival forces each controlled by a different player (or players). The game proceeds in turns and both sides participate in each turn. Games last either for a set number of turns, after which we work out which side has won, or until one side achieves its objective or renders the enemy unable to fight.

There are multiple variants of play, including multi-player and three-sided games, as well as differing ways of setting up a table.

Forces

Players assemble their forces using a force selector. Each Antarean power has its own series of selectors representing different kinds of formations. These are given in separate (free) army lists providing all the details of different unit types and any extra equipment.

Units

A unit is a group of one or more models that behaves in a particular way, such as infantry, weapon teams or vehicles.

Each unit has a point value indicating its relative effectiveness. Players choose forces to a predetermined points total to ensure a fair and balanced game. There is no ‘standard’ points value because Antares allows you to play all kinds of conflicts from skirmishes to full-scale planetary invasions.

Force and unit selectors are available on-line as part of our own Antares Nexus website (antaresnexus.com). The Nexus is the ultimate resource for Antares players and includes advice and examples as well as useful accessories such as play and summary sheets, FAQs and background.

Background Boxes

From time to time we’ll have background boxes like these that explain something important about the information or background that influences a line of thought in the rules. The first few in this chapter provide a brief introduction on Antarean nanospheres, – though such technology is not limited to the Antares setting.

Antarean Nanotech and Nanosphere

The weapons and rules here make extensive reference to nanotechnology, though some implementations are similar to anti-gravity units in other universes and rules. As they are so often used, we’ll highlight the use of the terms here, and either break out Antarean references or leave them to other books. In other universes, the Antarean nanosphere is replaced by other technology.

Nanospore are nanite machines perhaps no bigger than a virus and form an unseen part of a planet’s biosphere, saturating the air that living creatures breath and the food that they consume. All the nanospore in one place, upon a world or within a spacecraft for example, form an interconnected nanosphere.

Order Dice

You will need a set of distinctly coloured ‘order dice’ for each force. Order dice are marked with the six different orders used in the game as explained on p.12

At the start of the game each player receives one order dice for every unit in their force. Some units allow the player to take more than one dice per unit, but we deal with such special situations later.

Dice Bag

During play the order dice for both sides are drawn randomly to determine the sequence of actions. A dice bag, or some other suitable container, is required from which the dice can be drawn blindly, one at a time.

Event Dice

Some weapons or scenarios call for an order dice to be put into the bag to trigger events. The term ‘order dice’ is used to ensure the same size/shape dice are used but these should be of a different colour to those used by any of the combatants.

Event dice are sometimes referred to as ‘trigger dice’.

Unless stated otherwise, event dice should not be treated as order dice when drawn and do not interrupt anything, such as army options, that refer to order dice sequence.

Dice

You will need about a dozen, ten-sided dice numbered 1 to 10 (D10s). It is helpful to have a few of different colours, although not essential. Many ten-sided dice have a 0 rather than a 10 and we count this as a 10.

You will also need a few ordinary six sided dice numbered 1 to 6 (D6s) and other dice that will prove useful are three sided and four sided (D3s and D4s). If you don't have any of these dice improvise by rolling a D10 or D6 until you get a number within the target range.

Measuring

A tape measure marked in inches is useful to measure distances such as weapon ranges and unit moves. In most cases, measurements between models are made between a point on their (25mm) base edge or from a separate weapon model that is shooting. Most vehicles don't have bases so when measuring to or from a vehicle we measure to the body of the model instead.

Players are free to measure throughout the game and are sometimes obliged to do so to check whether their intended action or reaction is permitted. Players do not need to state their action before they measure!

Pin Markers

When units are hit by enemy fire they take 'pins', reflecting the nebulous stresses and strains of combat. The more pins on a unit, the less effectively it fights. Pin markers are useful to track the number of pins on a unit.

Almost any marker can be used to track pins such as counters, 'flame' tokens or specialised pin markers with a dial on their base (available from Skytrex or Warlord Games).

Templates And Tokens

A round template is used for calculating hits from blasts and overhead shots. In Antares, a crescent shaped template is used to represent a defensive energy field and other tokens or markers represent special munitions and are shown in the *Arms & Equipment Guide*. Such templates are available from Skytrex and other manufacturers.

STATS

Different models have different game statistics or 'stats'. At the foot of the page are two stat lines, one for an Isorian Tsan Ra trooper (a non-human alien) and the other for a Strike Trooper (an evolved human). The most common, or baseline, value is '5' for most stats. The stat states the base value against which a test must be made: rolling equal to or lower than this stat is a success (see below).

Move (M or Mv). This indicates the model's basic move in inches. The most common M is 5".

Agility (Ag). Used when moving across awkward terrain.

Accuracy (Acc). Used when shooting to determine if a shot hits.

Strength (Str). Used when fighting hand-to-hand to determine if a strike hits.

Resist (Res). A defence against enemy attacks. If the Res stat has a second number in brackets this is the Res including the most often-used bonus from any armour. Armour bonuses can vary depending upon circumstances, so

players should check the actual armour definition in the *Arms & Equipment Guide*.

Initiative (Init). This is used when making reactions, which we shall explain later in the Reactions section p.33. Most models have an init of 7 whilst animals and dispirited or poorly-trained troops have a lower Initiative.

Command (Co). A measure of a unit's morale used when testing to activate a unit or to check its willingness to fight on. Most models have a Co of 7 with dispirited troops having a lower Command and those with strong bonds of loyalty to those around them having a higher Co.

Special. The column at the end of the stat-line indicates special rules that apply to that unit or individual. Here, the Tsan Ra Trooper has the special rule 'Monitor', explained in the Isorian army list.

Stat Tests

Units test against their stat values to decide whether they succeed in what they are trying to do. These tests are always taken in the same way.

- Firstly, the target number is calculated based on the relevant stat value, plus or minus any bonuses or penalties based on the situation (range, terrain being crossed, pins on the unit, and so on).
- Then roll a D10 and compare with the calculated target number (tn).
- If the number rolled is equal to or less than the tn then the test is passed.
- If the number rolled is greater than the tn, then the test is failed.

When you are making stat tests for several models at the same time, such as when shooting with a unit of infantry, it is convenient to roll all the dice at once. Where it is necessary to distinguish between the scores required, either roll separately or use a differently coloured dice for different models.

When making a single stat test for the whole unit, such as an Ag test to cross an item of difficult terrain, use the most disadvantageous value appropriate to the test and the unit as a whole, typically the lowest.

Pins and Stat Tests

The number of pins on a unit always acts as a negative modifier on Acc, Init and Co tests, unless stated otherwise.

The Rule of 1s and 10s

Stat tests always succeed on a roll of a 1 and fail on a 10 regardless of the value tested against. We call this the rule of 1s and 10s.

1s and 10s can also trigger other effects:

- As well as passing the test, a roll of 1 can trigger a bonus result in some cases. For example, when shooting, a single 1 is classed as a Lucky Hit.
- As well as failing the test, a roll of 10 can trigger a penalty on occasion. For example, when shooting, a 10 may trigger the weapon to fail, depending on the weapon – see the *Arms & Equipment Guide*.

Stats example

| Trooper | M | Ag | Acc | Str | Res | Init | Co | Special |
|-------------------------|---|----|-----|-----|------|------|----|---------|
| Concord Strike Trooper | 5 | 5 | 5 | 5 | 5(7) | 7 | 8 | – |
| Isorian Tsan Ra Trooper | 6 | 5 | 5 | 7 | 6(8) | 6 | 8 | Monitor |

The Rule of Re-rolls

Sometimes a player is allowed to re-roll a failed test and sometimes a player is obliged to re-roll a successful test.

When re-rolls are allowed or necessary the re-rolled result stands and cannot be re-rolled again. Even where a tester is entitled to a re-roll for two or three different reasons, only a single re-roll of any result is permitted: you cannot re-roll a re-roll! Even though re-rolls always stand, re-rolls of fails and passes are two different things, so it is possible to re-roll a fail and then have to re-roll it again as a pass.

UNIT TYPES

All units are defined as one of the following types, all of which are referenced throughout the rules. Some units, such as vehicles, humongous beasts and drones, only take damage as a result of a roll on a damage chart so we occasionally refer to them as Damage Chart Units.

Infantry

Infantry units are made up of humans or human-sized aliens or machines together with their equipment. Equipment often includes small attached drones we call buddy drones, or ‘buddies’ for short.

Beast

A beast unit typically comprises a number of human-sized creatures, often under the control of a panhuman or equivalent handler, together with equipment. Beasts are a variant – a sub-type – of the infantry type and any rule that applies to infantry also applies to beasts.

Weapon Team

A weapon team unit comprises a separate support or heavy weapon model and a number of crew models, for example a plasma cannon and its operators. Weapon teams often include small buddy drones too.

It is possible for a weapon team to lose or abandon its weapon leaving its crew to fight on with whatever personal armament they possess. If this happens the unit is considered to be an infantry unit from then on and the weapon is removed from play.

Drone

A drone unit comprises one or more sub-vehicle sized drones carrying weapons and/or other equipment. Drones are usually armed with support weapons, but can be unarmed in some cases. Some forces favour the use of drones over human weapon teams, but both perform a similar role. Drone units often include smaller buddies just like infantry and other units.

Mounted

Mounted units represent humans or aliens riding machines or creatures, such as personal skimmers or Antarean locomites, together with their equipment.

Vehicle

In most cases vehicle units comprises a single vehicle together with its crew if it has one. Vehicle units often include one or more buddy drones. Vehicle-specific rules are dealt with in the separate section on vehicles, p.36.

Nanospore and Connectivity

The nanosphere is the connective tissue that enables all other technologies to work. In some Antarean factions, the nanosphere acts as a conduit between human and machine intelligences, creating a vast, integrated decision-making network – the Integrated Machine Intelligence (IMTel). The IMTel facilitates all kinds of decision making for the ultimate benefit of its citizen body. Whilst all advanced societies of Antares have some form of machine integration, most fall short of the full integration of an IMTel.

Humongous Beast

A humongous beast unit is the living equivalent of a vehicle – a creature as big as a vehicle. Such creatures usually have their own crew to control them. Many humongous beasts mount weapons and are accompanied by buddies in a similar way to vehicles, see p.36.

Probe

Probes are small, aerial drones that roam the battlefield to gather information, act as observers, or to destroy other probes. They require a few extra rules and exceptions, most of which are covered in the *Arms & Equipment Guide*, but we often have to make a specific note of how rules affect probes.

Command (Unit Sub-type)

Command units are any of the unit types described above with the addition of a commander model and/or special commander rules. A command unit can be any of the types described above and follows the same rules.

Mixed Infantry+Weapon Team Units

Some infantry units can have attached weapon teams with support weapons to produce a mixed unit type of ‘Infantry + Weapon Team’ which inherits most of the limiting factors of a Weapon Team but has the advantage of being able to use a support weapon in shooting.

The mixed unit inherits some rules of both its parent units and we’ll collate those here rather than spread them across all the various sections; we suggest reading the relevant rules before coming back here! The combined unit has the following properties:

- is treated as a single unit for orders;
- has a single order dice unless given the MOD rule;
- treats the weapon team as a separate group within the mixed unit as far as crew for the weapon is concerned;
- measures ranges for the support weapon separately from that of the infantry (see p.20);
- allocates hits to models in the unit as if a single unit (see p.22);
- cannot Sprint, as for weapon teams (see p.15);
- can initiate an Assault as if an infantry unit;
- when charging or counter-charging into an Assault, cannot shoot the support weapon even if it has the PBS attribute (see p.28);
- can respond to an assault in point blank shooting and when using the Stand and Shoot Reaction – all standard weapons and those with the PBS attribute are able to fire (see p.28);
- cannot allocate non-crew models from the ‘parent’ infantry squad to the support team to make for lost crew.

SIZE

As well as defining units by type, each type has an associated size which we express as small, medium, large and extra-large (or huge). These reflect the physical bulk of whatever is being represented, so a probe is typically small, a human sized combatant medium, and vehicles large.

Medium is a broad category for which no special rules or considerations need be made. Extra-large only applies to the very largest kinds of vehicle or creatures.

All models are assumed to be of medium size unless stated otherwise as a special rule.

A few units include models of different sizes. Where a unit's size is otherwise employed for rules purposes, it always counts as the larger of any models in the unit.

Size primarily affects some line of sight and targeting rules. It is obviously easier to shoot at and hit a large target than a small one, for example.

Model Bases

The Antares models come with bases of an appropriate size for the game. This is generally 25mm round for human sized models on foot, drones and probes.

Larger models often come with 40mm round bases or 50mm long 'pill bases' depending upon their shape. For example Ghar Troopers and Concord Interceptor Bikes.

Vehicles and humongous beasts do not always include bases or may be mounted onto a base to fit.

UNIT FORMATIONS

Units of two or more models are arranged into a formation. A formation is a group of models where no model is separated from the group by more than 1".

Where a unit includes weapon or equipment models, such as a support weapon or buddy drone, these models are also arranged into and form part of the unit's formation. Equipment models such as buddy drones must also be within 1" of a non-equipment model in the unit.

It is possible that a unit ends up with too many equipment models or buddies to keep proper formation around the parent model. If this situation ever occurs, just keep the equipment as close to the non-equipment models as is reasonable.

Nanospore and Suspensors

Nanospore also provide the basis for structural suspensor technologies that have largely replaced mechanical principals in all aspects of engineering and construction. Structural suspensors are energy fields held within a nano-shell comprising a contained body of self-replicating nanospore. All the functions that primitive technologies would accomplish with mechanical, electrical or magnetic components are effortlessly achieved by means of structural suspensors. Structural suspensors hold physical components together, move and manipulate them, fulfilling the role of drives, bearings, couplings, transmissions, hydraulics and all other mechanical structures. Structural suspensors are incredibly efficient, self-monitoring and to some degree self-repairing. They are fundamental to the technology of a post-mechanical age and dependent upon a nanosphere to function properly.

Combat Nanospore

A specialist type of nanospore are nanophages, highly aggressive military nanites that hamper the activity of enemy nanospore or even completely destroy a nanosphere. Whilst nanophages are found in different forms, the most common compromise an opposing nanosphere's ability to generate and conduct energy, or disrupt communications between nanospore making information exchange and co-ordination impossible.

Compromised Formations

Sometimes a unit's formation is compromised because models fall casualty and leave space between the survivors. When this happen, the unit must move back into formation the next time it moves, but otherwise it is unaffected.

Facing Of Models

We assume that models are free to turn and face any desired direction during play. Exceptions are specified where relevant and are usually specific to scenarios, such as fixed emplacements with a limited field of fire.

The Gap Rule

Units must keep more than 1" apart except where specifically allowed to move into touch, such as units fighting hand-to-hand combat. This applies to all the models in the unit including any separate weapons and equipment.

THE TURN

Each turn, all players and units have an opportunity to take actions. Depending on the scenario being played the game lasts for a maximum number of turns or until one side or other achieves its objective. Each turn proceeds as follows.

TURN SEQUENCE

Take all the order dice for each side (see p.7) and put them in a dice bag or other opaque container from which the dice can be drawn at random.

Each turn breaks down into two phases: the ‘orders phase’ during which units take actions, and the ‘turn end phase’ when various tests and declarations are made in preparation for the next turn.

1. Orders phase

Run through the following activities during each Orders phase. We sometimes refer to each step as a ‘segment’ with a phase.

1.1 Action Army Options

Before the turn starts, a player who wishes to use an Army Option that acts before a turn, does so now. If there are more than one (a rare event), dice off to see who goes first and then alternate.

1.2 Action Retained Orders

Any actions retained orders should be performed (see p.40).

1.3 Order Dice Draw

Randomly draw an order dice from the dice bag and either hand it to the player it belongs to or action the event it triggers (which may mean drawing another dice and going through steps 1-5 again). After actioning an event, go to step 1.7.

1.4 Allocate Order Dice

The player chooses one of their units who can receive the drawn die and gives it an order. Place the dice next to the unit to show the order selected.

1.5 Take Order Test

If necessary, the player takes an order test to determine if the unit follows the order.

1.6 The Unit’s Action

The player works out the unit’s resulting action.

1.7 Repeat Draw–Action

Go back to step 1.3 and draw until all eligible units have received their orders and the dice bag is empty. At this point, 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 for those that are retained. The sequence in which these segments are processed is as follows.

2.1 Down Recovery

Units with a Down order can choose to retain the order from turn to turn if the player wants. Otherwise, units that have a Down order must pass a recovery test to remove their order and return it to the dice bag (see below).

2.2 Retain/Recover Ambush

Units with an Ambush order can choose to recover or retain the order from turn to turn if the player wants.

2.3 Retain/Recover Other Orders

Some units have special rules that allow them to retain other orders from turn to turn if the player wants, for example the Fast rule allows units to retain a Run order (p.40).

2.4 Special Effects Segment

Other effects from Special Rules such as Army Options, checking for reclaiming contested dice or testing to see if special munitions continue are tested for and actioned in this segment.

DESTROYED UNITS AND ORDER DICE

If a unit is destroyed during the turn its order dice is also removed from play and handed to the other player. Take the dice from the unit if it has been played that turn or take an order die out of the dice bag if not.

REACTIONS

When a unit makes an action, enemy units are allowed to try and react immediately in some situations. An enemy’s reaction is worked out either before, after or at the same time as the unit’s own action depending on the type of reaction involved. The rules for reactions are covered in the Reactions section p.33.

RETAINED ORDERS

Units that retain Ambush or Down orders begin the following turn with these orders in place. Any units can retain Ambush or Down orders in this way if the player wishes.

Other kinds of order can only be retained if units have special rules that allow them to do so. This can potentially allow units to be activated at the start of the Orders Phase before dice are drawn. The rules for these are covered in the appropriate entry of the Special Rules section, p.40.

MULTIPLE ORDER DICE (MOD)

Some units, mostly vehicles and humongous beasts, have two or even three order dice and are able to take two or three actions in every turn – one action per order dice. We suggest that players who are new to the game get a few encounters under their belt using regular units before trying out these ultra-powerful units. The rules for these are explained in the section on vehicles, drones & humongous beasts, p.36.

ORDERS AND ACTIONS

When an order dice is drawn the player it belongs to can allocate it to a unit that does not already have an order. A unit can be given one of the orders indicated on the order dice. Place the dice beside the unit with the selected order uppermost.

ORDERS

There are six orders that can be given to a unit, one of which is on each face of an order die, as follows:

| Order | Summary of action | Order Test on |
|---------|---------------------------------|-------------------|
| Fire | Shoot without moving | Command - pins |
| Advance | Move and shoot | Command - pins |
| Run | Move quickly without shooting | Command - pins |
| Ambush | Wait for chance to react | Command - pins |
| Rally | Lose D6 pin markers | Command |
| Down | Go down (take shelter, recover) | Automatic |

Fire

The unit shoots its weapons. The unit does not move. See Shooting, p.17.

Advance

The unit can move and shoot its weapons. Units don't have to move when given an Advance order, but must complete any intended move before shooting.

Some weapons are not allowed to shoot with an Advance order and always require a Fire order to do so. Units armed in this way can still be given Advance orders and can move but cannot shoot their restricted weapons. See Movement, p.14, and Shooting, p.17.

Run

The unit moves more quickly but cannot shoot its weapons. See Movement, p.14.

Ambush

The unit does not move or shoot but maintains its position and waits for the enemy to act so it can react when it gets a chance. See the rules for Reactions, p.35.

Rally

The unit does not move or shoot. Instead, the unit recovers its fighting efficiency by shedding pins (see below). We also make use of the Rally order to undertake specific or unusual actions, such as a vehicle's self-repair module.

Down

The unit does not move or shoot but activates any defences it has. Troopers keep their heads down as far as possible and make maximum use of whatever cover is available.

ORDER TESTS

A unit that has no pins acts automatically upon the order it is given without any need to take an order test. Units acquire pins during play as a result of being shot at, fighting hand-to-hand and in other situations as noted throughout the rules.

If a unit has one or more pins it cannot act upon its order automatically, except for a Down order, which always happens automatically whether a unit has pins or not. Rather, after placing the order dice next to the pinned unit, the player must take an order test to see if the order is acted upon.

An order test for **Fire**, **Advance**, **Run** or **Ambush** is taken against the unit's Command stat minus -1 for each pin on the unit, so unit with Co stat 9 and 2 pins tests on a modified value of 7.

An order test to **Rally** is taken against the unit's Command stat ignoring pin modifiers.

Down orders happen automatically and no test is taken.

If a unit includes models with different Command stats always use the highest stat.

Order Test Results

| Roll | Impact |
|------------|---|
| 1 | Automatic pass. Remove two pins and execute the order the unit was given. |
| Other Pass | Remove one pin and executes the given order. |
| Other Fail | Remove one pin and then makes a down action rather than the order intended. Flip the order dice to show down. |
| 10 | Automatic Fail. As for Fail, but do not remove a pin. |

In this first stats test results box for Order Tests, we have deliberately indicated automatic fails and passes to emphasise the special results that can apply to an automatic pass on a 1 and an automatic fail on a 10. In future test results boxes, we'll skip this and also use an abbreviated format where 'Pass' equates to a successful test on a score other than a 1 and 'Fail' an unsuccessful test on a result other than a 10. As noted previously, not all tests have special pass or fail results for a 1 and a 10, but a 1 is still a pass and a 10 still a fail!

THE RALLY ORDER

A successful Rally order removes an additional D6 pins on top of the pins normally removed for passing the order. I.e. a unit loses D6+1 pins if the order test is passed and D6+2 if passed on a roll of a 1.

THE DOWN ORDER

The unit goes Down without testing and does not lose a pin as it has not taken an Order Test. Units that end their turn Down can retain their order or test to recover the order dice to the dice bag.

Retained Down Orders

If a player chooses to retain a unit's Down order the unit removes 1 pin in the turn end phase. The unit begins the following turn already Down and its order dice is left in place to show this.

Recovering Down Orders

Units that end their turn with a Down order cannot automatically return their order dice to the dice bag in the turn end phase. If the player wishes to return the Order dice to the dice bag in the turn end phase it is necessary to first pass a test against the unit's Co stat in a Recovery Test.

The Recovery (Co) Test

Make the recovery test exactly as for a regular order test, deducting -1 from the unit's Command stat for each pin if the unit has any.

Recovery Test Results

| Roll | Impact |
|------|---|
| 1 | Remove two pins and return the order dice to the bag. |
| Pass | Removes one pin and return the order dice to the bag. |
| Fail | Remove one pin but retain the Down order without returning the dice to the bag. |
| 10 | As for Fail, but do not remove a pin. |

Recovery, Order and Command

If a Recovery Test is failed the Down order remains in play during the following turn. Recovery tests and order tests are two different things: rules that specifically affect order tests won't affect recovery tests, and vice versa, but rules that affect a unit's Co stat will obviously affect both.

RETAINED AMBUSH ORDERS

Units that end their turn with an Ambush order can retain their order dice or return the dice to the dice bag. No test is required to do this, it is entirely the player's choice. If the order is retained the unit begins the following turn already 'on ambush' and its order dice is left in place to show this. See Reactions – Ambush Fire, p.35.

RETAINED RUN ORDERS

Some units have the Fast special rule and are allowed to retain a Run order at the end of the turn if the player wishes to do so. The order dice is not returned to the dice bag but left in place and carried over into the following turn.

MOVEMENT

Units can move in the orders phase when given an Advance or Run order. Units also move in some other situations as described throughout the rules, for example following hand-to-hand fighting and by means of a reaction in some cases.

Some models have unique or exceptional movement rules. We'll address these in due course.

MAKING A MOVE

Although units can sometimes move in situations other than when issued orders, we'll consider moves in terms of orders first because that covers all common movement. In broad terms, units move the same way in all situations and the rules described here apply throughout.

A model's move in inches is indicated on its stat-line under Move (M). For example, an M of 8 means the model has a basic move of 8", an M of 4 indicates a 4", and so on. Most human-sized troopers have a basic move of 5" (M 5).

When a unit is given an **Advance** or **Run** order each model can move a maximum distance, as follows:

- **Advance action:** If a unit is given an Advance order models can move up to their basic move (M). Models with an M stat of 5 therefore move up to 5".
- **Run action:** If a unit is given a Run order models can move up to double their basic move (2M). Models with a move of 5 therefore move up to 10".

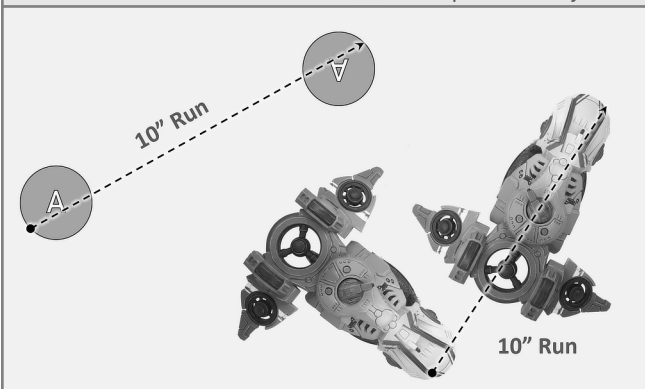
MEASURING THE MOVE

Measure the move from the edge of the model's base or from its body if it is a model that lacks a base or where the model is larger than the base.

Although models are free to face any direction as they move, no portion of the base/model's body can move further than allowed in order to do so. This is to avoid situations where long vehicles or similarly shaped models gain extra movement by turning to face.

1: MOVEMENT

- Model A (Infantry, Beat or buddy) movement measured from furthest point on base;
- Vehicle movement measured from furthest point on body



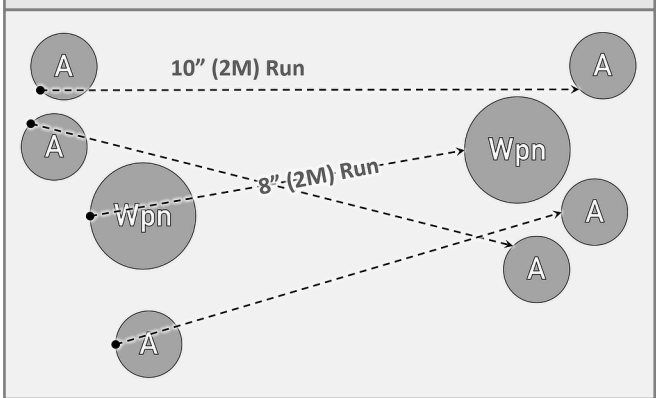
KEEPING FORMATION

Once a unit has moved it must retain its formation with no individual models separated from the body of the unit by more than 1".

A unit may include models that have different move stats, such as for heavy weapons and their crew. Where this is so, the unit must still maintain its formation – which might mean that the faster models are unable to move the full distance allowed.

2: DIFFERENT MOVE STATS IN A HEAVY WEAPONS TEAM

- A = Weapon crew with M5 make a 2M (10") Run and reposition themselves;
- Wpn = Weapon with M4 can only make a 2M (8") Run move



Moving and the Gap Rule

Different units have to keep more than 1" apart whether friends or foes, except where specifically permitted to move closer. However, when models move they are allowed to move within 1" of other friendly units so long as they end their move more than 1" away.

Models cannot approach to within 1" of enemy units as they move except where specifically allowed. The most obvious exception is during hand-to-hand fighting when models are moved into touch, but there are other exceptions related to specialist equipment or models like probes: these exceptions are dealt with in the chapter on probes in the *Arms & Equipment Guide*.

Interpenetration

Models in the **same** unit can pass freely through each other as they move, we assume individuals move at the same time and don't get in the way of each others

Models belonging to **infantry** or **beast** units can pass freely through other infantry or beast units from their own side.

Otherwise, apart from a few exceptions such as probes, models cannot move through other models, through the formations of other units, or through objects or terrain that are impassable.

THE SPRINT RULE

An **infantry, beast** or **mounted** unit that has been given a **Run** order can make a **sprint** instead of a normal run move. The player declares the unit is sprinting when the Run order is allocated. This represents an accelerated run in which combatants move as quickly as they can, at the risk of becoming exhausted or disoriented.

A sprint is a three times the unit's M, or 3M (up to 15" for units with M5, 21" for this with M7, and so on).

A sprinting unit risks becoming **exhausted** at the **end** of its movement. Once the unit has finished its move it must take an **Agility (Ag)** test. The test must be taken even if the unit fails to complete its move, for example when brought to a halt because of failing to cross an obstacle or being forced down.

Sprint (Ag) Test Results

| Roll | Impact |
|------|--|
| Pass | No penalty. |
| Fail | The unit is exhausted and suffers one pin. |

Note that a few units are disallowed from making sprint moves altogether as indicated by an appropriate special rule.

A sprint is useful if you want a unit to move fast, but at the risk of taking a pin, which will make things more difficult when it comes to receiving further orders. Sprinting also makes a unit a more difficult target, for example during an assault or from Ambush Fire (a reaction) as described later.

MOVING SEPARATE WEAPONS

Support and heavy weapon models in a weapon team are moved in the same way, at the same time and at the same move multiplier as the crew models in their unit. They may have their own move stat which may restrict how far they move (see 'Keeping Formation', above). They can suffer terrain restrictions due to their size and special movement rules may apply in some cases. See the Special Rules and the *Arms & Equipment Guide* for more details.

Unless stated otherwise, support weapons have a M stat of 5, heavy weapons a M stat of 4. Symbiote weapons are moved with their parent model and can be repositioned as equipment.

MOVING SEPARATE EQUIPMENT

Most units include buddy drones that zip around the unit keeping pace with it. Some units also include other equipment models that accompany the unit in a similar way, following the unit as it moves.

Equipment varies in function and some have special rules that affect movement. Aside from such cases, move the unit's models first so that they make a formation. Once this is complete move equipment to re-join the formation: there is no need to measure the movement of equipment and they do not need to account for obstacles, terrain or other restrictions when repositioned.

Equipment can potentially move further than its unit. This is intentional and often necessary to allow buddies or other equipment to take up a position to operate effectively.

DISMOUNTING AND DE-CREWING

Mounted units are allowed to dismount, and they become equivalent infantry units when they do so, armed and equipped as the riders. Once a unit dismounts it cannot subsequently remount unless the unit includes a (Antares) compactor buddy to compact and carry the unit's mechanical mounts.

Weapon team units are allowed to abandon their weapon or equivalent equipment, and crew become infantry units. Once a unit abandons its weapon the weapon model is removed and the unit cannot subsequently re-crew it, unless the unit includes a compactor buddy to compact and carry the unit's weapon.

A unit can dismount or de-crew (or remount or re-crew where permitted) when it makes an action or reaction, immediately after making the action.

For example, a mounted unit making a move will move as a mounted unit and dismount after it has moved.

TERRAIN AND MOVEMENT

Terrain can take a myriad of forms from alien jungles to soaring cityscapes, the interiors of vast arcologies and volcanic hellholes teeming with weird extremophile lifeforms. Here we are concerned with a basic approach to how terrain affects movement, in particular rules for **obstacles** and **area terrain** (see the summary on p.48 & 49).

Before a game begins it is necessary that players identify and agree upon the extent of any terrain and the relevant rules that apply. It is important that players can easily tell where an area of terrain begins and ends, what constitutes an obstacle, and the effects of each on movement (dealt with in this section) and on cover and line-of-sight (dealt with in the Shooting section, p.17).

We leave it to players to decide how to delineate obstacles and areas of terrain on the tabletop. Most players have their own preferred method, some using a base to indicate the whole area, others use bounding scenery arranged around the edge of the area.

Obstacles

An obstacle represents a low linear feature typically a wall, fence or barricade. A line of rocks, the rim of a crater, or a row of vegetation could also form an obstacle in a similar way. More rarely, an obstacle can be sunk into the ground such as a stream or fissure.

Obstacles can afford our troops cover, obscure line of sight and potentially hinder movement.

Moving Over Obstacles

Models can cross obstacles as they move so long as the unit retains its formation once the move is complete. Models are not allowed to cross obstacles if their unit's formation becomes divided as a result, even if the gap is less than 1".

Units with an **Advance** order can move over obstacles without penalty. Measure the distance crossed as if the unit were moving over open ground.

Units with a **Run** order can only cross an obstacle if they take and pass a test against their Agility stat upon reaching the obstacle. as follows:

Obstacle (Ag) Test Results

| Roll | Impact |
|------|--|
| Pass | The unit completes its move without penalty. |
| Fail | The unit halts upon reaching the obstacle. |

Defended Positions

If any models are positioned directly behind an obstacle so that they touch it, then the whole unit occupies a **defended position**, including any models that are not touching the obstacle.

A unit in a defended position at the start of its move can cross the obstacle it is behind when given either an Advance or Run order **without** taking the Obstacle Test described above. This includes units making a sprint, a Run order being required in that case. We imagine the unit is already prepared to cross and has positioned itself to do so.

Refer to Diagram 13 on page 24 for examples of models in a Defended Position and those that gain a cover bonus.

A unit cannot be separated by an obstacle

Although a unit in a defended position can cross the obstacle without testing, remember it can only cross if all the models have sufficient movement to do so: a unit cannot be divided by an obstacle once it has moved. Any Equipment in the unit must be placed in formation with its unit and not divided by the obstacle the unit has crossed.

Defended Position, Cover and Concealment

Being in a defended position also allows units to gain concealment from the position's obscuring terrain whilst ignoring its presence for their own shooting across it. Those models against or within 1" of the obstacle also gain a cover bonus to Res from shooting across the obstacle whilst those models beyond 1" do not benefit from the cover's Res bonus – as explained in more detail in the shooting section, p.23.

Area Terrain

We describe terrain features that extend over an area as 'area terrain' and typical examples might be an area of woodland or a patch of marshy ground.

Movement Categories for Terrain

We classify area terrain into three categories for movement: open, difficult and impassable.

- **Open** terrain can be moved through as if it were open ground and no test is taken or penalties applied.
- **Difficult** terrain means that an agility test is required to move into or through the terrain, which might result in a penalty of some kind.
- **Impassable** means just that: a unit cannot move through the terrain.

*For example, **open** terrain encompasses the majority of the table without any terrain but also areas of low scrub or well-space crops; **difficult** terrain includes woodland and cratered ground offering some hindrance to movement; and **impassable** terrain might be a vast rocky pinnacle or a bottomless pit.*

Testing for Difficult Terrain

An agility test is taken when a unit attempts to move into an area of difficult terrain, or before making its move if already within difficult terrain.

A model is considered to be moving into or through difficult terrain if any part of its base lies within or enters the terrain area. Where the body of a model is used for measurement rather than a base, the model is in difficult terrain if any portion of its body enters the terrain area. Note that some models such as buddies and equipment ignore the movement effects of terrain – refer to the *Arms & Equipment Guide* for details.

Test against the unit's Agility stat.

Difficult Terrain (Ag) Test Results

| Roll | Impact |
|------|--|
| Pass | The unit completes its move into and through the terrain without penalty. |
| Fail | The unit may complete its move but does so at half pace through the terrain. Any subsequent movement beyond the terrain, such as in the clear, is at normal pace, again. |

It helps if players just treat the terrain moved through on a failed test as twice its normal distance. For example, if a model with a M stat of 6 were within an area of difficult terrain when the test was failed, it could move 3" through the terrain (counting it as 6"), or it could move 2" through the terrain (counting as 4") into open ground and a further 2" beyond – the initial distance doubled to 4" plus 2" which equals 6" in total.

SHOOTING

Models armed with ranged weapons can shoot when given an **Advance** or **Fire** order. Shooting can also take place during the turn as part of an **assault** or as a **reaction**, in these cases the procedure is the same as described here. We'll address these and other exceptions as part of the relevant rules.

Each model shoots once except where stated otherwise, such as models armed with *rapid fire* weapons that can potentially shoot two, three or more times. Some drones, vehicles and humongous beasts carry multiple weapon systems, in which case each weapon system can shoot once except where stated otherwise.

Some models have 'spits' or natural forms of attack. These are treated as standard, ranged weapons in the rules even though we do realise they are not strictly speaking 'weapons'.

If a mounted model rides a creature that has its own ranged attack(s) then both rider and mount can shoot.

We'll deal with specific exceptions where necessary rather than try and cover every variation of weapon, equipment and situation all at once.

Shooting Sequence

| Step | Activity |
|------------------------------|---|
| 1: Declare shooting | Declare which models are shooting |
| 2: Nominate target(s) | Measure range and nominate the enemy unit(s) to shoot at |
| 3: Check line of sight (LoS) | Check which shooters have LoS to the target |
| 4: Declare modes and loads | If shooters have optional shooting modes, or optional ammunition loads for their weapons, declare these before working out shooting |
| 5: Resolve shooting | Work out shooting and remove any models that fall casualty |
| 6: Add pins | Add any pins inflicted on the target |
| 7: Take break tests | The target takes any break test required |

SHOOTING PROCESS

Shooting is worked out unit on unit. Barring exceptions, all the models that are shooting must shoot at the **same** enemy unit. Any models unable to shoot at the nominated target for whatever reason do not shoot at all. The most common reason for being unable to shoot is where individuals cannot see the target, that is when they do not have **line of sight**, as described below.

A model does not have to shoot if the player prefers not to do so even where it has line of sight to the target or where a **Fire** order has been issued.

Advance order: If the shooting unit has been given an Advance order, models move first and shoot afterwards. Advancing units don't have to move at all if the player doesn't

want them to, but any movement must always be completed before any shooting.

Fire order: If the shooting unit has been given a Fire order, models shoot without moving. Units shooting in this way are more likely to score hits than those making an Advance action.

In other cases, units shoot as described throughout the rules, such as during an assault or as a reaction.

For the sake of appearance, players are welcome to turn models to face their target when they shoot. By the same token, vehicles and other models with turret-mounted or other directable weapon systems can turn weapons to face the target. This isn't strictly a rule because models are always free to turn as required, and we do it purely for the look of the thing. Turning to face a target in this way doesn't count as moving.

Heavy Weapons

Heavy weapons can only shoot with a **Fire** order. A weapon team, vehicle or other unit armed with a heavy weapon can still make an Advance action and shoot with any non-heavy weapon(s) carried by crew or mounted by the vehicle, etc, but it cannot shoot its heavy weaponry.

Weapon and Equipment Crews

Weapon team units either shoot with their support/heavy weapon, or the crew can shoot with any personal weapons they carry, normally pistols or carbines. The unit cannot shoot with both even if it has a nominated crew leader or more crew than required to operate its team weapon.

Crewed **equipment** that requires an Advance or Fire order to activate is treated the same way as a team weapon. The unit either uses its equipment or crew can shoot with their personal weapons.

Target

Check the range and declare the target. Players can measure ranges before deciding which enemy to shoot at. See Range and Mode below.

Except where specifically allowed to divide shooting between different targets, shooters always shoot at the same enemy unit.

Vehicles, humongous beasts and drone models armed with multiple weapon systems are allowed to choose a different target for each weapon system when issued a **Fire** order. They must still choose a single target when issued an **Advance** order.

If a shooter has multiple weapon systems or special rules exceptions that allow it to shoot at different targets, all targets must be nominated before shooting.

A target will usually be an enemy unit. In some cases shooting can be directed against other kinds of target, for example a building or a spot on the battlefield. Whatever the case, declare all targets before working out shooting.

Who Can Shoot?

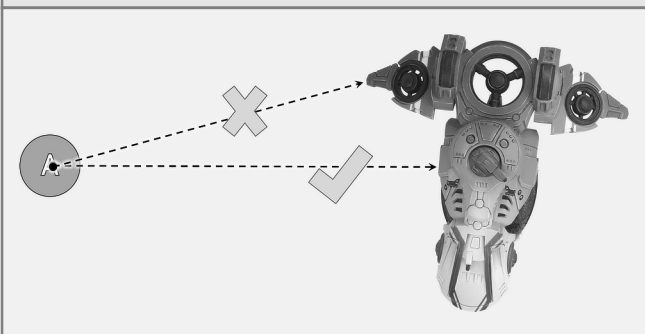
Broadly speaking, models that can see their target can shoot at it: in other words, models require line of sight (LoS) to their target. This means that some models in a unit may be able to shoot at a target and some may not because they can't see it.

A unit can choose any enemy unit as a target so long as at least one shooter can see it, i.e. so long as at least one model can draw LoS to the target to shoot at it.

A crewed weapon model must be able to draw LoS to the target in addition to at least one member of its crew. If the weapon can't draw LoS it can't shoot even if members of its crew can draw LoS.

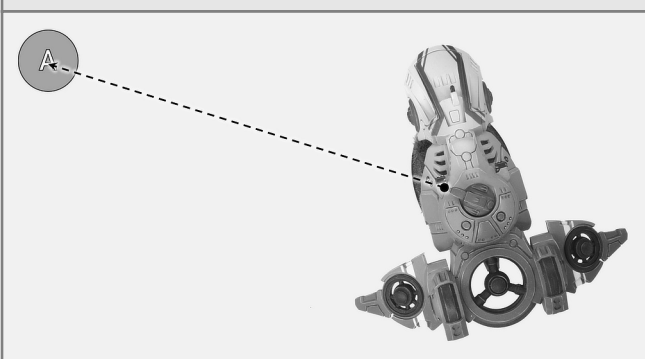
3: SHOOTING BASE TO VEHICLE BODY

- Shooter A measures range and LoS to vehicle body, not wings.



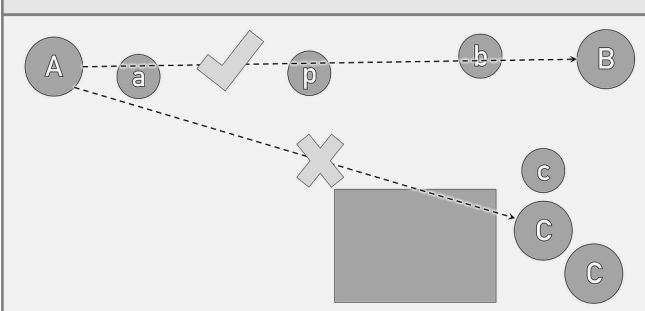
4: VEHICLE SHOOTING

- Vehicles, Drones & Humongous Beasts measure range and LoS from their weapon system to its target.



5: OOPS – A BUDDY'S IN THE WAY!

- Shooter A has clear LoS to B as it ignores the two buddies (a and b) and the probe (p).
- A cannot shoot at unit C as it can only draw LoS to a buddy (c) and not to a significant model in the unit.



Some kinds of weapon don't always require LoS to shoot. For the most part these are artillery type launchers that lob or hurl munitions in the general direction of an unseen enemy. We deal with these exceptions in the Overhead Shooting rules on p.25.

In a few cases equipment models can also shoot, for example a gun buddy. Where this is the case, equipment models must be able to draw LoS in addition to at least one member of the unit in a comparable way to crewed weapons.

In most cases players will naturally wish to shoot with all combatants that can do so, i.e. all those that are appropriately armed and which have LoS to the target. Occasionally, a player might wish to withhold fire with some or all models, and that's fine so long as the player makes this clear before dice are rolled.

LINE OF SIGHT (LoS)

Work out LoS from directly above the table: view it from a top-down position as you would if looking at a two-dimensional map of the battlefield. Bear this viewpoint in mind when calculating LoS and the effects of cover.

A model has LoS to a target if a straight uninterrupted line can be drawn from the centre of its base to the centre of the base of at least one model in the target. There are exceptions to this, such as in the case of shooting buildings, but we will deal with such special situations in their own section.

If the target is a vehicle or other model that either lacks a base, or which is bigger than any base it has, the shooter is allowed to draw LoS to the main part of a model's body instead (see Diagram 3). Players should establish prior to the game what constitutes a model's main body and what is periphery or ornamental.

Vehicle and humongous beast units, and all other models that mount multiple weapon systems, draw LoS from the weapon systems they are shooting rather than the centre of the shooter's base (see Diagram 4).

LoS can't be drawn to equipment models, including buddies, but LoS can be drawn through equipment from either side as if it weren't there. If an equipment model is the only model a shooter can see it is not possible to draw LoS to the target (see Diagram 5, Shooter A to target C).

LoS is drawn to weapon models in a weapon team in the same way as its crew, for example if a shooter can see a support weapon model it can see the unit.

Blocked LoS

Line of sight is blocked and a model unable to shoot in the following situations, which should be intuitively obvious in practice. There are a few exceptions, some very common, which we deal with immediately afterwards.

The basic rule is: LoS is blocked by something in the way, or by too much intervening, obscuring terrain.

Antares Technology Note

The Concord C3D1 weapon drone has a side mounted weapon – a plasma light support – but draws LoS from the centre of the base and from the weapon system. For such drones, the model and the weapon must have line of sight, just as if the drone were the crew for a support weapon. Other models may have similar configurations so should follow this guideline.

Specifically, LoS **cannot** be drawn through the following:

- The normal base area of a model from either side, including those of a shooter’s own unit.
- The main body of a vehicle, humongous beast or drone (see diagram 6).
- The formation of any unit and within 1” of one or more models in that unit to a target beyond (see diagram 7). In very rare circumstances, casualties may create a gap in a unit’s formation that is wider than 2” – in such a case, then a unit could shoot through that gap providing the LoS went no closer than 1” of the models in that intervening unit.
- **Blocking** terrain, such as hills, rock formations or buildings.
- More than 4” in total of intervening, **obscuring** terrain (see diagram 8), which can be from a combination of obstacles and area terrain. Models can be placed at the edge of such terrain to gain protection in the form of a cover bonus, but not suffer any LoS penalties.

Stating Obscuring Terrain

Models within or beyond obscuring area terrain are obscured from shooters, as are models on the other side of obstacles (see diagrams 8 and 9). This is an important change from *BtGoA*: LoS penalties apply even if within obscuring terrain.

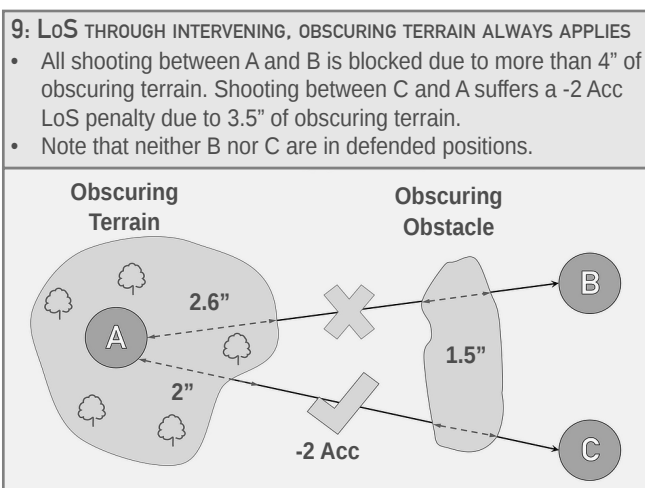
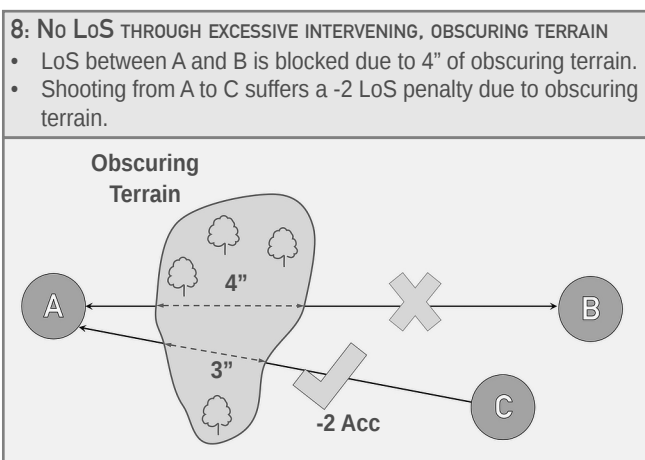
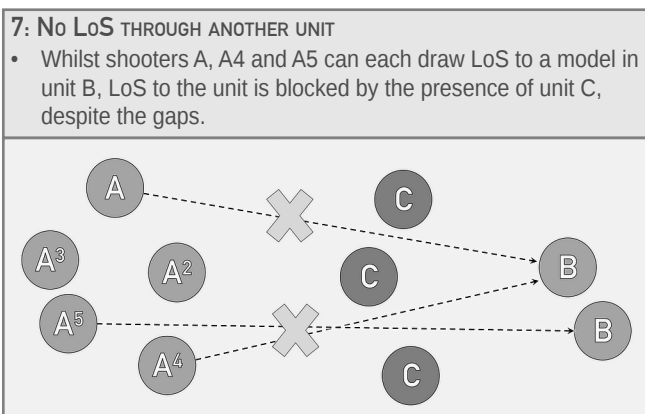
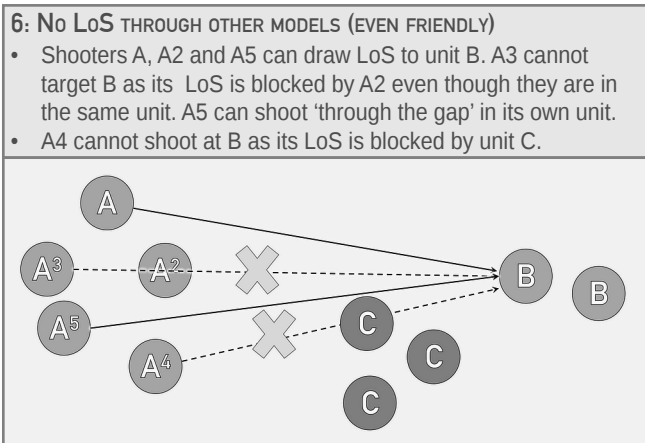
Players must agree before the game begins where terrain features block LoS and which constitute obscuring terrain (see the terrain summary, p.48 & 49).

Exceptions to Blocked LoS

The following exceptions to a blocked LoS are fairly self-explanatory. LoS **can** be drawn:

- Over any **smaller** model, or through the formation of a unit of smaller models, regardless of the shooter’s unit type. If a unit comprises models that are shooting of difference sizes count it as the larger.
- Over or through **probes** from either side. However, LoS *can* be drawn to a probe to shoot at it (see Diagram 5).
- Over any **equipment** model, whether in the shooters own or the target unit. Buddy drones are commonly ignored in this way (see Diagram 5).
- Crew in a weapon team can always draw LoS over their **own team’s weapon** regardless of whether they are shooting with it or not.
- Models within 1” of the edge of an item of area terrain are **‘on the edge’** and can always see out of, and can be seen, without drawing LoS through the terrain.
- Models belonging to units in a **defended position** ignore the obscuring LoS penalties of the obstacle they are defending when drawing LoS across it to a target on the other side (see the complex situation in Diagram 10 and Defended Positions, p.16).
- Terrain and units that are overlooked from **high ground** don’t block line of sight or impose Acc penalties in respect of intervening terrain, or do so only as agreed by the players beforehand.

We give some comments on determining LoS overleaf. These do not form part of the LoS rules but highlight exceptions and oddities that may occur during play and should be read in conjunction with the rules on blocked and permitted LoS above.



Size and LoS

It can happen that larger models shoot over the heads of smaller friends against an enemy who is unable to shoot back because the larger model's friends are of the same so block their own LoS. This is intentional and enables infantry, for example, to support vehicles in many tactical situations, protecting them against direct attack by keeping foes at a distance and absorbing their fire. When vehicles, and other large models, shoot over the heads of smaller models, we imagine they are bringing turreted or similarly elevated weapons to bear, rather than exposing their vulnerable hulls.

'On the Edge'

Depending upon how players represent area terrain it can be awkward or even impossible to place models along the exact edge of an area. To allow for this, many players adopt a convention where they simply state models are 'on the edge' so long as they are able to move into position: the models are placed as close to the edge as possible given the design of the terrain and stability of the models.

Obstacles and Defended Positions

We cannot cater for all such circumstances, but we recommend that if the LoS crosses more than 2" of a defended obstacle (such as when shooting along it rather than across it), then the obscuring rule comes into force for any shooter as if the intervening obstacle were area terrain. In practice, we found players are honest about such things but players should decide on such situations before the game.

High Ground

High ground is any terrain that the players have agreed to be such prior to the game. It might typically include tall buildings as well as high hills, mountainous slopes, and so on. It is not practical to formulate rules without some knowledge of the tabletop set-up in use, so such things must be arranged by the players prior to the game.

As with decisions on other terrain, players must agree before the game which features overlook which other features, including other terrain and units on lower ground. Players can agree that some high ground overlooks other high ground if they wish.

RANGE AND MODE

Range is not measured for each model shooting. Instead, measure the distance between the closest models in the shooting and target units. Measure the distance between the closest model that is shooting to the closest target model to which it has LoS.

This is the range for the **whole** unit and **all** shots in this bout of shooting are calculated at this range. Occasionally, some models will shoot at a greater distance than the stated range: this is entirely intentional.

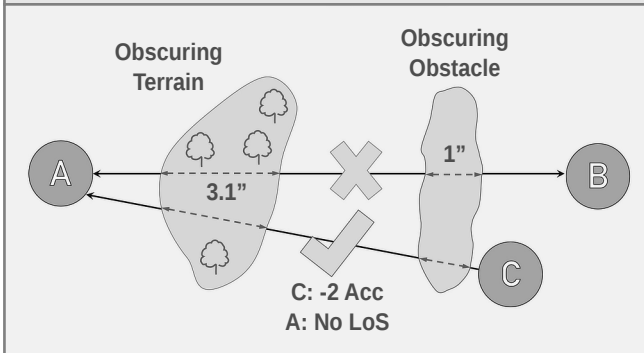
Range should be measured from base edge to base edge. Where a target model lacks a base or where the model is larger than its base, measure to the model's main body, if closer, such as with vehicles and humongous beasts – see p.36.

If shooting with a team weapon, measure from the weapon itself rather than from its crew.

If a weapon is carried by a vehicle, drone or humongous beast then measure from the weapon itself.

10: LoS AND DEFENDED POSITIONS (DEFENDED OBSTACLES)

- C is in a **Defended Position**; B is not.
- Shooting between B and A is **blocked** due to 4" rule.
- Shooting from A to C is also **blocked** due to the 4" rule as A counts the obstacle's width towards its obscuring terrain total.
- C can shoot at A as it **ignores** the obstacle it is defending but does so at a -2 Acc LoS penalty due to the intervening, obscuring terrain .



DECLARE WEAPONS, MODES AND LOADS

Some models have more than one weapon. More commonly, some infantry troopers carry a weapon capable of firing in different modes, such as Antarean plasma carbines.

Models from infantry, beast, mounted or weapon team units that are armed with more than one weapon can choose to use either, but can only shoot with one weapon at a time.

For example, in the Antares universe, an infantry model armed with an X-sling and plasma pistol can use either but not both.

If a unit carries weapons capable of two or more fire modes, then all the models armed with the same weapon must shoot using the same fire mode.

For example, the above-mentioned plasma carbines can shoot either scatter or focused mode.

Some weapons are capable of shooting different types of munition. If two or more shooters are armed in this way they must shoot using the same fire mode as explained above, but they can select different munitions if desired.

Number of Shots

A weapon can shoot up to once, twice, three or more times as shown by the shots section of its weapon stats. If a weapon shoots two or more shots at a time this is described as **rapid fire (RF)**.

Some weapons are described as **twinned**, typically vehicle-mounted weapon systems that combine two identical weapons that shoot together. Twinned weapons fire with twice the number of shots of a weapon of their kind and are one classification larger – and this is shown in their stats.

For full details of the various Antarean weapons, see the *Arms & Equipment Guide*.

ROLL TO HIT (ACCURACY TEST)

To determine if a shot strikes its target make a test against the shooter’s **Accuracy** stat. Where several of the same model are shooting, for example five Strike Troopers armed with plasma carbines, it is convenient to roll all the dice at once. If individuals require a different dice score to hit, then either split the dice into batches or use differently coloured dice to represent their shots.

Direct Fire (Acc) Test Results

| Roll | Impact |
|------|--|
| 1 | The shot hits and the shooters score a lucky hit on the target: see below for more about lucky hits. |
| Pass | The shot has hit. |
| Fail | The shot has missed. |
| 10 | The shot misses and is a dud shot – see below for more about duds. |

Roll to Hit Modifiers

A shooter’s accuracy (Acc) stat is modified as shown on the Accuracy Modifiers Table. In some cases further bonuses or penalties will apply, as noted in the army lists. Refer to the Accuracy modifiers chart and the explanations of the bonuses and penalties that follow.

Aimed Fire: a unit making a fire action receives an aimed fire bonus. Weapons shooting overhead and all heavy weapons do not get an aimed fire bonus.

Large+ Target applies if the target includes **one or more** large or extra-large models.

Small Target only applies if **all** the models in the target unit are small.

Each pin on a shooting unit deducts -1 from its Acc.

Range: weapons have effective, long and extreme ranges that vary depending upon their type. If a group of shooters has different weapons some may be at different range bands and require different scores to hit, in which case rolls will need to be taken separately.

Obscuring Terrain: this applies to the whole unit if **most** of the shooters are obliged to draw line of sight through terrain to hit **most** of the target (see Diagram 11).

For example, if a unit of 5 is shooting at a unit of 3 then the penalty applies if at least 3 shooters have to draw line of sight over terrain to hit 2 or more of the target.

Rapid Fire weapons shooting two or more shots at a time suffer a penalty to the shooter’s Acc. Players can always decide to shoot just once with such weapons and no rapid fire penalty is applied when they do.

Overhead Fire penalty applies to all overhead shooting.

Crew Short: if there are insufficient crew members to operate a team weapon it can still shoot but suffers the penalty stated.

Forced Re-Rolls of Hits

In some situations a unit is especially difficult to hit. Where this is the case the shooter is obliged to re-roll hits scored and only those results that hit a second time count as hits. For example, a unit shoots at an infantry unit that is down and

Accuracy Modifiers Chart

| Modifier Type | Situation | DM |
|-------------------|--|----|
| Aimed Fire | Shooting with a Fire order (not OH or heavy weapons) | +1 |
| Large+ Target | Target unit includes large or extra-large model | +1 |
| Small Target | Target unit of small models | -1 |
| Pinned | Each pin on shooting unit | -1 |
| Range | Long | -1 |
| | Extreme | -2 |
| Obscuring Terrain | LoS drawn through up to 4" of obscuring area terrain/obstacles | -2 |
| Rapid Fire | Shooting two or more shots in rapid fire mode | -1 |
| Overhead Fire | Shooting overhead mode | -1 |
| Crew short | Insufficient crew for Team weapon | -2 |

scores 3 hits. Those 3 hits are rolled again and 2 of the rolls are successful. The target takes 2 hits.

If a lucky hit is scored it always stands without being re-rolled. Note that this doesn’t apply to all rolls of a 1 but only to the one lucky hit scored. See Lucky Hit, below.

If shooters are entitled to re-roll misses for whatever reason, for example if they have a spotter buddy, then any re-rolls of misses must be taken first to establish the number of initial hits. Hits must then be re-rolled where the player is obliged to do so.

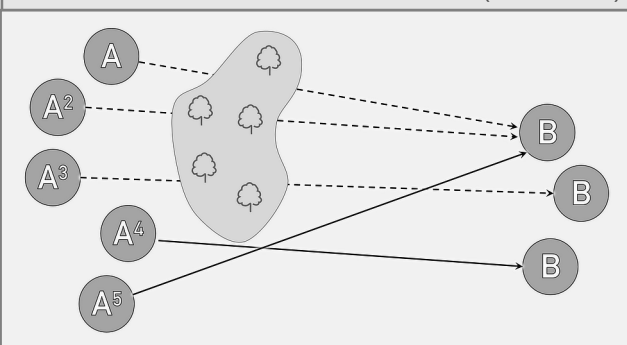
Re-rolls can never be re-rolled, but where we are talking about re-rolls of misses first and re-rolls of hits afterwards we are really talking about two different sets of rolls: one optional for the shooter and one enforced by the target. It is therefore possible to re-roll a miss and turn it into a hit, which then has to be re-rolled potentially turning it back into a miss.

Blast weapons that score multiple hits at a time don’t re-roll hits and instead reduce the number of hits scored as described under Blasts, p.24.

(Reroll guidance continued overleaf...)

11: MOST OF TARGET OBSCURED TO MOST OF SHOOTERS

- Shooters A4 can draw an unobscured LoS to a model in unit B, and A5 can see all of unit B, but the -2 Acc penalty applies as most of B are obscured from most of unit A (A, A2 and A3).



Re-rolls of hits are taken in the following situations:

- **Down targets.** Hits must be re-rolled if the target is an **infantry, beast or weapon team** unit that has a current **Down** order.
- **Sprinting targets.** Hits must be re-rolled if the target is shot at whilst engaged in a **sprint**. This can only happen whilst the sprint is taking place, for example during an assault as explained later.
- **Special Rule.** Some units have special rules, armour or equipment that obliges a shooter to re-roll hits in some situations, such as a target with the **Fast** special rule and a Run order.

ALLOCATE HITS

Each hit scored must be allocated to an individual model within the target unit. If you have scored a lucky hit keep this aside for now, it will be dealt with later as described below. The player whose unit has been hit takes all the remaining dice that have scored hits and places them next to individual models to show which have been hit.

Hits must always be spread as evenly as possible among all the models in the unit, including weapon models in a weapon team, except as noted below.

- A model that is hidden from all shooters behind blocking terrain or masked by a building can't be hit except by blasts (see Diagram 12).

For example, a model behind a massive rock can't be hit by shooters firing plasma carbines, but could be hit by a blast from a mortar shell.

- Equipment models, such as buddy drones, are not normally allocated hits from shooting. They can be struck by a Lucky Hit, and can also be affected by some weapons or munitions with weapon-specific, special rules.

A model can't be hit if a special rule applies to that effect.

As players gain experience they quickly learn to recognise situations where it is possible to dispense with allocating hits using dice. This might be because all subsequent resist rolls are the same, or because the obligation to spread hits evenly dictates how hits are placed anyway

Where shooters are firing a mix of weapon types it can make a difference which weapons hit which models. This is why it is a good idea to use different coloured dice when rolling to hit with different kinds of weapons. The same coloured dice can be used to allocate hits and then to take any resist rolls required.

Lucky Hit

If the shooters roll one or more 1's to hit their target they have scored a **Lucky Hit**. It doesn't matter how many 1's are rolled, only **one** Lucky Hit can be scored against a single target (a unit) in a single bout of shooting. If a unit is shooting with different weapons that have rolled 1's the shooting player can decide which has scored the lucky hit.

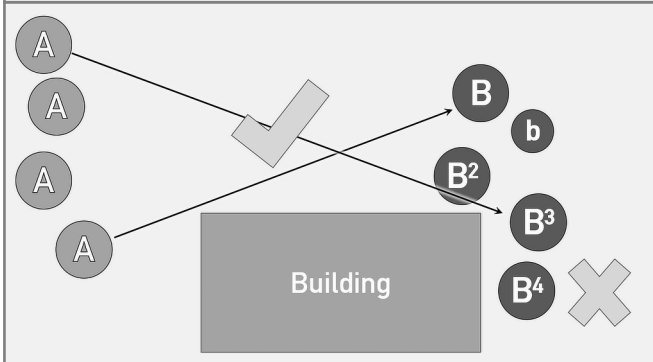
If shooters are able to shoot at more than one target, then each target can potentially suffer a Lucky Hit.

A lucky hit is **never** re-rolled, not even where a rule would otherwise oblige a unit to re-roll a hit scored.

A lucky hit is allocated **after all other hits** have been allocated by the defender, and is allocated by the **shooter** rather than the

12: ALLOCATING DIRECT FIRE HITS

- Hits from A's shooting at B can be allocated to any of B, B2 and B3 as a clear line of fire to those models can be drawn from a model in unit A, even though B3 is blocked from some of unit A and is 'behind' B2.
- Spotter buddy 'b' is equipment so cannot be allocated a hit except for a Lucky Hit.
- B4 cannot be allocated a hit as all models in unit A have their LoS to it blocked by the building.



player whose unit has been hit. The lucky hit does not have to obey the normal rules that oblige hits to be distributed evenly.

For example, if you score a lucky hit you can allocate it to a model that has already been hit, even if other models haven't taken a hit at all.

A lucky hit can be allocated to an **equipment** model if you wish. Some equipment has a Res value and others, such as Antarean buddies, are automatically removed as casualties once other Res tests have been taken.

A lucky hit must still be allocated to a model that is eligible to be hit, bearing in mind that in the case of a lucky hit equipment can be hit in the same way as other models.

For example, a model that can't be hit because it is obscured behind a building cannot be hit by a direct fire lucky hit.

Dud Shots

Each roll of a 10 to hit is a **dud shot**. Dud shots always miss their target and **cannot** be re-rolled even where the shooter is otherwise entitled to a re-roll. Unlike with a lucky hit, you can score any amount of duds.

There is no further universal penalty applied for dud shots; however, some weapons have Special Rules that apply when duds are rolled. Such instances are covered in the Arms & Equipment Guide and in the army lists.

For example, some powerful Antarean plasma weaponry suffers from Fade or Critical Fade which may make the unit go Down or even suffer a pin.

ROLL TO RESIST (RESIST TEST)

Resist tests are taken once all hits have been allocated to the target unit. A test against the model's Resist (Res) value is required for each hit suffered. The player whose model has been struck takes the dice placed next to the model and rolls it.

Resist Test Results

| Roll | Impact |
|------|--|
| Pass | The model is unharmed |
| Fail | In most cases, the model falls casualty. |

Some models have the Wound special rule that allows them to fail one or more resist tests before falling casualty. If this is the case a failed result inflicts a Wound (see p.44).

Drones, vehicles and humongous beast models that fail a resist test are not removed as casualties but must make a roll on the **damage chart** on p.37.

Casualty

A casualty means the model is no longer effective in the game, irrespective of how it was made a casualty. Models falling casualty are normally removed from the table as being ‘dead’ or, in the case of vehicles, destroyed.

Some scenarios may suggest a model is left where it is for objective purposes. Some players also like leaving vehicle wrecks where they are to be used as a linear or small area obstacle to provide cover. There is nothing wrong with doing so, as long as it is clear that the vehicle is damaged (fiery smoke plumes look great!) and that the sort of cover it offers is decided between the players.

Roll to Resist Modifiers

A model’s Res stat is modified by the following table to determine the Res value. Where identical models 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 Modifiers Chart

| Modifier Type | Modifier | DM |
|---------------|--|--------|
| Strike Value | SV of shooter’s weapon | - SV |
| Armour | Resist bonus of target’s armour | +Bonus |
| Cover | Resist bonus of cover occupied by target | +1-3 |

Strike Value: attacks have an associated strike value (SV) that increases their effectiveness and reduces the target’s Res save.

Armour: Most combatants wear armour of some kind, typically an energy-field defence rather than physical armour. Armour has an associated bonus to the wearer’s Res (included in the basic stat – see Res, above). The increase this bonus brings a base Res stat to is expressed separately, in brackets, as some equipment negates some armour, whilst other armours offer extra protection against particular kinds of attack.

Cover: if combatants are within terrain or defending an obstacle they receive the associated cover bonus, typically ranging from +1 (such as wood) to +3 (fortifications). These bonuses vary on a model-by-model basis depending on the type of terrain or obstacle concerned.

Resist Re-rolls

In some cases models may be entitled to re-roll a failed Res test – even a 10 – in which case make the test again.

Models that test against a damage chart are not allowed to re-roll failed Res tests. The failed Res tests of such models result in a roll on their damage chart and applying the result indicated.

Weapon Team Casualties

If all the crew in a weapon team are removed as casualties, the team’s weapon model is considered to have been destroyed and **is also removed**. If a team’s weapon is destroyed, surviving crew can continue to fight with whatever other

armaments they have and are considered to be an **infantry** unit from that moment on.

Weapon models in a weapon team unit have their own Res stats and take Res tests in the same way as other models. Except where stated to the contrary, all Support weapons have a Res value of 11 and all Heavy weapons a Res value of 13.

Heavily Armoured Models

If a model has a Res value of greater than 10 once all modifiers have been taken into account then it is **heavily armoured**. When taking a Res test for a heavily armoured model only rolls of a 10 will fail because 10’s always fail regardless of the score needed. See also *Pins From Shooting*, below.

Hits on Equipment

Only lucky hits can be allocated to equipment and it is up to the shooter whether to do so or not. Equipment models have their own Res stat depending upon the type of equipment. Some equipment models (such as buddy drones) don’t have a Res stat; where this is the case, models that suffer a hit are automatically destroyed when casualties are removed with no need to make a Res test.

Cover Resist Bonus

Cover Res bonuses are calculated on a model-by-model basis when they make their Res Test. Players must agree any cover bonuses that apply before the game together with other details of the terrain used. However, the simple guidelines here and in the Terrain chapter allow players to develop their own terrain based on these definitions.

By way of an example, most low vegetation or other fairly ‘soft cover’ typically confers a +1 Res bonus to small and medium sized models. Rocks, ruins or other ‘hard cover’, on the other hand, offers substantial protection from even quite powerful weapons. Therefore, we usually give hard cover a +2 Res bonus to small and medium sized models.

Larger Models and Cover

Large models can also benefit from cover in the same way where the cover is substantially taller or more massive. This must be agreed upon by players before the game.

There are various ways in which players can designate the cover bonus to terrain. When using our custom jungle terrain made from aquarium plants, we have a simple designation: if it has flowers on it grants a +2 Cover bonus to Res to all sized models, otherwise +1; if the piece of terrain just consists of low items such as waist-high plants or bushes, then whilst it might act as obscuring terrain it gives no Cover bonus to Res at all. This flower system is simple, but it works!

Cover From Terrain

A **model** is within cover if the centre of its base lies within a terrain area that offers a cover resist bonus. Models that lack a base are within cover if more than half the model’s body lies within the terrain area. Refer to Diagram 13 for examples.

Cover From a Defended Position

If a unit is in a **defended position** behind an obstacle as described in the Movement section p.16, models touching the obstacle and any other models within 1” of the obstacle are in cover from any enemy drawing LoS over the obstacle.

Although a unit is in a defended position, individual models more than 1” from the obstacle don’t get the benefit of cover (see Diagram 13) so bear this in mind when allocating hits.

Anyone shooting over the obstacle in the diagram is also likely to suffer the -2 Acc for shooting through obscuring terrain: any cover is useful!

No Cover Rule

Some weapons or types of attack have a special rule that negates the effect of cover on a target’s Res. This is indicated by the No Cover rule on the weapon’s stat line or for the model.

PINS FROM SHOOTING

If a unit is shot at and hit at least once, then it takes 1 pin after all necessary Res tests have been taken, casualties removed or other effects noted.

There are some exceptions to this ‘pin rule’ resulting from weapons, equipment or special rules, however the most common exceptions are hits on heavily armoured models and equipment models, as described below.

Heavily Armoured Models

Units don’t take a pin due to hits upon heavily armoured models **unless** at least one heavily armoured model fails its Res test and falls **casualty** as a result.

Antarean Example: A unit of three Ghar (Res 12) is hit with an SV1 weapon and must take a Res test against a value of 11. The dice rolls a 10 resulting in a fail, because 10s always fail, and the model is removed as a casualty. The unit suffers a pin because a model has fallen casualty. Had the dice roll been an 8 the test would have been passed and no pin inflicted.

Equipment Models and Pins

Units don’t take a pin due to hits upon equipment models including buddies.

Example: A combat drone with a Res of 13 suffers a single lucky hit, which the shooter chooses to allocate to an accompanying buddy drone. The buddy drone is destroyed but no pin is suffered because hits on equipment are discounted for the pin rule.

BLASTS

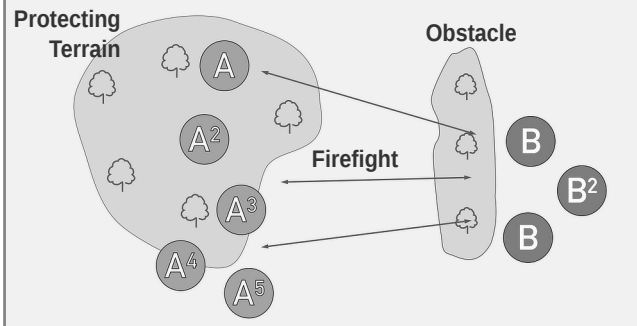
Some weapons have a blast effect spreading death and destruction over a wide area. These are indicated in the weapon stats with the **Blast** special rule. Attacks from blast weapons are given a value of D3, D4, D5, D6, D8 and so on. This means that if the ‘to hit’ Acc test is successful, the die specified should be rolled to determine how many hits are scored.

For example, if Blast D4 roll the four-sided dice and you will score 1, 2, 3 or 4 hits; on a D10, from 1 to 10 hits.

The owner of the targeted unit allocates any hits scored on the unit evenly between all the models in the unit, **including** those otherwise hidden behind blocking terrain or masked by a building.

13: COVER BONUS VARIES MODEL-BY-MODEL

- Models other than B2 are in a defended position from unit A so gain a cover bonus to Res from the vegetation (normally +1).
- B2 is more than 1” from the obstacle so not in a defended Position and does not gain any cover Res bonus.
- A, A2, and A3 all have their base centres completely within the area terrain so gain its cover bonus.
- A4 and A5 have their base centre **outside** the area terrain so do not receive any cover bonus.



If a blast scores a lucky hit then the shooter allocates **one** hit after the player whose unit has been struck allocates all the remaining hits, as for direct fire.

Re-rolls of Hits

If a target forces re-rolls of hits then for Blasts, instead of re-rolling the initial hit, **halve** the total number of hits scored and round **down**. If a lucky hit is scored, then the minimum number of hits is one (the lucky hit!), otherwise zero – in which case no pin is applied as the target was not hit.

Blast and No Cover

Blast hits **always** have the No Cover rule so negate cover bonuses (for units in buildings, see Buildings and Structures, below).

OVERHEAD (OH)

Weapons that lob a shot high into the air, in the fashion of a mortar, have the special rule **overhead**. Some weapons have an OH mode as well as a standard shooting mode so can choose which mode to use: OH or direct fire as other weapons (see modes, above).

Weapons shooting in OH mode also have the option to **blind fire** at targets they cannot see as described below. Except where firing blind, shooters must be able to draw LoS to their target.

A weapon team shooting an OH weapon must be able to draw LoS from at least one crew member – as usual for weapon teams – but does **not** need to be able to draw LoS from the weapon in addition.

An OH weapon team can potentially draw LoS via spotters such as Antares’ spotter buddies and scout probes without any of the crew having LoS to the target. This allows a unit to shoot from behind cover, out of sight of the enemy and without exposing the crew or their weapon to danger.

When shooting OH with Blast effect munitions, a 3” diameter template with a hole in the middle is used to calculate hits. This is available from Skytrex and other manufactures. (see diagrams, below, for using the template).

OH Minimum Range/Clearance

Weapons shooting OH have a minimum range and cannot engage a target if the range measured in the standard way falls within this distance. This is shown on the weapon's stats where the effective range is given in the format '(10)20', for example, indicating a minimum range of 10".

Weapons shooting OH also require a minimum clearance to operate because they lob a shot high into the air. It is not normally permitted to shoot OH from inside a building or similar enclosed space, and players must otherwise agree before the game where OH shooting is allowed in such circumstances.

Roll to Hit OH (Acc test)

Take the round OH template and place it with the centre of the template over the centre of any model in the target unit. The shooter doesn't need LoS to the individual model selected, only to the unit itself: any model in the unit can be selected as the aiming point, even an equipment model, or a model that is otherwise masked by obscuring terrain or a building.

Make the Acc test in the usual way applying the modifiers already described. Note that OH weapons always suffer a penalty to their Acc and OH weapons do not benefit from the +1 for aimed fire from a Fire order: instead aimed fire is dealt with as described below.

Overhead Fire (OH, Acc) Test Results

| Roll | Impact |
|------|--|
| 1 | The shot hits and the shooters score a lucky hit on the target (one only). |
| Pass | The shot hits. |
| Fail | Fire Order: Shot goes off target – see below Advance Order: Shot misses |
| 10 | The shot misses and is a dud shot – see above. |

Allocating OH Hits

Weapons that shoot overhead generally have the blast effect and hits are allocated on the unit as described for blasts. Otherwise, OH shots only hit the target model/point.

There is no obligation to allocate hits to models under the OH template. The template is used to indicate the target and calculate 'off target' shots.

Res Tests from OH

Models hit by an OH shot take a Res test in the same way as models hit by other weapons.

It is worth noting that most OH shots are Blasts, so also apply the No Cover rule (see above).

Off Target

Overhead shots that miss either go off-target or miss completely, depending on the shooting unit's order.

Off-target Fire Order

If an OH shot on a **Fire order** misses on any roll other than a 10 the shot has gone **off target**. The dice facing and score **already rolled** indicates the direction and number of inches the shot goes off target (see Diagram 14).

When rolling the Acc test you will find it helps to roll dice as close to the template as possible.

Once the template is in position, units are hit if any part of the template lies over the centre of any model's base. Drones, vehicles and humongous beast units that lack a base are hit if part of the model's main body lies at least partly under any part of the template.

It can happen that two or more units lie under the template. Any hits scored against non-probes must be divided as equally as possible between units under the template, and each unit hit will suffer a pin in the usual way. Individual probes can only be assigned a single hit, irrespective of whether they are part of the same unit, unless only probes are hit – in which case divide the hits equally amongst all probes affected.

It can also happen that a shot goes sufficiently off target to hit a friendly unit. Any hits are resolved against units under the template regardless of whether they are friend or foe.

There will always be marginal cases where a template may or may not have struck a target, and a decision will be called for. It is suggested that in such cases where it is impractical to call it one way or the other players make a random roll and get on with the game.

Special Munitions

Some launcher type weapons are able to fire special munitions, such as the Antarean projectiles that land and emit machine-scrambling nanophages or which bathe the area in spatial-distortion making it almost impossible to see through. These types of shots are aimed at a point on the battlefield rather than an enemy unit and in most cases they make use of counters or markers to indicate where the 'effect' is centred.

We will cover the few extra rules required for special munitions in the *Arms & Equipment Guide*.

Blind Fire

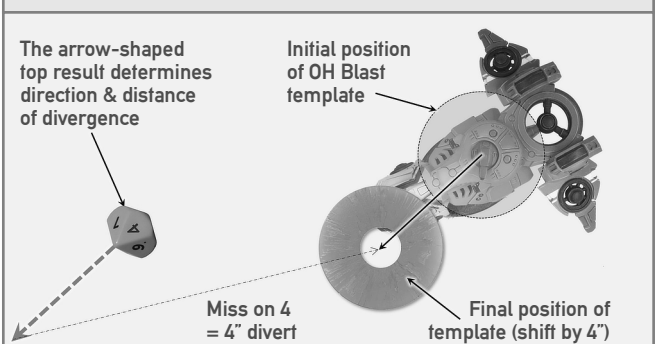
In the case of OH weapons we also allow units to shoot at targets they cannot see. This is called blind fire.

Units attempting blind fire must be given a Fire order. Take the template and place it anywhere within range. Roll a D10. On any roll other than a 1 the shot has missed completely and is ignored: it does not go off target.

On a roll of a 1, the shot has landed somewhere near the spot you aimed for but is not a Lucky Hit. Re-position the template as for off target shots but roll the D10" again to determine the direction and multiply the result by 2 (so a roll of a 3 means 6"

14: SHOOTING OH – BLAST TEMPLATE BEING MOVED ON A FIRE ORDER

- The initial position of the OH Blast template (as placed by the shooter) was on top of the transport. The shot missed, on a roll of a 4, so the shot diverts the indicated direction 4", but still hits the transport.

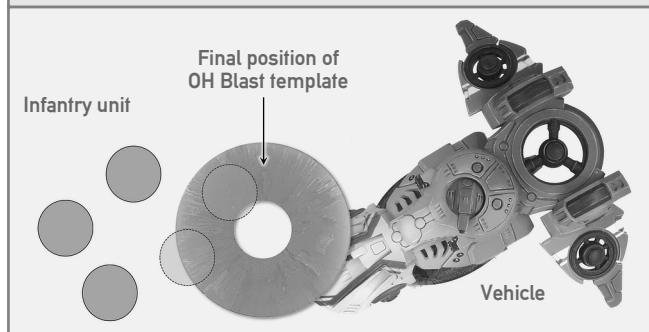


off target). Resolve any hits on any units beneath the template in the usual way for an off target shot.

In the case of blind fire **no** lucky hit is scored on account of the 1 rolled. A 1 is needed just to get near the target!

15: DIVERGING OH BLAST MAY HIT SEVERAL UNITS

- Note that the template must land over the centre of a model's base to hit.



ASSAULT

An assault occurs where a unit moves into contact with an opposing unit. Assaults usually involve an exchange of shots as the attacker closes upon the foe, followed by close quarter fighting where combatants are imagined to fight face-to-face, toe-to-toe (or the equivalent thereof).

For the most part, assaults take place during the orders phase. For the sake of explanation we'll assume that is the case in the rules that follow. Assaults can also take place as a reaction, in which case the basic rules are the same, see the Reactions section p.33.

Assaulting units are sometimes called the charging unit and their assault a Charge.

Assault Sequence

| Step | Activity |
|-------------------------------|--|
| 1: Declare Assault | Declare the opposing unit to be assaulted. |
| 2: Declare Reactions | The unit being assaulted must declare any reaction it wishes to make (see Reactions) |
| 3: Move Into Touch | Move the assaulting unit into touch. |
| 4: Point Blank Shooting (PBS) | Both sides resolve PBS where able to do so, remove casualties inflicted, add pins and take any break test required. |
| 5: Hand-to-Hand Fighting | Work out a single round of hand-to-hand fighting between the two units, remove casualties and add pins |
| 6: Check Result | The side with the most pins in total is the loser; if equal the result is a draw. |
| 7: Take Break test(s) | Losers take a break test where required to do so; others may have a break test triggered. |
| 8: Follow-on Combat | If the loser has not broken, the winner may initiate a single round of follow on combat between the units involved, repeating steps 5-7. |
| 9: Consolidate | Surviving units make a consolidation move, losers first and then victors (randomise in the case of a draw). |

WHO CAN ASSAULT?

All **infantry, beast, mounted** and **humongous beast** units are allowed to initiate (make) an assault except where specifically noted otherwise by means of some special rule.

All other kinds of unit such as **weapon teams, drones, vehicles** and **probes** are not allowed to initiate/make an Assault except if they have a rule specifically allowing them to do so, such as the Assault special rule.

MAKING AN ASSAULT

A unit can make an assault if given a Run order in the orders phase.

The player must announce that the unit is making an assault and nominate the enemy unit that is being assaulted. Unlike a unit that is shooting, the assaulting unit does not need to 'see' its target to assault it.

A unit can only attempt to assault an enemy that it can move into touch with within its 2M or – where allowed – 3M movement distance, assuming any required terrain based tests are passed where necessary.

Some units cannot be assaulted as it is impossible to move into touch with, them for example probes. Other units that cannot be assaulted have a special rule that declares and clarifies their immunity.

A unit making an assault can choose to sprint into contact if capable of doing so, even if the distance can be covered within an ordinary 2M move. This represents the unit closing as fast as it can and reduces the chance of being hit by enemy shooting as the units close (see below).

If you want your unit to sprint announce it is doing so when nominating a target and before making the move, and the usual agility (Ag) test must be made as normal for a sprint once the unit has moved. Pin penalties for units that fail their Ag test are applied before PBS.

Move into Touch

The 1" gap rule is suspended during an assault because the opposing units are deliberately moving into touch.

Equipment models are kept out of contact during an assault and can be moved aside to allow room where convenient. Don't move equipment from either side into touch; instead move models out of the way where necessary whilst keeping them in formation with their unit.

It can happen that a unit is unable to reach its target, for example because of a failed agility (Ag) test from terrain. If this happens the closest model to the enemy must move as far as it can towards the target up to 1" distance to maintain the gap rule. The remaining models are moved towards the first to maintain the unit's formation. As no models have moved into touch the assault does not take place and the unit has simply made a run or sprint move.

Assuming it can reach, move the assaulting unit into contact with its target. At least one model must be able to move into touch with the enemy and remaining models must be moved into formation. Additional models can be moved into touch with enemy if the player wishes, although this is not strictly necessary. **All** the models in both units that are eligible to do so will take part in the assault regardless of whether they are touching or not.

Refer to the Countercharge Reaction for situations when both units may charge, p. 34.

Even though some models might not be touching an opponent, all are assumed to be near enough to take part in the ensuing combat. Imagine a whirling scene of shooting and close quarter fighting, where individuals confront their enemies face-to-face (or physiognomic equivalent).

Assaulting Over Terrain

Assaulting units must make any tests for entering or moving through difficult area terrain or crossing obstacles and abide by the results (see Movement, p.15). This can potentially bring a unit to a halt or slow it down and cause the assault to falter before contact is made.

If the target unit is in a **defended position** behind an obstacle, the assaulting unit does not have to cross to 'move into touch'. It is sufficient that an assaulting model could have moved into touch were the obstacle not in the way. Models are arranged along opposing sides of the obstacle and treated as touching.

A unit in a defended position can launch an assault from behind an obstacle without making a test to cross as already described in the Movement rules.

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**. It is possible that the assault is brought to an end by point-blank shooting alone, but more often matters will proceed to hand-to-hand fighting after which we calculate which side has won.

Reactions to Assaults

In some cases the unit being assaulted is allowed to make a reaction in response (see Reactions, p.33).

POINT BLANK SHOOTING

During an assault both sides can shoot at point-blank range as units close, assuming they are appropriately armed. No specific order is required by either side to take part in point-blank shooting (PBS), it happens automatically as part of the assault.

PBS occurs after both units moved into touch and takes place at range '0' and as if both units had an **Advance** order. During an assault, only the units taking part can be targeted, even if individual models are otherwise allowed to select different targets when the units shoot.

Except where indicated otherwise, both sides shoot **simultaneously** in PBS (see *Down Units*, that shoot second, below, and the *Stand and Shoot Reaction*, where a unit shoots first). When simultaneous, the shots for **both** units should be worked out before removing casualties and placing any pins then take any break tests triggered by the casualties or pins.

Where shooting is not simultaneous, take any required break tests at the conclusion of each side's shooting. A unit shooting point blank after the enemy can only do so after removing casualties, placing pins and taking any necessary break tests.

If a unit is broken as a result of PBS, the assault is over immediately; the surviving unit has won and consolidates as described below.

Who Can Shoot in PBS?

During an assault all models in both units are assumed to have line of sight to their target at some point during the swirling melee and can therefore shoot without line of sight restrictions.

Models armed with ranged standard weapons or grenades can shoot point-blank, except as noted below. In the case of mounted models where both beast mount and rider can normally shoot then both can do so in PBS. Beasts that have equivalent attacks to ranged weapons can also shoot, for example locomites with their lava spit. Support and heavy weapons can also shoot in point blank providing they have the PBS special rule (weapon teams and vehicles normally cannot initiate an assault, however).

A few weapons can only shoot in PBS, and are declared as such in their 'Range' definition.

The following are specifically not allowed to take part in point-blank shooting:

- Support and heavy weapons that don't have the PBS rule – although crews can shoot with pistols or other arms where they have them;
- Weapon modes unable to shoot at '0' range because they have a minimum range. This includes all weapons that only have an overhead fire mode.
- A vehicle, humongous beast or drone model mounting multiple weapon systems can only bring a maximum of one weapon system to bear for point-blank shooting. The player can decide which weapon to shoot but no other weapon system is allowed to take part.
- Any units/models or weapons excluded by a special rule.

Riders and their machine mounts are a choice of weapon systems under the rider's control so either the riders shoot their own, standard weapon or use the weapon system on their machine mount.

In contrast, beast mounts act independently of their rider so can use their own ranged attacks in PBS. They also use their own hand-to-hand attack as well as the riders, too!

Cover Bonus and Res Re-rolls

If the assaulted unit is within or behind **cover** then the usual Res **cover bonus** applies to PBS. It can happen that the unit making the assault is also within cover, for example if the assault is taking place within an area of jungle terrain. An assaulting unit cannot claim cover from an obstacle the enemy are behind – the other guys got there first.

Forced **re-rolls** apply as for other shooting. If the assaulting unit is **sprinting** it will benefit from the forced re-roll for shots against sprinting targets. Similarly, if the assaulted unit is Fast with a Run order, or is Down it will benefit from the forced re-roll if normally allowed to do so.

DOWN UNITS

A unit that has a current Down order can take part in PBS, but it shoots **after** the enemy, once any casualties have been removed and pins placed, and a break test taken where required (they may run off before returning fire).

Units that are Down also fight in hand-to-hand **after** their opponents and after casualties have been removed – win/loss and any resulting break tests are checked for after the hand-to-hand attacks are resolved.

HAND-TO-HAND FIGHTING

Unless unable to do so, all models taking part in the assault on both sides fight hand-to-hand. Individual models do not have to touch an enemy to fight.

By default, models that can strike blows strike once in hand-to-hand combat at SV 0. In most cases, models carry weapons that confer more attacks and/or at a greater SV.

Hand-to-hand fighting is worked out simultaneously unless a unit is Down (see *Down Units*, above) or a special rule says otherwise.

Multiple Attacks

Weapon stats or special rules for a model may allow a model to strike a number of times and at a higher SV (for example, 2×SV2 means the model strikes twice at SV2).

If models are armed with more than one weapon they can fight with, for example both pistols and grenades, the player must pick one weapon and all the unit so-armed must use the same.

If a mounted model comprises a rider and creature mount, both strike in hand-to-hand combat with whatever natural or weapon attacks they are given.

Zero Attacks

The following models do not strike blows in hand-to-hand fighting unless they have a specific rule that allows them to do so, such as assault.

- Vehicles
- Drones
- Support or Heavy Weapons
- Equipment

Broadly speaking, these models are not suited to hand-to-hand combat except for those rare examples specifically configured to fight in this way.

Hand-to-Hand (Str) Test

Attacks in hand-to-hand fighting are resolved by making a Str test. Roll a D10 for each hand-to-hand attack to determine if it hits the opposing unit. If attackers are armed with different weapons, divide hits into different batches or use different coloured dice.

Hand-to-hand (Str) Test Results

| Roll | Impact |
|------|--|
| 1 | The strike hits and the attackers score a lucky strike – see below for more about lucky strikes. |
| Pass | The strike has hit. |
| Fail | The strike has missed. |
| 10 | The strike misses and is a dud blow – see below for more about duds. |

Hand-to-Hand Str Modifiers

Apply the following modifiers to the attackers' Strength value when striking. Note that no penalty is applied for pins in hand-to-hand fighting as there is for shooting.

Strength Modifiers (Chart)

| Modifier Type | Situation | DM |
|---------------|---|----|
| Charging | Unit is assaulting or countercharging, during the first round of fighting | +1 |
| Winning | In follow-on combat, unit won the previous round of hand-to-hand | +1 |

Charging: this applies during the first round of fighting when a unit makes an assault or responds to an assault with a countercharge.

Winning: This applies to the unit that won the previous round during follow on combat. See Follow-on Combats.

Special rules can also confer a bonus to Str. Typically these bonuses are associated with items of equipment, such as a Boromite Borer buddy. In these cases, the bonus is added where it applies and is in addition to the modifiers given above.

Lucky Strikes and Dud Blows

If one or more 1's are rolled the attackers make a lucky strike, whilst each 10 rolled is a dud blow. This is the same as already described for lucky hits and dud shots scored when shooting (see p.22).

Re-rolls of Hits and Misses

In some cases, a special rule might entitle a model to re-roll misses when striking or force re-rolls of hand-to-hand hits on their opponents. Where this is so, take any re-rolls of misses first to establish the total number of hits, and then take any re-rolls of hits that are necessary. This is essentially the same as for shooting.

Note that the re-rolls of hits described for shooting don't apply to hand-to-hand fighting. For example, there are no forced re-rolls of hits for units that are down or units that are sprinting.

Blast Hits

If a unit is fighting with **weapons** or **grenades** that have the blast special rule roll the appropriate dice for each successful strike to find the total number of hits. For example, some grenades inflict a D3 blast so where two strikes are scored roll a D3 twice and add the scores (rolls of 1 and 3 = 4 hits, for example).

ALLOCATE HITS

Hits are allocated in the same way as described for shooting. A lucky strike can be allocated in the same way as described for lucky hits from shooting.

Weapon and equipment models, including buddy drones, cannot be allocated hand-to-hand hits except by means of a lucky strike or some special rule exception to that effect.

Roll To Resist (Res Test)

The Res test, any re-rolls allowed, referrals to damage charts, recording of wounds and removal of casualties are all the same as described for hits from shooting except as described below.

Strike Values

By default, hand-to-hand fighting hits are worked out with a **Strike Value of 0** except where the model or weapon it is armed with has an SV or special rule that indicates otherwise.

Relevant special rules are indicated on the special column of the model's stats or, if due to the weapon carried, on the profile of the weapon itself.

Armour

Armour Res bonuses apply to the Res test in hand-to-hand fighting. Some armours are more or less effective in hand-to-

hand fighting compared to shooting, and models may not have the standard Res modifier given on their stat line.

No Cover Bonus

Cover Res bonuses **do not** apply in hand-to-hand fighting. The combat is at close quarters and any cover is assumed to have been penetrated.

CASUALTIES AND PINS

Remove casualties once both sides have fought and note or mark those models that have failed Res tests and taken wounds.

Add a pin to a unit for each casualty and wound it has suffered in this round of hand-to-hand fighting. Vehicles, humongous beasts and drones that fail Res tests instead roll on the appropriate damage chart to resolve the effect of any damage inflicted, as described for shooting. Damage results can potentially add pins to the unit. Where this is the case add the number of pins indicated.

HAND-TO-HAND FIGHTING RESULTS

If one unit is wiped out or entirely destroyed during an assault there is no need to work out the result. The surviving unit has won. Otherwise, count all the pins each unit has, not just those inflicted during hand-to-hand fighting itself.

The side that has the greatest number of **pins** at the end of hand-to-hand fighting has been defeated.

Any unit, whether defeated or not, that has suffered sufficient pins to take it to its **automatic break** limit is broken and is removed without taking a break test (see Automatic Breaks p.31).

Assuming units have not been automatically broken, defeated infantry, beasts, mounts, and weapon teams must take a break test see Break Tests, p.31).

Drone units, vehicles and humongous beasts don't take a break test just because they have been defeated in hand-to-hand fighting as they take break tests as a result on their **damage chart**, instead. Unless directed to take a break test as a damage chart result, defeated drone units, vehicles and humongous beasts must **consolidate** as described below.

Pins represent the extent to which a unit is able or willing to fight. A unit with many pins at the start of hand-to-hand fighting is likely to be defeated even if it inflicts more damage upon the foe than it suffers; likewise a dispirited and exhausted enemy can often be sent packing by fresh forces committed at the right time.

Draws

If both sides have the same number of pins then the result is a draw. Neither side has lost so no break test is required for losing the combat – although break tests might still be necessary as noted below. Assuming no further tests are required both units consolidate as described below.

Incidental Break Tests

A unit might need to take a break test following hand-to-hand fighting because some other condition demands a test, such as a unit being reduced to half strength. This might mean a victorious unit is obliged to make a test, or both units might need to make a test in some cases (see Break Tests p.31).

Consolidate

Once all Break Tests have been taken, surviving units consolidate their position. A consolidation move is a normal move (M) made as if an Advance order had been given to the unit. This happens automatically following combat, regardless of any order the unit has and even if it has a Down order. No order is required to make the move, and a unit without an order is free to be given an order subsequently in the turn in usual way.

Defeated units consolidate first and must move as far away from their opponents as possible up to their normal move (M) distance: the first 1" must be directly away from contact.

Roll randomly to decide which unit consolidates first in the case of draws: both consolidators must move directly away from the site of the combat for the first 1" at least, but need not move more their full M.

Otherwise, the consolidation move is worked out exactly like any other, so cannot contact other units, must end more than 1" from any other unit, must end with the unit in cohesion, and is affected by terrain and any special rules or effects that impact movement.

A unit may be immobilised or otherwise unable to consolidate. In such cases, the opposing unit will have to consolidate out of contact, separating the two units and leaving the immobilised unit in place. Should both units be unable to move, move them the minimum distance apart to conform to the gap rule.

Follow-On Combat

Where both sides survive hand-to-hand fighting the winning side can decide to continue fighting instead of both sides consolidating. The player must announce the unit is going to follow-on combat, in which case both sides fight hand-to-hand combat again.

Only one round of follow-on combat can be fought during any assault, after which surviving units must consolidate as described above.

In a follow on combat the winner of the original round of hand-to-hand fighting gets a Strength bonus of +1.

BREAK TESTS

Break tests are made to determine if a unit is capable of fighting on effectively. It represents the morale of the fighting unit in some cases, and a cold assessment of the tactical situation in others. A human or other living creature might conceivably be driven from the field in sheer terror. A machine intelligence such as a drone may have calculated the odds and decided it is more logical to retreat than to risk destruction.

Different kinds of units take break tests in different circumstances, and in particular **drone**, **humongous beast** and **vehicle** units can usually only be directed to take break tests as a result on their damage chart. These instances are dealt with in the appropriate rules sections.

Antares note: Some units such as **probes** and sharded units don't take break tests at all. Other, special implants or equipment, like soma grafts, override some of the conditions stated here. Refer to the *Arms & Equipment Guide* and army lists for details.

WHEN TO TEST

Infantry, beast, mount and weapon team units each take break tests in the following situations:

- **Lost half number.** Once a unit has lost half or more of its original number as casualties it must take a break test each time a casualty is suffered, including the casualty that brought it to 'half'. For example, a unit that started the game with 5 troopers has already lost 2 and suffers a further casualty bringing its total losses to 3, it has 'now lost half' and must therefore take a break test, and from now on it must take a further test each time a casualty is suffered.
- **Defeated in hand-to-hand fighting.** A break test must be taken by a unit that has been defeated in hand-to-hand fighting.
- **Demanded by special rule.** A break test must be taken where a special rule indicates a test is required.

Often a unit will have to take a break test on more than one count, such as being defeated in hand-to-hand fighting and falls to half number at the same time. If this happens just take one test.

Break tests are taken once the current action is complete except where specified otherwise. For example, during an assault break tests are taken if required after point-blank shooting as well as after the conclusion of hand-to-hand fighting. See Assaults p26.

Number of Models

When working out break tests and applying results, weapon models in a weapon team and any equipment models in a unit do not count towards the total of models in the unit and do not count as casualties if they are destroyed. This includes any buddy models in the unit, buddies being equipment.

Exempt Units

Some units have special rules for break tests and may be exempt from taking them either broadly or in specific circumstances. These instances are dealt with as part of the special rules or rules for specific races and need not concern us here.

TAKING A BREAK TEST

A break test is a test against the unit's Command (Co) stat -1 per pin in a comparable way to an order test. Roll a D10 and make a standard test.

Break Test (Co) Results

| Roll | Impact on Unit |
|------|----------------------------------|
| Pass | No effect |
| Fail | Broken or forced down: see below |

Broken

If an infantry, beast, mount or weapon team fails its test it is broken if:

- It has been reduced to half its original number or less.
- A special rule applies to that effect.

If a unit is broken it is removed from play as destroyed. All remaining models fall casualty and the entire unit is removed.

We might imagine troopers from broken units scurrying from the battlefield or drones beating a swift retreat from the action. For our purposes they are no longer taking part in the game so we treat them as destroyed.

Forced Down

If an infantry, beast, mount or weapon team unit fails its test it is forced down if it is not broken as described above. When a unit is forced down give it a **Down** order.

Where a unit has yet to receive an order that turn, take the dice from the dice bag. If the unit has already received its order flip its order dice to down.

Some units can have more than one order dice, usually because they have the multiple order dice (MOD) rule, or possibly due to bonus dice they are entitled to for some reason. If such a unit has one or more dice in the dice bag, take a die from the dice bag: this is referred to as having a 'dice in hand'. If it has used all of its order dice flip the current order to down.

If a unit is already down when it is forced down then it remains down and gains an additional pin. This can potentially bring the unit to its automatic break level causing it to break anyway as described below.

Automatic Breaks

A unit which has at least as many pin markers as its unmodified command stat is automatically destroyed without recourse to a break test. This applies to all units, including units that otherwise only take break tests from damage results such as vehicles, humongous beasts and drones.

Automatic breaks happen at the conclusion **of the current action**. During an assault they apply at the end of point-blank shooting, at the end of hand-to-hand fighting and at the end of follow-on combat when break tests would otherwise be taken.

Break Tests and Damage Chart Units

Drones, humongous beasts and vehicles take break tests only when indicated as a result on the damage chart or where a special rule specifically says that they do so (see p.38).

If a Damage Chart unit fails a break test, it is broken and removed in the same way as if destroyed.

The damage chart for drones, humongous beasts and vehicles is included in their rules section. Units that use other types of damage charts appear in the army lists for the faction to which they belong.

REACTIONS

In some situations, a unit is allowed to respond to an opposing unit's action. These responses are called Reactions and interrupt the normal turn sequence. They allow units to take to cover when shot at, to return fire, escape from an assault, and so on as described below.

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 other situations. For example, you can't react to point-blank shooting that takes place during an assault or consolidation moves that happen once an assault is over.

We will look at each type of reaction in detail below, but to start with it is useful to bear in mind that a player must declare a reaction once the opposing unit has been given its order and any declarations of intent made, including nominating targets and fire modes, sprints, and intentions to assault.

Reactions introduce some useful tactical possibilities into the game, but it is necessary that players have a good grasp of how the game works to exploit them to the full. If players are new to the game we suggest that reactions are ignored for your first few battles, or at least until you feel confident enough to give them a try.

MAKING A REACTION

A unit can attempt to make a reaction so long as it is able to receive an order.

Some units are able to receive a second or even third order during a turn due to a special rule, so can attempt more than one reaction in a turn providing they have at least one order dice in hand for each reaction.

There are also special rules that entitle units to make reactions in some situations despite being otherwise unable to receive an order.

It is possible for two or more units to each attempt to react to the same enemy action. A player must declare all reactions before testing for any, including any reactions that happen automatically such as Ambush Fire (see p.35).

Reaction Test

To make a successful reaction the unit must take and pass a reaction test. Reaction tests are made using the unit's Initiative (Init) stat with a -1 modifier applied for each pin.

For example, a unit with an Init of 8 and 2 pins will test against a value of 6.

If a unit includes models with different Init stats always test against the highest. In most cases this will be the unit's leader or a commander model.

Reaction (Init) Test Results

| Roll | Impact |
|------|---|
| Pass | The unit makes the desired reaction |
| Fail | The unit fails to react and suffers 1 pin penalty |

When a unit makes a successful reaction an order dice is drawn from the dice bag and placed next to the unit. Orient the dice to show the equivalent action as shown on the Reaction Chart below.

When a unit fails to react, its order dice remains in the dice bag. Aside from suffering the pin penalty indicated, the unit is otherwise unaffected. It can be given a subsequent order in the usual way, or it can attempt further reactions if desired.

Where a unit is entitled to react even though it has no order dice left in the dice bag, the unit's current order is switched to show its reaction.

Antarean example: Isorian troopers wearing phase armour are allowed to react and go Down even where they have a current order and therefore no dice in hand.

Free Reactions

In some situations a unit is allowed to react without making an Init test. The player must declare the reaction is being made in the usual way, but no test is needed and the reaction happens automatically. Free reactions derived from weaponry, equipment or armour and are dealt with in the supplements.

Note: A reaction is not considered to have completed until all interactions associated with it in this turn have been completed. For example Stand an Shoot, Countercharge or a failed Escape are merely parts of an assault; Dash to Cover cannot complete until the unit shooting has finished its shooting; Ambush Fire is complete when the ambushing unit finishes its shooting, and so on.

REACTIONS

The chart below summarises reactions and lists where they can be used together with the equivalent action on the order dice. Where a unit reacts to an action, it can react to all variations of that action such as a unit sprinting on a Run action.

| Reaction | React To | Reactor's Order |
|-----------------|---|-----------------|
| Go Down | When shot at by an Advance or Fire action (no test required) | Down |
| Stand and Shoot | When assaulted by a Run action | Fire |
| Escape | When assaulted by a Run action | Run |
| Countercharge | When assaulted by a Run action | Run |
| Firefight | When shot at with a Fire action up to 20" range. | Fire |
| Dash to Cover | When shot at with a Fire action at more than 20" range. | Run |
| Ambush Fire | On Ambush and an Advance, Run, or Fire action is made within LoS (No Test required) | Fire |

Go Down

Go Down is one of the most commonly used reactions and also an exception to the rule that a test must be made to react. Go

Down is a free reaction. So long as the unit is able to react it goes down automatically and no test is required.

A unit targeted by enemy shooting can react by going down. The player whose unit is being shot at must declare the unit is going down once the target has been announced and before the shooters roll 'to hit'. Give the unit a Down order.

Although any unit can use Go Down, in most cases it is only infantry, beasts and weapon teams that benefit by doing so. Shooters will then have to re-roll hits or halve blast hits as described in the Shooting rules.

Other units can sometimes benefit by going down, for example if they have a special rule that kicks in when they do so.

STAND AND SHOOT

A unit that has been successfully assaulted by an enemy can react by shooting as the enemy approach. This enables the unit to shoot first with point-blank shooting (PBS) rather than simultaneously.

The player must announce the unit is reacting once the assault is declared and the target nominated. If successful give the unit a Fire order.

Work out the assault in the usual way except that the reacting unit works out PBS before the enemy. The enemy must remove any casualties inflicted, add any pin(s) scored, and take any break test required before working out their own PBS.

Point-blank shooting with Stand and Shoot is otherwise worked out exactly as other PBS, as if on an Advance order: the unit is given a Fire order simply to indicate that it shoots at the assaulting unit without moving.

ESCAPE!

A unit that is assaulted by an enemy can react by making an immediate move to place itself out of reach and avoid being engaged in an assault.

The player must announce the unit is reacting once the assault is declared and the target nominated. If successful give the unit a Run order.

The reacting unit carries out their Run before the assaulting unit and can make 3M sprint if permitted to do so. The reacting (escaping) unit must not approach closer to the assaulting unit and must end its move further from the chargers than it started – in other words, it must move 'away' from its attackers. The unit's move is exactly as it would when making a routine Run or sprint move, taking any tests due to – for example – terrain or exhaustion.

If the escaping unit moves beyond reach of the assaulting unit then the assault **fails** (see Assaults, p.27). The assaulting unit must still fulfil its intended move in so far as it can by moving towards its declared target, but is unable to move into assault with the target or other enemy.

If the escaping unit fails to move beyond reach of the assaulting unit the assault takes place in the position the escaping unit has moved to. This isn't likely because a player would normally only attempt to escape where a unit can clearly avoid the enemy, but it can happen where terrain potentially slows the escaping unit down. If the escaping unit is caught in this way it is not allowed to shoot point-blank during the ensuing assault as it is too busy trying to run away!

COUNTERCHARGE

A unit that is assaulted by an enemy can react by launching its own assault against the attacker. Only a unit capable of initiating an assault can make a Countercharge reaction.

The player must announce the unit is reacting once the assault is declared and the target nominated. If successful give the unit a Run order.

Both the assaulting unit and the countercharging unit move simultaneously towards each other and, where their M stats are the same, they will meet in the middle. If their M stats are not the same then break down the moves into fractions to determine where the units meet.

A countercharging unit can make a 2M run move or 3M sprint if otherwise permitted, exactly as it would when making an assault move.

During the ensuing assault both units will count as assaulting and will therefore benefit from the appropriate Str modifiers and any bonuses that otherwise apply when making an assault

Point-blank shooting and hand-to-hand fighting are worked out in the usual manner, with both sides shooting and striking blows simultaneously where they otherwise would.

FIREFIGHT

A unit that is shot at by an enemy unit with a **Fire order** at ranges of **20" or less** can react by returning fire against the shooters.

The player must declare the unit is reacting when it is nominated as a target and before the opposing player rolls 'to hit'. If the test is successful give the unit a Fire order.

Shooting takes place simultaneously with enemy fire and is worked out exactly as with a regular Fire order. Both units shoot before both remove casualties and making any consequent break tests.

In a Firefight, a unit can only return fire against the unit shooting at it. Even units that are otherwise allowed to split their fire against different targets must shoot everything at the unit they are reacting to.

DASH TO COVER

A unit that is shot at by an enemy unit with a **Fire order** at ranges of **greater than 20"** can react by dashing to cover.

The player must declare the unit is reacting when it is nominated as a target and before the opposing player rolls 'to hit'. If the test is successful give the unit a Run order.

Before the enemy shoots, the unit can make a 2M run move or 3M sprint if otherwise permitted to do so. This move can be in any direction so long as it either (a) places at least some models into cover, behind intervening terrain or out of LoS, or (b) if it takes the unit further away from the enemy shooting at them.

Once the unit has dashed to cover the enemy work out shooting against it in so far as they can. If the target manages to move so that the enemy are unable to shoot at it at all then the shooters have wasted their action. A unit is not allowed to select a different target just because its intended target has dashed to cover.

In the case of overhead (OH) shots the shooter can re-position the OH template over the target if it is still visible. If the target

is no longer visible the shooter has a choice of either shooting blind fire against the target, or of shooting at the space vacated by the retreating enemy on the basis that a shot that goes off target could still hit other enemies. For this reason, it is helpful to position an OH template over the reacting unit before it makes its move.

If a unit dashes to cover with a sprint but is still hit, the shooters have to re-roll hits or halve blast hits because they are shooting at a sprinting target.

Dashing to Cover from Special Munitions

A unit is also allowed to react by dashing to cover if any special munition is targeted within 3" of the unit by means of a Fire order and at a range of greater than 20". The unit is treated as an OH target, and can make a dash to cover reaction as described above for an OH shot. The shooter can reposition the target marker in the same way as an OH template.

AMBUSH FIRE

A unit can only make an Ambush Fire reaction if it already has a current Ambush order. This is an exception to the rules for reactions as described, and it allows units to go into ambush and defer shooting until a suitable target presents itself.

A unit can make an Ambush Fire reaction against an enemy unit that either (a) moves within its field of fire using an Advance or Run action, or (b) which shoots within its field of fire using an Advance or Fire action. The enemy unit that triggers the ambush is referred to as the ambushed unit.

If the ambushed unit is moving the ambusher can shoot at the target at any point during its movement. The player must declare the unit is reacting when the ambushed unit moves, nominating it as the target. Halt the target at the chosen point where the ambush takes place and make a note of how far the unit has moved.

If the ambushed unit is shooting the ambusher must declare the unit is reacting once a target has been nominated and before the opposing player rolls 'to hit'.

When an ambush is declared turn the unit's current order from Ambush to Fire. Work out shooting as you would for a normal Fire order issued in the usual way. Remove casualties, place pins on the ambushed unit and take any break test required.

If the ambushed unit is forced **Down** as a result of taking a break test or otherwise, it halts where it is and its turn is over. If making an Advance or Fire action it does not shoot if forced down.

Assuming the ambushed unit is neither broken nor forced down by the ambusher's shooting, it completes its own action with whatever models remain, finishing any movement left to it and/or completing any shooting.

Ambush Fire and Assaults

A unit is not allowed to ambush an enemy that is assaulting it. However, a unit that is in ambush is allowed a free reaction as noted below, and is therefore able to stand and shoot, countercharge or escape without having to take a reaction test.

A unit is not allowed to ambush an enemy that is assaulting a friend at a point within 10" of the friend: the friend is just too close. If an enemy unit can be halted further than 10" from the unit it is assaulting the ambush is permitted. For example, a

squad of Interceptor Bikes with a 16" Run could be halted at 12" but not at 8" away.

In most cases it won't be possible to ambush a unit making an assault, but where the assaulting unit is coming from a considerable distance away (i.e. more than 10") we take the view that the assaulting unit and its target are far enough apart for a well-prepared ambusher to take a shot before the enemy become dangerously close. This allows a player to prepare a defensive position against assault by a fast moving opponent.

FREE REACTIONS FROM AMBUSH

A unit with a current Ambush order can make a free reaction. It can declare any reaction that it could otherwise make and its order dice is immediately flipped from Ambush to the appropriate reaction. As this is a free reaction no Init test is required. A unit that does this loses its ambush status, exchanging it for the chosen reaction instead.

Retaining Ambush Orders

As already described, a unit can retain its Ambush order from turn to turn if the player wishes. This enables units to start the turn already on ambush. See Orders p.13 for more about this.

VEHICLES, DRONES & HUMONGOUS BEASTS

We have already defined vehicles and drones as distinct unit types in terms of the game. However, it's worth bearing in mind that many vehicles are drones in so far as they are autonomous machines that act entirely without the benefit of a crew (human or otherwise). In most respects the same rules apply to both vehicles and drones. Humongous Beasts are not drones of any kind, they are living creatures, but in terms of our game they share a similar role to crewed vehicles, and hence they are included in this section.

GENERAL RULES

All vehicles and humongous beasts, and most drones, are larger than any base they are provided with. Some have no base at all. Most vehicles and humongous beasts are armed with more than one weapon system. Most such rules have been covered already, but for ease of reference pertinent rules are summarised here without any consideration of exceptions.

- When measuring to or from a model that is larger than its base, or which lacks one, measure to the main part of the model's body.
- When measuring a weapon's range from a model that is larger than its base or lacks one, measure from the weapon.
- If a model is armed with more than one weapon system it can shoot each weapon system at a different target if shooting with a Fire order.

Many players prefer to turn weapon systems to face their target when they shoot. It isn't strictly necessary to do so – but it adds to the thematic experience.

- Models can be constrained by some kinds of terrain or confined spaces. In some cases they are able to freely traverse terrain that is restrictive to other units. See the Expanded Terrain rules and rules for individual models.
- Vehicle and drone units are not allowed to make an assault unless they have the Assault special rule.
- Models with multiple-weapons can shoot with a single permitted weapon system in point-blank shooting.
- Vehicles and drones make no hand-to-hand attacks unless they have a special rule to that effect.
- Such models are referred to as 'Damage Chart units' because they take damage from a roll on a damage chart rather than simple failed Res roll.
- Models take break tests only when indicated as a result on their damage chart or where a special rule specifically says that they do so.

Equipment Modules (Option)

If players wish, rather than have buddy drones, Antarean vehicles can have built-in modules with the same functionality. These are best tracked on vehicle cards – one per vehicle – where the damage can be marked off with a pen or a counter. The buddy modules are within the hull of the vehicle but otherwise function, act and are destroyed in exactly the same

way as buddy drones (covered in the *Arms & Equipment Guide*).

MULTIPLE ORDER DICE

Vehicles introduce a new concept into the rules: multiple order dice units or MODs. Most vehicles have two order dice per unit and some can have three.

Advanced machine intelligence coupled to nano-technology allow Antarean vehicles to move and direct weapons at speeds almost incomprehensible to ordinary humans. In combat this advantage is reflected by a vehicle's MOD status, enabling it to make multiple actions during a turn.

It is not only vehicles that have multiple order dice, but we explain how they work here because vehicles are by far the most common kind of MOD. Some equipment or special rules also allow other kinds of units a second order dice, usually only for a limited time. All are covered by the rules given here.

MOD n

MOD units have a number of order dice indicated by having the Special Rule 'MOD' followed by a value, normally either 2 or 3. Each turn the unit is given a number of order dice equal to its MOD value.

Giving an Order

When an order dice is drawn from the dice bag the player can use it to activate any MOD unit that has not yet used all of its order dice. A unit without all its order dice allocated is said to have 'a **dice in hand**' – though strictly speaking they are in the bag, of course.

When a new order is issued to the unit, it becomes the unit's **current order** and previous orders are ignored – one way to make it clear which is the current dice is to place the current order dice with the order showing on top of the previous dice.

Work out the unit's action each time it receives an order dice just as if it were a non-MOD unit. A MOD unit can be given any combination of orders, either the same order repeatedly or a different order each time, as the player wishes, and even if the previous order was to go Down

A MOD unit is always considered to be making the action corresponding to its current order.

For example, a vehicle might fail its order test and go Down with its first order, but pass the order test and Advance with its second. Alternatively, it could have a Down order left over from the previous turn before making the Advance.

In both cases, the Down and Advance order dice would be left in place with Advance as the current order.

MOD Units and Pins

Pins affect MOD units in the same way as any other unit, and pins are removed when orders are issued or a Recovery Test is made in the same way as for other units. A MOD unit could remove more pins each turn than would an ordinary unit simply because it makes more Order Tests and, potentially, more Recovery Tests each turn.

MOD Recovery Tests

If a MOD unit has Down orders at the turn end phase, the player can decide whether to retain or Recover either or all. When making multiple Recovery Tests, apply the **same** modifier to all the scores. And only physically remove the lost pins after **all** the tests have been made

For example a MOD unit with 3 pins and two Down orders would make both Recovery Tests at a penalty of -3 – the pins the unit had at the start of the Down Recovery Segment. Of course, the player could elect to retain one Down order and recover one pin, and make a Recovery Test for the other, but the Recovery Test would still have to be made at a penalty of -3.

If any recovery tests are failed, leave those dice in place and carry the Down orders into the next turn as you would for any other unit. The most recently placed remaining order dice becomes the unit's current order: if a MOD unit begins a turn with a Down order as its current order it is 'down' until it receives a further order and makes a different action.

MOD and Reactions

A MOD unit that has at least one dice in hand can attempt to make a reaction in the same way as other units.

For example, a MOD2 unit with a single order can still attempt to react because it has a dice in hand.

In the case of a vehicle there is little to be gained in making a Go Down reaction because vehicles don't benefit from the Acc 'to hit' re-roll that shooters otherwise suffer when shooting at Down targets. However, there is no specific restriction that prevents vehicles using all the available reactions.

Multiple Ambush orders

If you give a MOD unit an Ambush order this applies in the usual way until a further order is given and becomes the current order.

If a MOD unit has pins, a current Ambush order and has a dice in hand it can be given a subsequent Ambush order without making an Order Test. As no order test is taken, no pins are removed.

We allow a unit to stay on ambush without obliging it to take an order test because to do otherwise would make it harder for MODs to remain on ambush than other units. However, there is nothing to stop a player issuing a pinned unit a second Ambush order by taking the order test in the usual way at the risk of failure.

When an ambush is sprung the unit's **current Ambush order** dice is flipped to match the chosen reaction. This is exactly how ambushes work for ordinary units with just one dice, and MOD units are no different in this respect.

At the turn end phase any Ambush orders the unit has are returned to the dice bag except that a current Ambush order can be retained (see p.11). If the unit also has one or more Down orders make any recovery test(s) for these first. Once recovery tests have been made the most recently issued of the remaining orders is the current order.

DAMAGE

If a vehicle, drone or humongous beast fails a Res test it is not automatically destroyed. Instead, the **shooter** rolls a D10 and the players consult the Damage Chart, below, to determine how much damage has been inflicted. All the damage listed is applied simultaneously, with Break Tests being taken once all damage is applied.

If the model is **heavily armoured** add +5 to the damage roll.

If a model has failed multiple Res tests at once the shooter rolls a D10 for each failed Res test and selects **one** result from those rolled. Some weapons have their own special rules that add or deduct modifiers to the damage roll or which otherwise affect the result. In general, apply the attacker's adjustments first, then the defender's.

Damage Chart Results

Destroyed. The model is destroyed and the unit is removed together with any additional models or equipment such as buddy drones.

Move reduced by 1M. The model's move is reduced by 1M, e.g. a Run action is now only 1M and an Advance no move. If this result is rolled for a second time the target is immobilised and unable to move.

MOD Loss. The MOD unit loses 1 order dice: a MOD3 unit becomes a MOD2, and a MOD2 becomes an ordinary unit with one order die. Once a unit has only one order die, it is no longer a MOD unit so cannot be affected by MOD losses.

When a unit loses a MOD die, remove a die from the bag if the unit has dice in hand. If the unit does not have dice in hand the player whose unit it is removes any of the unit's dice that are not the **current** order and leaves the unit's current order showing.

Vehicle, Vehicle, Drone and Humongous Beast Damage Chart

| Damage Roll | Result |
|-------------|---|
| 1 or Less | Destroyed |
| 2 | MOD loss – lose 1 Order dice; Extra Pins – 1+D5 Pins; Break Test; Shield/Armour Breach – Res -2 |
| 3 | MOD loss – lose 1 Order dice; Extra Pins – 1+D4 Pins; Break Test |
| 4 | MOD loss – lose 1 Order dice; Extra Pins – D4 Pins; Weapon Disabled; Forced Down |
| 5 | MOD loss – lose 1 Order dice; Extra Pins – D3 Pins; Move reduced by 1M/Immobilised; Go Down |
| 6-7 | Extra Pins – D3 Pins; Go Down |
| 8-9 | Extra Pins – 1 Pin |
| 10 or more | No effect |

Extra Pins. The unit suffers the number of pins indicated. These are ‘extra’ to any pin inflicted by the hit itself because the target may or may not be a heavily armoured model (all vehicles have high Res stats). This means the target may or may not suffer an automatic pin when hit. ‘Extra’ pins are additional to any pin suffered as a result of the hit, including further pins caused by weapons that inflict them.

For example, a hit on a heavily armoured, Res 15, vehicle that fails its Res test on a 10 must roll on the damage chart. The dice roll is 3, to which we add +5 due to the target being heavily armoured, to make 8 – an extra pin. Only one pin is applied, however, as the vehicle was heavily armoured and does not take an automatic pin unless it loses a model or is told to do so on the damage chart

Break Test. The unit must take a Break (Co) Test with the following result:

Damage Chart Break Test Results

| Roll | Impact |
|------|-------------------------|
| Pass | Go Down – see below |
| Fail | Removed as if destroyed |

Shield/Armour Breach. The target’s armour has been compromised and its Res is reduced by -2 for the remainder of the battle. If this result is suffered a second time deduct a further -2, and so on for multiple results.

Weapon Disabled. One of the vehicle’s weapon systems is disabled. If the vehicle has more than one weapon system the shooter can pick which one has been disabled.

Forced Down. The vehicle goes Down. If the unit has dice in hand then take a die from the dice bag and give the unit a Down order. If all of the unit’s order dice have been used flip the current order to Down.

No Effect. There is no effect. The shot has glanced off or been absorbed by the model’s armour.

Drone, vehicle and humongous beast units can have the Ace special rule, which affects their damage result (p.37).
Also, note that it is the current order that counts when going down: if a dice is removed then it has to be the remaining dice that shows ‘Down’.

DAMAGE CHART UNITS AND ASSAULTS

Vehicle and **drone** units cannot make assaults but can be assaulted, see p.27. They can shoot in PBS with a single weapon system allowed to do so but strike no blows in hand-to-hand fighting unless specifically endowed with attacks by a Special Rule or equipment. Their hand-to-hand results are worked out the same way as for other units (except for Break Tests: see below).

A vehicle or drone unit that wins hand-to-hand fighting **cannot** initiate follow-on combat against a defeated enemy **unless** it is capable of striking at least once during follow-on combat. The follow-on attack need not be from the vehicle or drone model itself but could derive from other models in the unit, including the unit’s equipment.

There are no limitations on Humongous Beasts in initiating or being involved in an assault: they can initiate assaults, fire in PBS and initiate follow-on attacks.

DAMAGE CHART UNIT BREAK TESTS

Vehicle, drone and humongous beast units only take Break Tests when directed to do so by a damage chart result or if called upon to do so by a rule to that effect. Break tests are not triggered due to casualties suffered, or purely because the unit has lost hand-to-hand fighting (see Break Tests p.31).

TRANSPORTS

Many vehicles are capable of carrying other units so are given the Transport special rule on their stat line. Humongous Beasts can also have the transport rule but by far the majority of transports are vehicles.

Models with the transport rule can carry infantry, beast, weapon teams, probe, drone and mounted units. A transporter can carry more than one unit at a time if it has sufficient capacity. Only whole units can be transported: a unit cannot be divided between different transporters or some portion of the unit transported and some not.

The transport special rule has an associated capacity, such as ‘Transport 10’. This indicates the number of medium sized human or equivalent sized models the transport can carry. Transports cannot carry large or extra-large models, including weapons or equipment that are large.

The **Transport Space** special rule states how many spaces a model takes up in a transport unless a transportable model occupies just one space. See the Transport Space special rule for details of common Transport values

Embarkation

A unit can embark onto a transporter capable of carrying it. The unit must make a **Run** action, all models must get within 1” of the vehicle, and at least one model from the unit must be able to reach a door or hatchway.

A transporter can only embark units during a turn in which it **remains stationary**. A transporter which embarks a unit **cannot** subsequently move during the same turn, even where a rule might otherwise oblige it to do so.

Because a Run order is required to embark, a unit consolidating from hand-to-hand fighting cannot retire to an accompanying transport as it does so, consolidation moves being equivalent to an advance move (1M).

Disembarkation

A unit can disembark from a transporter by making a Run or Advance action measuring the move from any doors or hatchways on the Model. The entire unit must disembark at the same time. A unit can disembark and make an assault if otherwise capable of doing so.

A transport can only disembark units during a turn in which it moves no further than 1M. The transporter can move before or after disembarking units such that if it has already moved 1M and disembarked units, it cannot then move subsequently, even where a rule might oblige it to do so.

For the avoidance of doubt, a transport must remain stationary for the turn when models are embarking, and can move no further than 1M during the turn when models are disembarking. It does not matter whether the vehicle has multiple order dice and makes several actions during the turn – the restriction applies for the whole turn and not just for that action.

Transported Units

The order dice for transported units are included in the dice bag at the start of each turn in the same way as for other units. They must be kept aside where both players can see them, the transport in which they are being transported declared, and their order dice placed next to units when orders are issued.

Transported units must be given an order during the turn and can only be given a **Rally** order unless they disembark (as above). The transported units must still make Order Tests as normal.

Transported units take no part in game play unless their transport is destroyed as described below. None of a unit's special rules apply whilst being transported, and it cannot be affected in any way by special rules, enemy attacks, or the effects of equipment or weapons.

Because transported units are unaffected by special rules they cannot be included in a follow order from a commander, nor can they benefit from a nearby commander's command value. To some extent transported units are shielded from deleterious effects, but the same factor also means they are isolated from external influence.

Embarked Units and Failed Order Tests

Units running into a transport retain the pins they had when they embarked in keeping with the principle that pins are retained at a unit level. This means they may need to take an order test as normal when given an order, whether Rally, Advance or Run. If a unit fails an order test whilst in a transport it makes no action, remains in the transport and the dice is left as is to show it has received an order dice.

Concealing Embarked Units

Normally, an embarked unit must be declared along with the transport it is occupying. Occasionally, a scenario might specify that the identity of units deployed within transports at the start of a game is concealed until they disembark.

Concealing the occupants of transports means that opposing players do not know what is contained within transports at the start of play. In such a situation, players must make a list beforehand of which units are within which transports and must reveal the identity of each unit as it disembarks.

Players can agree between themselves to play any game with concealed, embarked units if they wish.

Destruction of Transports

If a transporter model is destroyed all transported units are immediately disembarked one after the other in any sequence the player wishes. Units disembark regardless of whether they already have an order or not.

Each disembarking unit makes a 1M move and goes down. Give the unit a Down order from the dice bag if it has yet to receive an order, or flip its current order to down if it has an order already. Each disembarking unit is dealt one pin once it has moved.

Transporting Probes

Some units, such as probes, can only receive Run orders so must be given a Run order when in transports rather than the standard Rally. Despite this, such embarked units take no action unless willingly disembarking. Probes forced to disembark because their transporter has been destroyed are given a Run order rather than a Down order and are still restricted to a 1M move when forced to disembark like other units. Probes are covered in more detail in the *Arms & Equipment Guide*.

SPECIAL RULES

Many of our combatants have special rules listed in the Special Rules column of the model's stat line. Some have already been mentioned in the main body of the rules, especially where they affect the core mechanic in some way, and rather than needlessly repeat ourselves we shall refer the reader to the appropriate rules section.

Some models have special rules that are unique to them or to a select group. Where rules are specific to armies in this way they are included in the army lists for that army. Weapons have Special Rules, too, and these are listed in the *Arms & Equipment Guide*.

Ace n

Ace is given to veteran drones, vehicles and humongous beasts whose battle-experience helps them avoid danger or reduce their exposure to damage.

The value 'n' in 'Ace n' states the modifier that can be added to, or deducted from, the final result on the damage table (p.37). This is applied after the shooter has selected their roll and applied any of their own result modifications.

Although the player will almost certainly want to add the stated value to reduce the damage effect, in some cases deducting the number stated may be a preferable option, so we allow the choice.

If a value is not given, Ace defaults to Ace 1.

Agile

Agile models are accustomed to acting quickly whilst in the thick of combat. It is only given to those creatures with an Ag of 6 or more or who have the intelligence or the guile and experience to anticipate an opponent's moves – such as a NuHu or an experienced Ghar warrior.

A model with Agile may use its Acc instead of Str in hand-to-hand. If a weapon is stated, as in Agile(maglash), then Agile only applies to the use of that particular weapon.

Army Option() or AO()

This allows an army to take a specific Army Option when taking a particular commander model, such as 'Army Option(Stoic)'. Where a model grants multiple Army Options, the word 'Options' is used, as in 'Army Options(<option 1>, <option 2>)'. The command figure receives one of each of the listed army option(s) for free, with subsequent selections of the option(s) being paid for.

Even though the character comes with an Army Option, the maximum number of such options still cannot be exceeded.

If the commander enabling the Army Options is lost, the Army Options can still be used: unless stated otherwise the commanders legacy remains.

Assault

Units other than infantry, beast, mounted and humongous beast units are not normally allowed to initiate assaults. A unit with

the Assault Special Rule **can** initiate assaults in exactly the same way as units normally entitled to do so. Very often, the assault rule is combined with the Attacks special rule or with an item of equipment on the model that grants hand-to-hand attacks.

Attacks/SV

This shows the number of attacks a model strikes in hand-to-hand fighting where this is non-standard. It is most often used for beasts that have multiple attacks. The number of attacks is indicated together with the strike value.

For example, '3 Attacks SV2', means a model inflicts three hand-to-hand attacks at a strike value of 2.

If a model comprises a mount plus rider, attacks are specified separately where necessary but both attack in hand-to-hand. See Assaults p.27.

Attacks are not shown on the stat line where a model has the standard number of attacks for its type, generally one at SV0 for models that strike in hand-to-hand and zero for others.

Breaching

Breaching weapons always cause damage to a building or structure. See the chapter on Buildings & Structures.

Command

A command unit normally includes a commander model with the Command special rule.

If a commander **model** is within 10" of a friendly unit, that unit can use the commander's command (Co) stat to take any Co based test instead of its own. Where two or more commanders can potentially do this, use the highest stat. When a unit has an extended Command radius, this is indicated by having the distance specified, as in: Command 15".

The Co is still modified by any pins the testing unit has, but the unit will benefit from the Commander's higher Co stat.

Cumbersome

Units that have the cumbersome special rule are lumbering, uncoordinated, encumbered or otherwise not especially nimble. They might be primitive mechanicals, blundering beasts, or units carrying a substantial burden of some kind.

When a cumbersome unit takes and fails an Agility test for any reason, it suffers a pin. This is additional to any pins it might suffer for exhaustion following a sprint, or any other pins suffered as a result of failing the test.

Fast

Fast units have a high M stat and combine it with an exceptional degree of mobility that allows them to outmanoeuvre more sluggish opponents.

At the Turn End phase a Fast unit with a current Run order does not have to return the order to the dice bag. Instead, it can

retain the Run order in a similar way to a retained Ambush order. At the end of a turn, the Fast unit can leave its order die in place.

At the start of the Orders Phase, (step 1.2) before drawing any dice from the dice bag, units with retained Run orders can take their Run action. If both sides have retained Run orders the side with the most moves their first Fast unit and then the players alternate, nominating a unit and making an action, until all units have taken their action. If both sides have the same number of retained Run orders, decide randomly which player begins.

No order test is required when a Run order is retained, the order is issued automatically and the unit makes a Run action. Because no order test is taken no pins are removed from the unit.

When a unit with a retained Run order is selected, the player has all the options were the order dice to have been drawn and a Run order allocated to the unit in the normal fashion, including making an assault if it can do so. The opposing player can make any permitted reactions just as if the dice had been drawn and allocated to the unit in the normal fashion, including reactions such as Ambush Fire.

Fast and Evasive

In addition to their ability to retain a Run order from turn to turn, a Fast unit with a current Run order makes for an evasive target. An enemy shooting at a fast unit with a current Run order must re-roll any successful Acc test to score hits. See p.22.

Follow

A model with the Follow rule can activate one other friendly unit within 5" when its own unit (the ordering unit) is activated. To do so, take the additional order dice from the dice bag and give both units the same order.

If neither unit has pins then no order tests are required. The ordering unit first makes its action and resolves its action completely, then the following unit does so.

If either unit has pins then the ordering unit must take an order test but applies the highest number of pins on either unit as a penalty to its Co rather than its own pins.

- On **success**, **both** units lose 1 or 2 pins, depending on the ordering unit's test result, then the ordering unit resolves its action, then the following unit, as above.
- If the test is **failed**, **both** units go Down (as usual for a failed test) and **both** lose 1 or 0 pins, again depending on the ordering unit's test result.

Frenzy

This is given to beasts and creatures that are barely controlled, especially Lavamite Rock Brood. All such creatures are incredibly dangerous and will attack anything, even each other. They cannot be placed in a unit with any other beasts or models except a trained handler.

In hand-to-hand combat, any attack rolls of a '10' by a model with Frenzy automatically hits one of the other **beasts** in the unit (handlers are on the look-out for such frenzy so keep out of the way).

Hero

Some heroic individuals can inspire other units in the thick of the action. A unit within 10" of a model with Hero can use the heroic model's initiative (Init) stat to take any Init based test. Where two or more heroes can potentially do this, use the highest stat.

Hit and Run

This rule is given to exceptionally mobile units that are able to launch an assault before turning away at the last moment, leaving their enemy helpless to retaliate. Units are even able to dash past an enemy, bursting through their formation thanks to their high degree of manoeuvrability.

The Hit and Run rule comes into play when a unit makes an assault or has countercharged, after any point-blank shooting has been resolved and after any break tests from PBS. Before resolving hand-to-hand fighting, the player can declare the assaulting unit is going to hit and run.

If a unit hits and runs, the assault ends and hand-to-hand fighting does not take place.

A unit that is making the Hit and Run can make a 1M consolidation move and is allowed to burst through the unit it has assaulted, moving over it as if it were not there – otherwise, the opposing unit does not make a consolidation move. A unit that bursts through an enemy in this way must complete its move in accordance with normal consolidation rules.

A unit can make a hit and run attack against any opponent, even a unit that has the Fast or Hit and Run attacks rules itself. The hit and run is a useful tactic if you want to avoid becoming entangled in hand-to-hand fighting or if you can burst through your enemy's position and move beyond. Where combined with the fast this gives a unit the option to burst through and keep going with a retained Run order in the following turn.

Note that hit and run does not apply if a unit is the target of an assault but can apply on a Countercharge.

Infiltrators

Troops that are expert at espionage or reconnaissance techniques may be given the infiltrators special rule.

If the unit is deployed on the tabletop at the beginning of the game it can make a pre-game Run action. Make the action as if the unit had been given a Run order. If the unit is able to make a sprint it is allowed to do so, testing for exhaustion at the end of the move in the usual way.

If both sides have infiltrators or similar special rules, put an order dice in the bag for each unit and draw them out one at a time. The player whose dice is drawn chooses and moves one unit of infiltrators, another dice is drawn and unit moved, and so on until all have moved. An infiltration move cannot be used to move to within 10" of enemy units already on the table, including those units that have already made their own pre-game move.

Pre-game moves like Infiltrators are considered to be part of deployment and armies are not fully deployed until all such moves are complete. This is important because in some scenarios armies suffer barrages once deployed and before the first turn of the game. Other events are also sometimes worked out at the completion of deployment.

Placed Minefields

Infiltrators armed with grenades can place a minefield on the table at the start of the game once it has made its infiltration move. The player takes a mine marker and places it anywhere within the player's half of the table.

Mines cannot be laid within 10" of enemy units, but can otherwise be laid anywhere within the player's own table half. Minefields don't have to be placed near the unit laying them because we assume the mines have been positioned at some previous time. Once a mine marker is placed no other mine marker can be positioned with 5" in the same way as described for mine laying during the game (see the *Arms & Equipment Guide*).

Bear in mind that Infiltrators that do not start the game deployed on the battlefield do not get the bonus infiltration move and cannot lay mines. This includes all units that enter the battlefield during the first turn as well as units entering subsequently. Infiltrators are therefore more useful in some scenarios than others, as we might expect for specialist reconnaissance units.

Large/Extra Large

Large and Extra-Large affects a model's vulnerability as a target (they are easier to hit) and line-of-sight (larger models can see and be seen over smaller ones) as described in the Shooting section

Loyal Bodyguard

The Freeborn and many Ferals have a strong sense of loyalty to their commanders – who are typically close family. In a similar fashion, loyalty amongst Ferals to their chieftain is often immense. In both cases, this can result in bodyguards stepping in to take damage meant for their leader at the cost of severe injury or even their own life.

Any model with Command or Follow can reallocate hits or Ag saves they might otherwise be forced to receive to a model in their unit with Loyal Bodyguard. This occurs after hits have been distributed but before a Lucky Hit is allocated, so a Lucky Hit could still be allocated to a commander model and not be transferred.

Medic

Medics are trained battlefield emergency medics who carry all the equipment necessary to save lives and to immediately rehabilitate troops suffering minor trauma who might otherwise be rendered ineffective. Medic units often include medi-drones, although they can operate effectively on their own.

Medic units can attend any creatures in your force but not machines. They can attend mounted units riding bikes because we assume it is the riders who are in need of attention. They cannot attend vehicles even those that include crews. Medics in a predominately human army are still allowed to attend to injured aliens or beasts in the force: the necessary intelligence has been downloaded into their databanks to serve the needs of the whole force.

An eligible friendly **unit** within 5" of one or more medic models, including the medic's unit, can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise suffers damage. A unit within 5" of two or more sources of

medic rerolls, such as a sharded medi-probe or a medi-buddy can re-roll one failed Res for each such source within range.

Re-rolls from different sources are always added together. As always, a re-rolled test **cannot** be re-rolled again no matter how many re-rolls a unit or individual model may be entitled to make.

For example medic re-rolls can be added to those from a medi-probe and medi-drone, so a unit within range of a medi-drone, one or more medi-probes and one or more medics can re-roll three, different, failed Res saves! Refer to the Arms & Equipment Guide for more detail on medi-probes and medi-buddies.

Medic and Humongous Beasts

Whilst medics, medi-buddies and medi-probes can treat humongous beasts, Res re-rolls such as Tough and Medic do not normally apply to such creatures.

Instead of a Res re-roll, Humongous Beasts within 5" of a medic, medi-buddy or medi-probe gain the Ace special rule (see p.40). This does not increase any Ace value they already have, but merely gives them the Ace's ability to shift one row on the damage chart.

Multiple Order Dice (MOD n)

This indicates units that have more than one order dice in the dice bag as a special rule. A MOD 2 unit has two dice, a MOD 3 unit three dice and so on. Other units can gain temporary MOD status thanks to equipment or another rule to that effect.

The rules for MOD units are included in the vehicle section as they are by far the most common MOD units in the game.

Nucleus (NuHu only, Antares)

A NuHu and their nano-buddy symbiote stand at the centre of a concentrated cloud of managed nanospore and nanocytes (combat nanophages and similar nanospore). The NuHu can wield this concentrated nanosphere to overwhelm their opponents nanosphere- and conventional-powered technology, reflected in the following abilities. We place this Special Rule here as it affects a number of Antarean forces, but refer to the *Arms & Equipment Guide* for details of scrambler fields and subverters.

- **Scrambler Field:** The NuHu generates a scrambler field. All the effects of scrambler apply to any enemy units within 3" of the NuHu model's base except other units with Nucleus or Scramble Proof.
- **Nullify:** The NuHu's nanocytes overwhelm nanosphere attacks. Scrambler munitions within 3" of the NuHu at any time are immediately removed from the table.
- **Subverter Immunity:** The strength of the nanosphere means the NuHu's unit cannot be targeted by a subverter matrix.

Sacrificial Buddy (Antares)

This rule is applied to Antarean NuHu, panhumans whose minds are attuned to and dependent upon the nanosphere. In dire need the entire nanosphere surrounding the NuHu will react to protect them from harm. The process requires a relatively solid focus like a buddy drone, but ends up destroying the buddy.

If a NuHu has the sacrificial buddy rule then any buddy drone in the NuHu's personal droneswarm (buddies attached to the NuHu's unit) can be used to intercept any hits on the unit from

shooting, mines, grenades – even if self-inflicted – or from hand-to-hand fighting. Other hits, such as from special munitions or Antarean vorpal charges cannot be intercepted.

- After **all** hits have been allocated to models in the unit, including those from blasts or lucky hits, the player can choose to expend a buddy drone to negate a specific hit. This occurs **before** compounded hits are accumulated (such as from grenades).
- Buddies sacrificed in this way negate the incoming hit and are removed immediately.
- Only a buddy drone can be sacrificed in this way and not a symbiote.

Savage Strike

This ability indicates creatures, drones and individuals that are innately ferocious and inclined to strike at the enemy as soon as they get a chance.

If the majority of significant models in a unit have Savage Strike, then when launching an assault the unit will pass any order test to charge on any roll other than a 10, regardless of any modifiers that otherwise apply and, when making a Reaction Test to countercharge, the unit will also pass on any roll other than a 10 – see Countercharge p.34.

Scramble Proof (Antares)

Scrambler munitions are designed to disrupt and ultimately destroy enemy technology, in Antares by releasing aggressive, short-lived nanophages. It is possible to shield a device against scramblers using nano-cored cables and sealed iso-lines, as is commonly done in radiation saturated and other hostile environments. Primitive machinery is also proof against scramblers simply because it doesn't rely on common Antarean nano-technology.

If a model has the scramble proof rule it is not affected by scrambler munitions (refer to the *Arms & Equipment Guide* for details of scrambler munitions).

Small

Models that are small are indicated as such on their stat line unless they are a broad type we consider to be small, in which case we take it as read this is so. For example all probes and all buddies are small.

Units of small models are elusive targets (harder to hit) and don't block sight to larger models (larger models can see over smaller ones) as described in the Shooting section.

Sniper

Sniper indicates a combatant expert in the arts of deception and subterfuge. Such individuals are often combinations of human and machine interface, focused solely upon their deadly task in a bizarre combination of organic and machine intelligence.

A sniper unit can be deployed anywhere within 20" of a player's own table edge. The sniper can even deploy onto the table in scenarios where the army itself does not begin the game deployed on the table – the sniper sneaked into position some time before. Perhaps the sniper has been waiting weeks for just this moment.

Once a sniper has deployed no enemy sniper can be deployed within 20" of its position and no other enemy units can be deployed within 10" of its position.

Not all games have a 'player's own half' of the table as such. If there is no player's half of the table to deploy into the sniper cannot deploy prior to the game.

Subdue

Some weapons are modified to shoot non-lethal ammunition including a tranquilliser and a micro-net shell that can put the target into a temporary stasis. Further, some hunting creatures are trained to wound and incapacitate a specific target rather than kill.

If a character or command figure is killed by a model with Subdue, either in close combat or at range, it can be declared incapacitated and unconscious rather than killed (a marker is useful).

At the end of its move, including winning an assault, an infantry or beast unit in contact with the incapacitated target can pick it up and carry it. The captors cannot sprint whilst carrying the unconscious figure but can take other orders as normal and, if destroyed, drop the incapacitated target.

Subdue is useful in scenarios where 'capturing' is a critical objective.

Suspended/Anti-Grav

Many vehicles and skimmers in the Antares universe use suspensor technology that allows them to float a little way off a surface. We give them the suspended designation to clarify the difference between them and other types of motive power, such as crawlers, and to identify those units who might otherwise gain the benefits from powerful suspensors – typically mounts and vehicles – as opposed to basic suspensor modules given to heavy equipment.

Units with the suspended attribute typically receive no penalty for crossing particular types of relatively clear but otherwise difficult terrain, such as boggy ground, marsh, fissures, deep water and stream obstacles. They also receive some benefit when crossing dangerous, but otherwise relatively uneven ground such as molten lava.

All terrain restrictions or benefits for suspended units should be agreed with your opponent before the start of the game.

The suspended special rule could also be applied to most anti-grav units in other universes.

Symbiote

A symbiote is a machine-intelligence inseparably conjoined with the host mind of a biological creature in such a way that the two form a single conscious entity. Symbiotes confer special rules or benefits to their conjoined hosts and the model is a token to show this – Antarean NuHu are commonly bound with a symbiote in this way, as are some heavily-geneered individuals.

The symbiote is represented by a separate model, either equipment or a weapon, and is always placed within 1" of its host and moves as the host moves. Symbiotes do not block line of sight, cannot be targeted by shooting, hits are never allocated to them (even lucky hits/blows), and they are ignored for purposes of measuring to and from the unit.

A symbiote cannot be damaged in any way and is only removed when its host model falls casualty and is removed from the table.

(Continued overleaf...)

If a symbiote is a weapon it confers its shooting or fighting ability to the host model; line of sight for shooting is calculated from the host.

Tough

Some individuals are battle-hardened, experienced fighters with strong survival instincts, knowledge of when to keep their head down and, perhaps, more than their fair share of luck. Tough is commonly given to squad leaders to reflect such additional experience.

The Tough rule enables a model to re-roll a failed Res test. This is a standard re-roll as described on page 19.

Some especially formidable individuals have the Tough 2 or Tough 3 rule. This enables the model to re-roll up to two or three failed Res tests at once. For example, if a Tough 3 model were hit three times and failed all three Res tests, the player would be able to re-roll all three tests. If the same model were only a Tough 2 it would only be possible to re-roll two of the results.

Whilst Tough 2 and 3 have the advantage of being able to re-roll more failed Res tests at once, they still do not allow a re-roll of a re-rolled result.

For example, a Tough 3 that suffers one hit and fails the Res test can only attempt one re-roll.

It's worth making a special note that Res tests can be re-rolled even where you have rolled a 10 – it is only lucky and dud results (1s and 10s 'to hit') on Acc and Str tests that can't be re-rolled. Novice players have been known to confuse the two: don't get caught out!

Transport n

This rule indicates a vehicle model that is capable of transporting troops or other models. Transport vehicles have a capacity limit as indicated such as Transport 10, Transport 20 and so on, where the value shows the number of medium sized models that can be carried.

The rules for transports are included in the rules for vehicles on p.38. For the space taken up by an occupant, see Transport Space, below.

Transport Space n

This states how many transport spaces a model occupies within a transport. The capacity taken by each model is shown in the Transport Capacity Table below, though values other than the default Transport Space 1 are normally shown in the Army Lists.

Transport Capacity Table

| Size and type of model | Occupies capacity |
|---|-------------------|
| Small, buddy drones, probes | ½ |
| Medium infantry, beasts, support weapons, equipment | 1 |
| Medium mounts, medium heavy weapons, Antares Tsan Ra and light drones (e.g. C3D1, Nhamak) | 2 |
| Mounts with equipment, Antares medium drones (D2, Andhak, Drone Commanders), Ghar Battlesuits | 3 |

Antarean Compactors

Antarean compactor technology allows transports to carry a limited number of larger drones, as well as equipment and weapons. This is simply because most machinery and equipment doesn't occupy space within the vehicle's transport shell but is held in a compactor field until ready to disembark. Compactor fields can't compact living tissues and many materials can't be safely compacted at all, including some types of munitions. The Transport capacity is a single value totalling the space in the shell as well as that provided by all such compactor technology.

Unique

This is assigned to notable individuals or units. An Army cannot have more than one of a character designated unique and cannot have more than one of a unit designated as Unique.

Wound n

This rule is given only to the most die-hard of our characters effectively endowing the individual with one, two or more extra lives. The value indicates the number of Wounds the model is able to sustain.

If the model fails a Res test and would otherwise be removed as a casualty it is wounded instead and the unit receives a pin as if a casualty **had** been inflicted. The model is otherwise unaffected except that the unit will always carry a minimum of 1 pin to represent the wound. If the model fails a further Res test it is removed as a casualty.

Although rare, a few models are granted the ultimate accolade of being able to endure more than one wound, as indicated by Wound 2 or Wound 3. The model can fail the number of Res tests indicated before falling casualty, suffering a penalty of a further 'permanent pin' on the unit for each wound suffered. So, a model that has taken three wounds would have a minimum of 3 pins on the unit at all times.

For players concerned about keeping track of Wounds, we recommend the use of a separate marker or a different coloured pin marker. In general, though, we found that Wounds are seldom forgotten about.

BUILDINGS AND STRUCTURES

Structures of one kind or another can form part of the terrain set-up. As with all terrain, it is important that players agree all important details before the game begins. The rules allow for movement into buildings, fighting from and against units inside, and destruction of structures themselves. A building could be anything from a storage or habitation unit, hydroponic capsule, workshop, bars, research station and so on. We will also consider military fortifications such as an outpost, armoured tower or bunker. For practical purposes an arcology, spacecraft and structures such as cargo pods are covered by the same rules.

Alternatively, buildings and similar structures can be treated as purely decorative features on the table, in which case they become impenetrable terrain pieces that the battle is fought around. No further rules are required if players prefer to use this method: buildings are out of bounds in the same way as a huge rock.

BUILDING MODELS

The following rules assume that building models have interior spaces into which players can arrange units in the same way as other terrain features.

If your model buildings don't provide the kind of access described then it is necessary to create separate floor plans where models can be arranged when 'inside' your buildings. Floorplans can be placed on a side table or beside the playing area when needed. If buildings have flat roofs you can instead place some or all models on the roof to indicate that they are 'inside'.

ACCESSIBILITY

Players must decide before the game whether buildings are big enough for large or very large models to enter or move about inside. Domestic and similar buildings generally have entrances and interior spaces suitable for models that are no bigger than medium sized; however, you might want to represent a garage, hangar or similarly vast building.

Moving Within a Building

Interior spaces are treated as open or difficult terrain areas as agreed by the players before the game. Crowded interior spaces such as domestic dwellings or workshops might reasonably be considered difficult, whilst an open hangar, large concourse or empty warehouse might be expected to be open.

Walls, Entrances And Windows

Exterior and interior walls are impassable except where doors, accessible windows, areas of collapse, and comparable openings create access points. Where access is available, treat openings as you would an obstacle for purposes of movement.

Units inside a building with models placed at access points occupy a defended position in the same way as units behind an obstacle. Such units can move out of buildings or between

interior spaces via suitable access points in the same way as units moving from behind a defended position (p.16).

Multiple Floors

In buildings that have multiple floors, models can move up or down from one floor to another counting the vertical distance as 1". A unit spread over several floors is considered to be in formation so long as contiguous floors are occupied. Stairways or other means of moving from floor to floor are assumed to be present even where a building model lacks them.

SHOOTING FROM/WITHIN BUILDINGS

Models inside a building can see a target if they can draw LoS through a doorway, window or other opening as depicted on the building itself. Where there is any doubt players must agree where LoS can be drawn before the game.

Weapons cannot shoot overhead from inside a building unless shooters are placed on an open roof or comparable position. If a building is exceptionally large – a stadium perhaps – then players must arrange exceptions before the game.

SHOOTING AT UNITS IN BUILDINGS

Units within buildings can be targeted if LoS can be drawn to models through a doorway, window or other opening. This is exactly the reverse of the above: if a model can see it can also be seen.

When shooting at units inside a building the same bonuses and penalties apply as for shooting through intervening terrain at troops in cover (p.19).

In addition, targets inside buildings receive a cover modifier as agreed by the players before the game. For most purposes, units receive a cover modifier of +2 Res for 'hard' cover, but players can agree a higher value if they feel the situation merits it.

Weapons that shoot overhead cannot target units inside buildings because any shots would land on the roof or upper structure.

Shooting can potentially be used to attack the building itself, including OH shooting that cannot otherwise be targeted against a unit within. See below.

Units inside buildings suffer collateral hits if the building they are in is damaged as described below.

SHOOTING AT BUILDINGS

When shooting at a building, indicate a target point on a wall or other part of the structure when shooting is declared. The building is shot at and hit in the same way as any other target. All buildings and interior structures within buildings are considered to be 'large' targets except where agreed otherwise before the game.

Scoring Damage: Thresholds

Not all weapons can affect buildings and most standard weapons are too light in effect to do so. To represent this, we allocate every building a **damage threshold** value, which is the minimum SV of an attack required to score damage. If the target point's damage threshold is met or exceeded, then **all** damage from the attack affects the target point. Further, occupants of the building may also receive damage (see below).

The damage threshold is met and damage is scored if any of the following apply:

- A single hit has a **Strike Value (SV)** equal to the building's damage threshold or greater: damage scored is that of the weapon SV;
- **Blast** attacks from non-Breaching weapons that score at least as many **hits** as the building's damage threshold score damage equal to the number of hits;
- A hit from a weapon with the **Breaching** special rule scores damage equal to the weapon's SV (or Breaching SV), regardless of the target's damage threshold;
- Multiple hits from munitions with both **Breaching and Blast** score damage equal to the sum of the SV from all the hits (so 3 × SV2 hits gives 6 damage).

Damage scored to the location is accumulated against the target point. If the target point is structurally significant, such as most outside walls, the damage is also accumulated against the building as a whole. Damage against doors and hatches should be accumulated separately and do not affect the building or structure as a whole.

Unless agreed otherwise before the game, we recommend players use the threshold values in the 'Example Damage Value/Threshold Table' below.

Record damage scored at the target point as is convenient. For normal buildings, we often use a 20-sided die but use damage chits or multiple dice for tougher buildings.

For example, a hit from a Plasma Bombard would score 9 (SV9) damage against a standard wall as it exceeds the wall's Threshold of 5. In contrast, 4 blast hits from an x-howitzer at SV2 only result in 4 damage against the same wall, so no damage is scored as it does not have the Breaching special rule; however, the same SV2 blast scoring 7 hits would apply 7 damage as it exceeds the threshold.

Damage Values

Damage values are allocated to structures before the game. Different values can be allocated to different parts of a building structure, for example exterior walls can be one value and interior walls another.

Unless agreed otherwise before the game, we recommend players use the damage values in the 'Example Damage Value/Threshold Table' below.

A note on Doors

Doors are considered to be open access points unless the players wish to arrange otherwise and regardless of limitations imposed by your building model. The values shown are used where you wish to treat doors as otherwise impassable because they are locked or secured.

Breach

If the target point on a building suffers sufficient damage to reach its damage value, then the building's wall is breached creating a hole 3" wide. This hole serves as an access point through which models can move and draw LoS as with doors and other entrances.

If two adjacent target points within 3" suffer combined damage sufficient to reach the buildings damage value then a breach is created half-way between them.

If a building block receives sufficient damage to exceed its damage value, then the block collapses. If a lower level block, then all blocks above it collapse, each **model** within those levels taking a single hit with an SV equal to the level they occupy above the destroyed layer; the unit also goes down. *For example, the models in a unit on level 3 when level 1 is destroyed each take an SV 2 hit and the unit goes down.*

Example Damage Value/Threshold Table

| Type of target | Threshold | Damage Value |
|---|-----------|--------------|
| Partition wall or light barricade across corridor (chairs, tables, etc) | 3 | 5 |
| Standard wall | 5 | 10 |
| Reinforced wall | 5 | 12 |
| Bulkhead | 7 | 15 |
| Floor – Starship | 7 | 15 |
| Floor – Building | 5 | 12 |
| Door – Hatch or bulkhead door (see note) | 3 | 10 |
| Door – Secure door (see note) | 2 | 7 |
| Cargo Pod – Shell | 3 | 7 |
| Mass Transit Pod – Shell | 2 | 7 |
| Starship – Hull | 10 | 200 |
| Blockhouse or bunker exterior walls | 5 | 50 |
| Advanced blockhouse – outer walls | 7 | 50 |
| Uppermost level of building | 5 | 20 |
| Lower levels of building | 5 | 30 |

Collateral Damage

If a building or structure suffers damage from shooting as described above then any unit inside the building and within 3” of the target point (that is, the final point hit on the structure in the case of OH) also takes hits from the attack. If two or more units are affected hits are divided as near equally as possible between them by the player taking the hits.

For example, a small building takes 5 blast hits from an X-Howitzer and suffers 5 damage as a result. The unit inside suffers 5 SV2 hits – the 5 hits already rolled and at SV2 as standard for X-Howitzers – but still benefits from the building’s cover bonus to Res.

If a unit is otherwise entitled to a re-roll of hits, for instance because it is Down, re-roll or halve the hits as normal for the unit’s situation and the munitions used (OH Blast, for example).

Overhead Shooting

Overhead shooting can be directed against a building by aiming at a point on top of the building model. Shooters are assumed to have LoS to any point on the upper surface of a building they can see. Work out OH shooting as described in the Shooting section.

Breaches caused by OH shots create a circular hole 3” across on the building’s roof or ceiling centred upon the target point.

Special Munitions

Special munitions have the same effect against units as they would when striking other terrain features. Units are affected if they lie within the radius effect of the special munition. If a building has multiple levels the effect applies to the level hit.

ASSAULTS AGAINST BUILDINGS

Units in a defended position within a building are dealt with in exactly the same way as units in defended positions behind an obstacle. Units inside buildings but not occupying a defended position are treated the same way as units in the open.

A unit can make an assault against an enemy in a defended position within a building by moving up to a suitable entrance within reach. As with assaults against units behind an obstacle it is not necessary to move models into touch where this is impractical, so long as at least one model can reach an appropriate entry point.

It can happen that units are defeated but unable to leave a building to consolidate. This might be because they are on an upper floor or because they are unable to move into an adjacent part of building because there is no space. If defeated and trapped in this way a unit is destroyed.

Assaulting a Building

Units capable of striking hand-to-hand blows sufficient to meet a structure’s damage threshold can mount an assault against it. Nominate a target point to attack in the same way as described for shooting. Calculate hits from strikes in the same way as for hand-to-hand fighting and apply any damage as described above for shooting.

Damage inflicted against a building structure during an assault doesn’t also cause collateral damage against units inside. Attackers are systematically demolishing the structure itself.

When making an assault against a building, attackers are allowed to move within 1” of enemy models if they are separated by a solid wall. If enemy are in a defended position at doorways or other access points then assaulting models cannot move within 1”, i.e. the usual rule applies.

GRENADES AND DEMOLITION CHARGES

Grenades can be used against buildings and placed as demolition charges: specific rules are given in the *Arms & Equipment Guide*.

TERRAIN SUMMARY

Devising rules for terrain is a tricky business because every player will have their own set-up and perhaps their own ideas about how such things should work. The basic rules already given for terrain on the tabletop are sufficient to play most kinds of games. This section explores further variations in types of terrain and discusses ways of representing more outlandish alien environments. What follows is not intended to be definitive or to discourage players from creating their own rules for such things. Our aim is simply to suggest and inspire, as well as to provide examples for others to use or modify as they wish.

STANDARD TERRAIN

Rules for standard kinds of terrain are incorporated throughout the game rules in so far as they affect movement, line-of-sight, shooting and cover. These basic rules are reprised in the summaries without reference to any exceptions that apply due to special rules, equipment, etc.

Designation of Terrain

Before play begins, players must agree upon the extent of terrain, whether it affects movement, is obscuring and whether it confers a cover bonus. If high ground is included, players must agree the extent to which lower features are overlooked together with any Acc penalties that apply as well as what terrain is on the high ground.

The Obscuring Rule

We have set the maximum amount of obscuring terrain that can be seen through at up to 4" by default, giving an Acc penalty of -2. This allows units to manoeuvre out of sight of their enemies behind most substantial terrain whilst drawing LoS from the edges of area terrain or from behind cover.

This distance can be extended by mutual agreement if players find this does not suit their terrain set-up or playing style, for example to 6" or even to 8". In the Sample Terrain Table, below, we have indicated where the extended obscuring rules might be applied. We recommend that shorter distances are not used as it makes terrain overly effective in that every large item of terrain becomes blocking terrain.

Whilst the 4" simulates concealing terrain being progressively more difficult to see through, players may wish to modify this so that the Acc penalty is -1 per 2" up to, say, a total of 8" of intervening, obscuring terrain. Whether or not players wish to do so is entirely up to them.

Selecting Terrain

We would recommend that novice players choose terrain from the examples given here and restrict themselves to one or two type of terrain to begin with. These examples are entirely sufficient for most gaming purposes. These are 'off the shelf' standard terrain features that use only the basic rules already described.

Representing Area Terrain

You can use whatever method you prefer to delineate an area of terrain such as a textured area base made from MDF. On this can be arranged individual tree models, clumps of vegetation, boulders or whatever is required. This method allows the terrain features to be moved to make way for models where necessary – the vegetation indicates the type of terrain within the area defined by the base board.

Representing Obstacles

Obstacles represent linear features such as walls that are not too high to traverse – they make useful defended positions. It is best to split the models into short sections that can be arranged together or divided as required, along the lines shown here. This method also allows the same pieces to be used for area terrain by arranging them onto a base board which delimits the extent of the feature represented. On the whole it works best if obstacles are about 1-2" across.

TERRAIN CLASSIFICATION SUMMARY

Terrain is classified into: Obstacles, Area Terrain and Buildings. Terrain may affect: Line of Sight, Movement and Cover.

- **Line of Sight (LoS)** has three classifications: **Clear**, **Obscuring** and **Blocking**.
- **Movement** effects are **Open**, **Difficult** or **Impassable**.
- **Cover** (additional protection offering a bonus to Res) is classified as **None**, **Soft** or **Hard**.

Area terrain can be whatever size the players wish, though the majority of the table should be Open, Clear and offer no cover.

Obstacles are linear, up to 2" in width and afford those behind them a **Defended Position**.

Movement/Hindrance Summary

- **Open** terrain offers no penalty to movement.
- **Impassable** terrain cannot be crossed, though suspensor units can cross some types of terrain such as open water without hindrance.
- **Difficult** terrain requires an Agility test to enter or move through.
- **Obstacles** require an Agility test to cross if a unit is crossing using a Run or Sprint and did not start in a defended position.

A failed terrain Agility test means that units stop at an obstacle or move at half pace through area terrain. **Cumbersome** units failing a terrain agility test also suffer a pin.

Probes

Probes and similar, sharded units can move through any difficult terrain and over obstacles without making an Ag test and without penalty to their move. They gain Cover bonuses (or not) as any other model.

Visibility and LoS Summary

- **Clear** terrain offers no penalty to line of sight or visibility.
- **Obscuring** terrain, including obstacles, allows LoS to be drawn through a total of up to 4" of such terrain before LoS is blocked. Any LoS drawn through obscuring terrain incurs a penalty of -2 Acc penalty where more than half the shooting models are obscured from more than half the target models.
- If in a **Defended Position**, a model can draw LoS can over the defended obstacle without penalty and gains benefit from the obstacle obscuring LoS to their enemies (providing they are not 'within' the obstacle – see next point).
- Models within area terrain or an obstacle and **within 1" of the edge** of the terrain piece can draw LoS, or have LoS drawn to, with no penalty.
- **Blocking** terrain prevents line of sight through the terrain completely; this is typically high ground such as hills or buildings.

LoS from designated high ground over lower terrain features is as agreed by the players. We reproduce the obscuring terrain and defended position diagrams for ease of reference. Otherwise, refer to Line of Sight on p.19.

Cover/Protection Summary

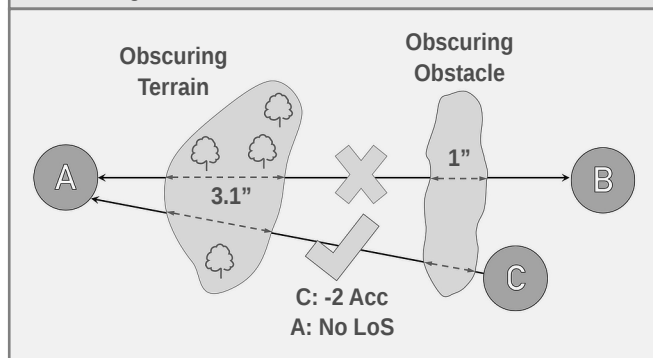
- **Clear** terrain offers no bonus to Res.
- **Soft cover** grants a +1 cover bonus to Res.
- **Hard cover** grants a +2 cover bonus to Res.

Models within area terrain, or in a Defended Position and within 1" of the obstacle, gain the cover bonus from the terrain they occupy or defend.

Hits with **No Cover** negate any Cover bonus.

10: LoS AND DEFENDED POSITIONS (DEFENDED OBSTACLES)

- **C** is in a **Defended Position**; **B** is not.
- Shooting between **B** and **A** is **blocked** due to 4" rule.
- Shooting from **A** to **C** is also **blocked** due to the 4" rule as **A** counts the obstacle's width towards its obscuring terrain total.
- **C** can shoot at **A** as it **ignores** the obstacle it is defending but does so at a -2 Acc LoS penalty due to the intervening, obscuring terrain .



TERRAIN REFERENCE SUMMARY

LoS distance suggestions are only if players wish to alter the distances: for faster play leave them all at 4". Similarly, for faster play, Difficult terrain should be Difficult+0 with no special penalties. For both, players should agree amongst themselves how they wish to treat each item of terrain.

| Terrain | Movement | LoS | Cover |
|--------------------|--|--------------------|------------------|
| Boulder Field | Difficult - 1 ^{NL} | Obscuring 6" | +2 |
| Broken Ground | Difficult | Clear | - |
| Cratered Ground | Difficult | Clear | +2 |
| Deep Water | Impassable ^{OS} | Clear | - |
| Dense Woodland | Difficult - 1 | Obscuring 4" | +2 |
| Enclosed Garden | Difficult | Obscuring 8" | +1 |
| Fissures/Potholes | Difficult ^{Pin} | Clear | - |
| Forest | Difficult - 2 ^{NL} | Obscuring 4" | +2 |
| Hot Water Geysers | Difficult - 2 ^{Pin} | Clear | - |
| Industrial Area | Difficult - 1 | Obscuring 4" | +2 |
| Jungle | Difficult - 3 ^{NLAI} | Obscuring 4" | +2 |
| Junkyard | Difficult - 1 | Obscuring 6" | +2 |
| Lava Flow | Difficult - 1 ^{Pin} | Clear | - |
| Light Woodland | Difficult | Obscuring 8" | +2 |
| Low Crops | Open | Clear | +1 ^{NL} |
| Low Scrub | Open | Obscuring 8" | +1 |
| Marsh | Difficult - 1 ^{OS} | Clear | - |
| Mire | Difficult - 2 ^{OS,Pin} | Clear | - |
| Mud/Sand | Difficult ^{OS} | Clear | - |
| Quicksand | Difficult - 3 ^{OS,Pin} | Clear | - |
| Rocky Ground | Difficult | Obscuring 8" | +1 |
| Rocky Pinnacles | Open ^{NL} | Obscuring 4" | +2 |
| Rubble | Difficult | Obscuring 8" | +1 |
| Ruins | Difficult - 1 ^{NL} | Obscuring 4" | +2 |
| Scrub | Difficult | Obscuring 6" | +1 |
| Tall Crops | Open | Obscuring 8" | +1 |
| Obstacles | Movement ^{NDP} | LoS ^{NDP} | Cover |
| Crater Rim | Difficult | Obscuring 4" | +2 |
| Fortification | Difficult | Obscuring 4" | +3 |
| Hedge/Vegetation | Difficult | Obscuring 6" | +1 |
| Improvised Barrier | Difficult | Obscuring 4" | +2 |
| Pipeline | Difficult | Obscuring 4" | +2 |
| Rocks/Walls | Difficult | Obscuring 4" | +2 |
| Notes | | | |
| ^{NL} | Impassable to large. If referenced in 'Cover', does not give cover to large. | | |
| ^{NLAI} | Optionally impassable to all Large including infantry | | |
| ^{Pin} | Ag test failure also results in an additional pin (a suggestion to replace the existing special rule) | | |
| ^{OS} | Open for suspended, otherwise on marsh, Mire and Quicksand Ag test success allows move at half speed and Ag test failure means no move. | | |
| ^{NDP} | LoS or movement penalties do not apply to units in a Defended Position moving across or shooting across obstacles, or other units moving across obstacles at an Advance. | | |

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Useful Websites

Whilst almost any miniatures can be used in the game, we give the main website for obtaining the miniatures, templates and accompanying Antares terrain below. We encourage players to create their own Freeborn Houses, Boromite Clans, Concord Shards and Algoryn regiments from the hints given in the army lists and in *Antares 2: The Universe*.

The official miniatures, order dice, pin markers and templates used in the game are available from:

www.skytrex.com and
www.warlordgames.com

Laser-cut, MDF science fiction buildings and terrain can be gathered from many stockists, but Sarissa Precision designed specific items for the Algoryn, Boromites and Freeborn and do a really nice range of transmat; Blotz provided the starship corridors used in the version 1 *Dronescore* supplement. Their websites are:

<https://sarissa-precision.com/collections/antares>
<https://blotz.co.uk/> (you might have to navigate to the 28mm terrain section using their ‘Categories’ box)

We also use terrain from other providers such as from [TTCCombat’s Gothic and Utopia SF lines](#) and make a lot of our own!