



ANTARES 2

(BEYOND THE GATES OF ANTARES SECOND EDITION)

PLAYING THE GAME

V2.011 K

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 rules for choosing armies, deployment, and setting up the game as well as scenarios – selectors and rules specific to a faction are in the separate, free army lists for each faction.. Other books describe the background in *Antares 2: The Universe*; descriptions and stats for the weapons and equipment most widely used in the Antares universe in *Antares 2: Playing the Game*; and the basic rules for the game in the *Antares 2: Core Rules*, which has the minimum amount of Antarean-specific material as possible. All are available to download at antaresnexus.com.

We are fully aware that this structure means that the core rules can be used in other universes and backgrounds: this is intentional and feel free to do so! Unlike the *Core Rules*, this supplement is purely about Antarean equipment, so contains no specific, ‘Antares’ flags.

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INTRODUCTION

Antares is predominantly a narrative, objective-based game – the game experience is vastly improved when players play through one of the scenarios. Each scenario describes a situation, the size of forces to be used, an objective and any special situations they might encounter in the scenario. The game also relies on army lists that match that narrative philosophy, the list limitations, points and options allowing for the selection of balanced forces whilst giving players a relatively free hand in choosing units for their armies.

This document contains rules for choosing an army from the army lists (separate, freely available to download from antaresnexus.com), common Army Options – upgrades to a force that give a few tweaks in specific circumstances – and rules for playing allied forces and choosing mercenaries (some of which are found in the Freeborn Army List). The general rules necessary for setting up and playing a game are to be found here, including deployment rules, terrain guidance, objective control and win/loss criteria. We have also included a few hints and tips on altering the scenarios or running games-days or fun tournaments.

The example scenarios themselves are given in a standard form, with a background, optimal force sizes, rules for setting up the game, deployment, game length and win conditions. For some scenarios we suggest options for replaying the scenario in a different form.

Have fun!

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 major 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.

2.11K Typo p.36; stress added for Mounted units and control (non-substantive); altered transfer of control to be consistent at end of action.

2.11J Amended PDF-derived Title

2.11H Wording around FL Thresholds and in alliances clarified.

2.11G Corrected *Well Prepared* example (thanks to Luiso Bosqueviejo).

2.11F Include rules for random creatures. Clarify dropping carried objectives.

2.11E Amended acknowledgements in common Frontispiece.

2.11D Initial release to playtesters.

SELECTING AN ARMY

Each faction in Antares has a wide range of units and vehicles to choose from. In addition, many can take mercenary units or allies. These are all listed in the free army lists or on the Nexus (antaresnexus.com) and guidelines on alliances are given on p.10. All lists have a standard format and reference some common Army Options and Special Attributes, explained below.

Below is an example selector used in the rule explanations. This is not intended to be treated as a normal selector but merely as a tool we can use to explain the rules: the real Boromite selector is in the *Boromite Guilds & Clans* army list.

ARMY SELECTION BASICS

Most models are group together into units; each unit is given a points value representing its approximate capability in the game – more powerful units have higher points values. An infantry unit of three to six troopers, for example, may be worth 10 points whilst a combat drone – a tank – perhaps 20 points or so.

The most common or easily-available units in an faction's army are discounted slightly to encourage their selection. These are normally included in the mandatory, core units of a faction's selector (see below).

Many units can be upgraded by expending a few more points to add extra personnel or additional capabilities to the unit. These are referred to as upgrade options or unit options.

Army Selection

Each player selects a number of units from those available up to an agreed points total. An army can only contain the units from a single faction's army list (barring allies and Mercenaries).

The army lists define the models in each unit, the points for each, and the limitations on the numbers of each units that can be selected for an army.

The points total is typically determined by the scenario being played and will not always be equal – one force may be able to take more units than the other, for example.

Selectors

Having chosen a **faction** for their army, players then have to choose a particular type of force within that faction – a **selector**. Some factions have only one type of force. Each selector represents a tactical or organisational approach taken by that army and sets minimums and maximums for each type of unit.

For example, the Boromite army list (see opposite) has three selectors. The first is a Clan selector, a selector that reflects what the workers at a Boromite mine or building site might have if forced to defend themselves. As a result, its core units consist of Work Gangs or mining tool weapon teams, and limits pure combative or 'security' units.

A contrasting selector is the Breeder force, one representing the army a specialised, lavan breeding clan might raise. The core units in this selector are lavamites or locomites and almost any number of such units can be taken but at the cost of fewer Work Gangs.

Force Level (FL)

Rather than state points ranges all the time, we refer to a Force Level (FL) – each indicating a range of points values (see below). The FL is used to constrain the type and number of units that can be used at a given range.

To try and have a fairly balanced game, very powerful units are limited to a higher FL than others; the FL is also used to set the minimum or maximum number of a given unit that can be taken at that FL in a given selector.

When $\frac{1}{2} \times \text{FL}$ is stated as a limit, a players should round up.

For example, the core units for the Boromite Clan Workface selector must be a number of Work Gangs equal to the Force Level (so 1 at FL1, 2 at FL2, and so on) plus two more which can be a Work Gang, Engineer Team or Workface Team. In contrast, only $\frac{1}{2} \times \text{FL}$ Security Gangers can be taken in that Workface selector (so 1 at FL1 and FL2, 2 at FL3 and FL4).

Force Level Points Range

The table below shows the total point ranges assigned to each Force Level. This is intended to help in designing games where each player might want to use all the units they have, but do

Example Army Selector Extract

Boromite Unit/Squad	Base Points	Limited Choice	Min FL	Clan Workface	Guild Security	Lavan Breeder
Boromite Command	10	Y	1	0-FL	0-FL ^{Core}	0-FL
Work Gang	10	N	1	FL+ ^{Core}	0- $\frac{1}{2} \times \text{FL}$	0-2×FL
Security Gangers	11	N	1	0- $\frac{1}{2} \times \text{FL}$	FL+ ^{Core}	None
Workface Team	6	N	1	0-FL ^{Core}	0- $\frac{1}{2} \times \text{FL}$	0-FL
Lavamite Handler	10	N	1	0-FL	0-FL	1+ ^{Core}
Rock Rider Overseer	16	Y	1	0-1	0-1	0-FL ^{Core}
Rock Riders	14	N	1	0-FL	0- $\frac{1}{2} \times \text{FL}$	Any ^{Core}
Matronite Brood Mother	31	N	2	0-1	None	0- $\frac{1}{2} \times \text{FL}$ ^{Core}

not have enough, perhaps, to match a regular force size (for which, see below).

In scenarios where one player has 50% more than the other, we strongly recommend both players stick to the same Force Level for FL Thresholds.

For example, a 70pt, FL1 force and a +50% force (105pts) should have FL Threshold set to FL1 or FL2 for both armies (players' choice) despite one being FL1 and the other FL2.

Force Level	Points Range
1	30-85
2	86-135
3	136-170
4	171-200
+1	Each +50 thereafter

Force Sizes

Sometimes common force sizes and points allocations are referred to by a name reflecting their role rather than points. The following provides a quick reference for such usage. For example, an Exploration Force is Force Level 2 and consists of 100 points, 50 of which must be from the faction's Core Selection.

Force Size	Total Army Points	Force Level
Scout Force	50	1
Skirmish Force	75	1
Exploration Force	100	2
Incursion Force	125	2
Invasion Force	150	3
Conquest Force	200	4

Core Units

Each selector has a range of units that must be taken. These are 'core units', those that most ably reflect the units that faction would field in that selector. The points spent on the **core** units for an army are up to the player: providing the core units are taken, they may be upgraded as required.

The number of core units – and often others, too – is typically set by the FL, such as 'FL+1' or similar. Players must spend points to buy these core units and can then spend the remaining points up to the agreed total on any additional units they like from their selector. The total number and type of units chosen must meet the FL restrictions.

Core units are often indicated by the tag ^{Core} or similar.

The most representative and most readily-available core units in an army are often discounted by a point. This is enough to make their selection more attractive but playtesting has shown it is not enough to unbalance play. Such units are most often infantry or weapon teams, matching with the intended Antares 2 gameplay.

Selection of Army Options

In addition to the units available, all armies can select one or more **Army Options** (see below). These can be used a few times a game to give particular twists to the order dice selection, or to give boosts to individual units. Army options are different from unit options or upgrades in that they are rarely tied to a given unit (though may be granted by a particular model), and their selection is restricted to a percentage of the points total.

UNIT SELECTOR SPECIAL RULES

It is not only models that have special rules but so can units. These rules typically govern their selection in an army list.

Unit Restrictions

This is a line at the bottom of a unit specification that contains the main restrictions for a unit in each selector (see overleaf). Typically, this shows the selector name and the number of units that can be taken, such as: 'Strike: 1–2×FL', which means that at least one of the unit must be taken, up to a limit of twice the Force Level (so 2 at FL1, 4 at FL2 and so on).

Unique

A model or unit with the Unique trait can only be selected once in a given army (or alliance if using allied armies, for that matter!).

Limited Choice

Limited choice is given to those units that are rare or uncommon. Only 1 in 4 units in an army can be those with the Limited Choice attribute, irrespective of points cost.

A model or character may have the Limited Choice attribute meaning that when it is taken it applies the 'Limited Choice' attribute to the unit to which it is assigned.

FL Threshold (FLn+)

In the lists, this is the Force Level at which a unit can be taken. It relates to the overall size of the army or alliance (see below).

For example, most combat skimmers (tanks) can only be taken at FL2 or higher, this being indicated by the words '(FL2+ only)' against an unit upgrade, or the phrase 'Minimum FL2+' in the unit restrictions, each of which is referring to the FL Threshold at which the unit can be taken.

General Conditions

Whilst the core units in each selector are fairly flexible, it may be that the scenario conditions make them impossible to use.

- In all selectors, if any unit is incompatible with the scenario, such as a vehicle inside starship corridors or in tight spaces, then it can be replaced with infantry or support squads providing other unit restrictions for the selector are maintained.
- In all armies, up to 10% of the total points of the army can be spent on Army Options.
- Any unit can forego its normal weapons, equipment, buddy drones and armour before a game if the player does not have them or merely wishes to drop them for a tactical advantage, such as when facing a subverter matrix.

Worked Example

Consider the extract from the Boromite selector summary, opposite.

Here, the unit names are given in the left-hand column, then its base points (Antares 2 units normally come with everything they need), followed by whether or not it is a Limited Choice unit. The 'Min FL' column states the FL Threshold at which the unit can be taken – the Matronite Brood Mother cannot be taken at FL1, for example.

Looking at the Clan Workface column, we see that there must be least FL×Work Gangs but, helpfully, it is also shown as a Core unit. We can see that whilst the minimum number of

Workface Teams is 0, we could take one at FL1, 2 at FL2 and so on. Usefully, the Clan Workface force can take up to its FL in Lavamite Handlers or Rock Riders, but there are no upper limits for either of these units in a Breeder Force!

Overall, the selector limits allow a great deal of flexibility whilst retaining balance and a narrative feel to a force.

Lists are just a Guide!

On long campaigns the mix of units recommended here may well change. We recommend using the lists provided in the more competitive games as they also provide reasonably balanced forces – within the limits of army point assignment, that is.

That means players should feel free to make their own choices in friendly games! In practice, many players agree with their opponents beforehand which units might be appropriate, especially when setting up asymmetric scenarios (where forces have different points totals). It can also be interesting using a smaller or larger core force and expanding or reducing the additional points, or not using the guidelines at all and just using the individual unit points values.

It is worth noting, here that, in friendly games, the authors and contributors to these rules often just put units on the table that ‘feel right’ – the aim is to have fun, after all!

UNIT DEFINITIONS

Each model in a Unit Definition follows the outline given in the core rules. Beneath these is given upgrade options, typically extra models, and selector restrictions (see above). An example unit definition is shown below

Here, the Strike Squad is an infantry squad, qualified as ‘PanHuman’ due to a dependency in the lists. The squad as a whole costs 10 points and comprises a single Strike Leader, three Strike Troopers, one Lance Trooper and a Spotter Buddy, each of which have the stats shown. The models in the unit are equipped with hyperlight armour and most have plasma carbines and plasma grenades. The squad leader has an additional x-sling with slingnet ammo and the lancer has a plasma lance instead of the carbine, adding an anti-vehicle component to the squad. The squad leader also has the Tough special rule, more to reflect his experience in keeping his head down rather than because he is harder to kill!

Upgrade Options state how the unit can be altered or made more effective simply by selecting the option stated (or a number) and spending the additional points given. This unit can be upgraded by expending extra points to have one or two

more strike troopers at two points each., But others may be expanded by the addition of different buddy drones, or by upgrading a member of the unit to a different type (given in the list of unit members), or even giving some members of the unit different weapons. Weapon Teams are often shown with a basic weapon as standard, but then allow for that weapon to be swapped out for another (a mag light support being swapped out for a mag cannon, for example)/

The **Unit/Force Restrictions** state in what selectors, and sometimes at what FL, the unit can be taken – if no minimum FL is stated, then the unit can be taken at any FL. It will also state whether the unit is Limited Choice (1 in 4 units maximum) or Unique.

Here, we see that in a Strike Force there is a minimum number of Strike Squads required, the number equal to the FL (FL+), but there are no limits as to how many such squads can be taken (subject to the points total, of course!); in a Drop force, the number of squads is limited by the Force Level, but there is no minimum. This reflects the Concord’s reliance on a its core, multi-role Strike Squads.

ARMY OPTIONS

Army Options are additional, non-combat capabilities available to an army that a player can take to supplement his choices. The standard options are listed below, together with their normal points cost which should be taken from the additional points pool for an army.

Few factions can take all the options: exactly which options can be taken is detailed in their army list. Each Army Option also costs a different amount to each faction depending on its capability, and some armies or characters have or provide free army options.

Up to 10% of the points available can be spent on Army options.

The following are the Standard Army Options available to many factions. Exactly which of these are available to a faction is given in the faction’s arm list, along with the other special rules for the faction.

Army Options are a good way of using up spare points or of sneakily boosting the capabilities of your army.

Example Unit Definition

Strike Squad (PanHuman Infantry, 10pts)									
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
1 × Strike Leader with plasma carbine, x-sling with slingnet, plasma grenades; hyperlight armour	5	5	5	5	5(7)	7	8	Tough	
3 × Strike Troopers with plasma carbine, plasma grenades; hyperlight armour	5	5	5	5	5(7)	7	8	–	
1 × Lance Trooper with plasma lance, plasma grenades; hyperlight armour	5	5	5	5	5(7)	7	8	–	
1 × Spotter buddy	–	–	–	–	–	–	–	–	
Upgrade Options:									
• 0–2 Strike Troopers @ 2 pts each									
Unit/Force Restrictions – Strike: FL+ Drop: 0–FL									

Block!**Typical Cost:** 1pt**Maximum:** 2 × Force Level

Your combat shards have anticipated the enemy's intentions enabling you to block their move this time. The Order Dice drawn from the bag is returned and another random dice is drawn: this second dice stands and cannot be blocked!

Special dice such as event dice, a dice declared to be an IMTel Boost or the Ghar Distort Dice are not Order Dice so cannot be Blocked.

Use once and discard.

Countershards +x**Cost:** 2 for 1pt (only purchase two at a time)**Maximum:** 2 × Force Level

This is used to counter an opponent's IMTel dice when the dice is declared (see IMTel Boost, below). The 'x' gives the bonus to give to the Countershard roll, such as 'Countershard +2'.

As soon as an opponent declares the use of an IMTel dice, a player with Countershard can attempt to deny the IMTel dice usage. Each player rolls D10, adds their Countershard value, and compares the result: all nations gain +1 to the result for each NuHu in their army. If the faction using the IMTel dice has an equal or higher result than their opponent, then they can use the IMTel dice, otherwise its usage this time is prevented and the dice is put aside, ready to be put back in the bag at the start of the next turn.

The default Countershard values are:

- +3 for Freeborn, who are excellent at shard-stripping, and Virai (who corrupt the IMTel);
- +2 for IMTel nations and Algoryn;
- +1 for Ghar (whose technology makes life difficult for the IMTel!); and
- +0 for the nanosphere-resistant Boromites.

Use once and discard.

Extra Shot**Typical Cost:** 1pt**Maximum:** Force Level

Good fortune is not just a matter of luck – time and resources spent maintaining equipment and training troops always pays off. If you score a Lucky Hit with any shot you can make one more shot with that model using the same weapon with exactly the same score required to hit the same target. Roll one more shot to score a hit.

This cannot be used by weapons with 'Fractal Lock' or which have special effects dependent on a particular order.

Use once and discard.

Get Up!**Typical Cost:** 1–2pts**Maximum:** Force Level

Leadership is a vital factor in combat and a determined, inspiring leader can make all the difference in the heat of battle. When making a Recovery Test (to put a down order dice back into the dice bag) you will succeed on the roll of anything but a 10 regardless of the value you would normally have to test against. A roll of a 10 is still a fail and no pin markers are removed – as standard.

Use once and discard.

IMTel Boost**Cost:** 2pts/Free with NuHu; Concord and Senatex only**Maximum:** 1 only

The IMTel enables much faster integration between the different components of a combat shard, giving IMTel units advantages that other factions cannot match. An army with the majority of units of an IMTel nation origin gain an extra order dice at the start of each turn.

The IMTel dice is identical to any other dice a faction is using and only when drawn and declared does it become an IMTel dice. The dice can be used as follows:

- **IMTel Bonus.** To add +1 to the target number on any single roll – the IMTel die must be declared and taken from the order dice bag before rolling the dice. Note that the die in this instance is taken, such as with Follow order, not drawn in the normal order of play;
- **Evasive tactics.** When their order die is drawn in the normal manner, as long as the IMTel dice has not yet been used, the IMTel player can declare their just-drawn die to be put aside, not to be used this turn;
- **IMTel Recovery.** At the start of a new turn, before any units have moved, a unit with a retained Down order can attempt another Recovery Test. Take the IMTel dice from the bag, put it to one side and attempt a Recovery Test: if the test succeeds, the unit's order dice is placed into the bag with the others, otherwise, the retained Down order remains;
- **Discarded.** If the IMTel dice is unused at the end of a turn, then it is ignored.

(Cont...)

Standard Army Option Summary

Army Option	Typical Cost (Pts)	Maximum Allowed	Summary
Block	1	2×FL	Return drawn Order dice to bag.
Countershard +x	0.5	2×FL	Block use of an IMTel Dice.
Extra Shot	1	FL	Luck Hit grants extra shot.
Get Up!	1–2	FL	Succeed Recovery Test on 1-9.
IMTel Boost (IMTel only)	2	1	Gives an extra 'IMTel' order dice for whole game (Free with NuHu).
Marksman	2–3	1	Reroll all dice from one shooting.
Pull Yourself Together	1–2	FL (1/turn)	Remove 1 pin at end of turn.
Superior Shard	3	1 (1/turn)	Remove one enemy order dice for a turn.
Well Prepared	1	2×FL	Add +2 to any single Re-roll.

(IMTel Boost, cont...)

If the users of this Army Option end a turn with more non-IMTel units in their force than IMTel units (e.g. allies or mercenaries), the IMTel die is lost for the rest of the game.

Marksman

Typical Cost: 2–3pts

Maximum: 1

Fire accuracy is not just down to training but also the effectiveness of a unit's combat shard – eliminating wasted shots and ensuring maximum effectiveness. If you shoot with a unit and don't like the result take **all** the shots again, regardless of whether they hit or miss, and regardless of Lucky Hits and automatic fails. Whatever result you roll the second time stands, with no further re-rolls allowed, even for spotters or other special options.

Use once and discard.

Pull Yourself Together!

Typical Cost: 1–2pts

Maximum: Force Level (maximum usage 1/turn)

Good training strengthens the bonds of loyalty between units. At the end of the Turn End phase during the Special Effects activities, you can expend a Pull Yourself Together! to remove 1 pin from one unit.

Use once and discard.

Superior Shard

Cost: 3pts

Maximum: 1 (maximum usage 1/turn)

The combat shards of both sides are in constant competition to accumulate data and out think their opponents – man or machines. At the start of the turn you can remove 1 of your opponent's order dice from the dice bag. This dice isn't used that turn and is returned into the dice bag at the start of the following turn. This means your opponent will have to fight without one of their dice that turn.

Use once and discard.

Well Prepared

Typical Cost: 1pt (First free in some factions)

Maximum: 2×Force Level

Success comes from good preparation, study of the enemy, and understanding your own capabilities. If you take any single **re-roll** you can add plus **two** to the value tested against.

Use once and discard.

For example, when granted a Res re-roll due to Tough instead of testing against a Res of 7 you could use a Well Prepared and test against a Res of 9.

PLAYING WITH ALLIES

It is possible to have several forces on the table at the same time, such as a Mercenary contingent or two allied forces. There are some restrictions on how this operates and on which factions can ally with each other.

The section at the end highlights which factions can co-operate with each other and to what degree they can do so.

Full Co-Operation

Each force merges its order dice and command structure and uses one die pool for all the units. Equipment effects such as from probes or auto workshops can be used by either force in the army, as can command and control effects: it is one army and one force, just with different components.

Given the unlikely nature of such an alliance, this is best used in friendly games or when players want to combine different, smaller forces into one.

Friends and Foes

This is a more likely alliance where each force in an army has their own order dice but can temporarily loan one of their own, just-drawn order dice to their ally. The option is up to the player controlling the force whose dice is drawn whether or not they loan it to their ally.

The ally can then assign that order die to one of their own units. No unit can receive more order dice than allowed, so once a loan has been made, any dice remaining in the bag have to be given to allied units who have not yet had their full order dice allowance.

Whilst equipment and probe effects can be shared, command and control effects such as Command or Follow only affect those in the same force as the command unit. For example, in a mixed Freeborn-Concord army, a Concord Strike Command squad could only have their Command, Follow and Hero used by other Concord units, not by the Freeborn).

Tense Alliance

Each force has their own order dice and cannot give order dice to their ally. No command and control or equipment can be shared: each force operates independently of the other towards a shared goal, but that is as far as the co-operation goes!

It is possible that one force in a tense alliance with another could attack their own allies for advantage.

Allied List Selection

Each force in the alliance is allocated a points total taken from the overall points available to the army. The amount allocated to each force is up to the players in the alliance, most often dictated by the models available.

The points and FL allocated to each force only set the **core unit** requirements for each, individual force in the alliance. Other selection limitation, such as the numbers and type of units or models allowed, are set by the *overall FL* of the alliance.

In other words, the Force Level of the overall size of the alliance sets the **FL Threshold** (see p.7) for the selection of units and upgrades and for selection limits. However, each force in an allied army need only comply with its core unit (see p.7) restrictions for the FL of the points *actually allocated to it*.

For example, in a 150-pt (FL3) alliance, a Concord force is given 100 points (FL2) and the Freeborn 50 (FL1).

The FL Threshold for the limits on unit selection is FL3 – the total points in the alliance.

The Concord must select core units for an **FL2 force**, most likely four Strike squads and support units as their list dictates. Note that at FL2 a Concord force cannot normally take heavy combat skimmers and could only take two NuHu Mandarin units.

The Freeborn must choose core units based on **FL1 restrictions**, typically three domari and vardanari infantry or support units as stated in their lists.

After selecting those core units, either or both forces can choose units that can be taken at FL3 – providing that there are points available, of course!

In the Concord's case, this means it can take a heavy combat skimmer, normally FL3+, as the FL Threshold for such the alliance as a whole is FL3 (150pts). Similarly, the Concord could take three NuHu units if it wished as the overall alliance limit is FL3 and the number of NuHu units are limited by the FL.

Alliance Restrictions

The following restrictions reflect the nature of political and technological life across Antares.

- **Ghar** will not ally with, nor work with or for any panhuman force.
- Non-human species can be hired as mercenaries by the **Ghar** or can ally with them using the 'Tense Alliance' rules.
- **Virai** will not hire or work with any living species, though may undergo a 'Tense Alliance' with a drone force and may hire non-biological or drone mercenaries.
- **Isorian** or **Isorian**-style units will not co-operate with, ally with or hire any **Concord** units or forces: the IMTels of each regard their opponent as an infestation akin to a computer virus.
- **Concord** or Concord-style units will not co-operate with, ally with or hire any **Isorian** units or forces.
- **Vorl** will not co-operate with nor hire any panhuman species or unit. They may hire Askar mercenaries.
- **Algoryn** will not hire or ally with any force that involve Ma'Req (exiled, now mostly criminal, Algoryn).

- **Algoryn Vector AI** formations may form a 'Tense Alliance' with other panhuman forces or mercenary companies.
- **Algoryn SD Hazard** formations cannot ally with, nor hire, a Mercenary Company nor take any Mercenaries-for-Hire.
- **Algoryn SD Hazard** formations will not ally with **any** other non-Algoryn force.
- **Algoryn AI** and **Algoryn SD** formations may form a 'Tense Alliance' or a 'Friends and Foes' alliance with each other, but will not ally with 'Full Co-Operation'.
- After their forced destruction of Zyra, **Algoryn** forces will not ally with **Isorians** – the ravages and razing of Zyra have left a sour taste in the upper echelons of Algoryn society!

USING/HIRING MERCENARIES

Mercenary units earn their living from surviving multiple battles so if things are going against them may not always be loyal or may even turn and join the opposition! The following rules apply to Mercenary Companies and mercenaries-for-Hire.

- A **Mercenary Company** is a force like any other and can be hired and used as an allied force as described above. Every unit in the Mercenary Company is counted as having the Mercenary special rule.
- **Mercenaries-for-hire** are individual units that operate within an existing force's combat shard, as part of that force. The unit includes one or more troopers who have the **Mercenary** special rule and is classed as a Mercenary unit.
- The number of Mercenary for Hire units in an army cannot exceed the number of non-mercenary units in the army.
- An allied Mercenary Company cannot be larger in terms of points than its ally.

The Mercenary Special Rule

This is given to a unit that is hired from outside a faction or to units in a Mercenary army.

Any Mercenary unit that is required to take a break test must check on the Mercenary Break Test table instead, as follows.

Mercenary Break Test Table

Test Result	Action
1 or Pass	The Mercenary unit acts as normal
Fail	Wavering. If the army has reached its break point, even if the scenario ignores break points, treat this as a potential 'Turncoat' result. Otherwise, the break test result is a normal – either break if half unit complement or less, otherwise to go Down.
10	Turncoat! If the enemy cannot hire the testing Mercenary unit, treat this as a Wavering result. Otherwise, if the enemy can hire the Mercenary unit, the unit defects and joins them! Replace the mercenary unit's order dice with one of the enemy's but turn the current order to Down whilst the unit re-shards itself. The unit retains its current pins, recovers its order dice as normal under its new owner, and is otherwise treated as any other Mercenary unit but under its new commander. Once a Mercenary unit has defected, it uses the regular Break Test table and will not defect again. The unit counts as lost to its original paymaster and against the original army's break point, can gain objectives for its new paymaster, but does not count towards its new paymaster's original break point, unit or order dice total.

How to Play

A game of Antares can be played between two opposing sides, each side comprising one or more players in a regular head-to-head style of play. The game can also be played between two or more opposing sides with a third party games master or umpire. The first approach requires little preparation other than that required for the scenario and can be played on the basis of simply turning up with a suitable force. This is sometimes described as a competitive, tournament, club or even ad-hoc style of play. The second method is closer in approach to a role-playing game, where an impartial games master creates a scenario and runs the adventure, improvising rules if he feels the need, working out the back story, and setting objectives for the players.

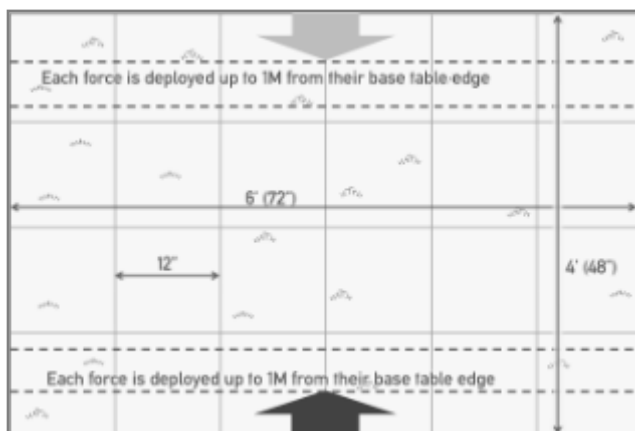
This second method obviously takes more effort to prepare and calls for a different attitude from the players, one that's focused on working through the story to find out what happens than simply winning or losing. It's also the approach taken for many of the more complex scenarios in the Antares supplements. Importantly, when a games master is running a scenario, rules can be changed or new rules applied should they be appropriate. In a games master run game there is only one unbreakable rule – the games master is always right! In such games, the games master can't win or lose as such, his job is to help everyone involved have a great time.

In recent years the head-to-head style approach has become the norm amongst tabletop gamers. As a result, the following scenarios are primarily designed for a head-to-head style of play. Nonetheless, even in head-to-head games, Antares is predominantly a narrative style game, one in which the story rules and in which players often shape their own stories during the game around a shared setting involving favoured characters, units, troops or even situations. Antares merges the story-telling aspect of the second method with the ease of the first approach.

As a result, we recommend that objective-style scenarios are used. Of course, pure conflict games have their place and make for a very different change of pace, especially when mixed in amongst the more narrative scenarios – and can even generate a narrative in their own right!

TABLE SIZE

For practical purposes it is assumed that scenarios are played on a table four feet across/wide and six feet long with forces starting from opposing long edges unless stated otherwise. This corresponds to the size of table most commonly used at clubs and which can be fitted into most players' homes without too much disruption to domestic arrangements. The diagram below shows such a table with normal deployment (maximum 1M). We've marked the table into 12" (1') squares to make it easier for players to deploy or locate scenario objects, but we don't expect such lines to appear on your own gaming table!



In some scenarios the game is instead played from the short edges as shown below.



Regardless of whether the game is played from the long or short edges, we divide the battlefield into two by drawing an imaginary centreline between the two sides across the middle of the table. This defines each player's half of the table. The middle of the centreline (midpoint) is used in some scenarios when placing objectives or terrain and in many scenarios the table is divided into six, equal-sized, 2' x 2' sectors (4 of the squares shown) – three in each table half.

In some scenarios, units are deployed up to the halfway mark, or objectives might be allocated to one half of the table or even a specific 2' sector and sometimes in a specific 1' sector or portion of a table edge.

SETTING UP THE TERRAIN

Most of the scenarios give an outline of the scenery required and we leave it up to the players to decide exactly what terrain to use and where to position it. The guidelines below are designed to help players set up games, perhaps at short notice or using whatever scenery is at hand. Players who would sooner adopt some other method and arrange things to their mutual satisfaction are – of course – welcome to do so.

In some scenarios specific elements are required, but otherwise it is left to the players to choose and arrange the terrain as they wish. Terrain should be placed before the players decide which side of the table they will fight from, which makes it in both players' interests to create a tabletop that doesn't favour one side more than another.

Antares plays better with plenty of terrain as cover or obscuring line of sight, whether in the form of obstacles, area terrain or buildings: such terrain plays a vital role in ensuring your troops minimise their losses. The more terrain there is, the more opportunity there will be for troops to advance into good positions, to out-manoeuvre opposing forces, and coordinate or support attacks. If there is insufficient terrain, troops will be reduced to either hunkering down to reduce casualties or piling straight at the enemy hell for leather and trusting to luck – neither of which makes for a very interesting battle.

However, every player and every group have their own preferences as to setting up obstacles and area terrain, so we leave it up to players to decide exactly how much and what type of terrain they use and what sort of approach they take to defining terrain. The overriding principle is that it should be fun for all players involved!

What follows are guidelines and recommendations based on play.

Some players prefer setting up terrain alternatively, positioning each item in turn from a pool of available terrain. Others like a purely random method, rolling for each item. Still others prefer placing the terrain on the table so it looks good – a 'narrative' style whilst others even prefer placing it so it resembles terrain as it might appear in real life! Yet another method relies on an independent third party or games master laying out the terrain.

Another, tried-and-tested method of setting up terrain that works well is for one player (perhaps the one who arrives first!) to place all the terrain roughly according to the guidelines below and the later arrival choosing which table edge is 'theirs'. Alternatively, the players can adjust the terrain by mutual agreement such that the final layout both looks good and is something over which all players agree they can have a good game.

Terrain Guidelines

Place any specific terrain that is needed to play the scenario first. Then place any other terrain you wish. For each 2'x2' sector, two or three items of full size terrain is a good rule of thumb, but it is not necessary for those items to be distributed equally between all sectors.

It is recommended that any hills are placed before other terrain and that hills aren't placed within 8" of the centre of the table unless the scenario demands otherwise. This is to ensure the rival forces don't start the game divided by a hill – hills in the middle of the table always tend to come down to 'take the hill!'

When placing terrain near to buildings make sure you leave a space around buildings so that troops can move in and out through doors. It is important to place doorways carefully, especially where buildings are objectives, such that both players have equal chances of entering or attacking the buildings.

Terrain Piece Sizes

Players will have their own terrain models and we wouldn't want to be too restrictive when it comes to building a battlefield. However, for practical purposes terrain should ideally conform to the following sizes.

We recommend that a single piece of area terrain should not be smaller than 4"x4" and a single obstacle no smaller than 4" long. Items of terrain around 6"-10" across work well, but there is no need to rigidly stick to such sizes as it can be fun hunting your opponent through a large wood! If smaller pieces of area terrain are all that is available, we recommend increasing the number of items of terrain per sector – a good rule of thumb is to treat smaller areas of terrain as half an item.

A single building block or two or more vertical blocks should be treated as one item when it comes to selecting and placing scenery. We recommend buildings are from 6" x 6" up to 10" x 10", but it doesn't matter if the buildings are larger or smaller.

CHOOSING SIDES

Once the terrain is set up, both players may agree which is the best side for their forces to arrive, in which case don't bother with this step! Otherwise, there are several methods of randomly choosing table sides. Either nominate one table edge as side 'A' and roll to see who starts from that edge (lowest wins in Antares!) or roll off and allow the winner to choose the table edge they prefer. In some scenarios one or more players start from a position other than an edge, or may have a different role in the scenario, but in any such case we recommend the players agree between themselves who takes what role or otherwise determine the roles randomly.

DEPLOYMENT

The scenarios that follow describe where the opposing armies deploy at the start of the battle. Unless a scenario specifies how units are to be deployed, the default or standard method is as follows.

1. Take one order die per unit to be deployed and place them in the dice bag.
2. Draw the order dice one at a time.
3. When a player's dice is drawn they can select a unit and place it on the table in accordance to the deployment rules given in the scenario.
4. Once all units have been placed on the table the army is deployed and the game is ready to begin and any pre-game activities are performed. Such activities could be an Infiltrator's move, or a pre-game barrage.

Deploying MOD and Transported Units

If a force includes units with multiple order dice such as MOD units, only include **one** order dice for them when deploying or coming onto the table because, perhaps obviously, you can't deploy 'half' a Matronite Brood Mother (think of the mess!). Similarly, the order dice for units already embarked within transports or in compactor buddies are not placed into the bag for deployment as they are deployed when their transporting unit or drone is deployed. Likewise, additional dice for IMTel Boosts, Ghar Distort or other effects are not placed into the bag for deployment.

Once the MOD/transport units have arrived on the table during the game, put their remaining MOD and the transported units' order dice back in the bag. Similarly, if deploying before turn one, don't forget to put the MOD and transported unit's order dice into the bag!

Standard Deployment

Where no deployment rules are given, units can deploy within one of their moves (1M) of the player's table edge. This is referred to as a player's deployment zone. Sometimes the deployment zone is specified, such as 10" deep × 20" wide either side of the centre of a player's edge.

If a unit is too big to be deployed compared with its move, then place it against the player's table edge.

Some units, such as Snipers, have exceptions to these rules that enable them to deploy anywhere within their player's half of the table or are able to take actions before or after deployment. Whatever the special rule, no unit can deploy more than 20" away from its own table edge.

10" Rules For Deployment

Regardless of where units are allowed to deploy, at the start of the game units cannot be deployed within 10" of enemy units that are already deployed. This only applies when deploying armies at the start of the game and not to units entering the table during the game itself.

Further, even when units are allowed to deploy 1M onto the table (a standard deployment) no model, including probes, may deploy further than 10" onto the table unless they have a special rule that allows them to do so.

Deploying Half An Army

Some scenarios specify that half – or some other proportion – of an army must be deployed in a specific way. For example, in some scenarios half the army is deployed on the table at the start of the game, whilst the remainder move onto the table during play.

During deployment, 'half a force' – or whatever proportion of the force is specified – is defined in terms of the number of **order dice** for that force, even where models operate separately in units such as probes or where a unit has multiple order die (MOD). For this total, ignore additional order dice from other special abilities such as Ghar Amplifier dice, IMTel dice or Virai Reprogram dice. Units embarked within transports or compactor buddies are still counted towards this 'half a force' total – they are only ignored when actually placing dice into the bag for deploying them in their transports.

If dividing up the army results in an odd number, always round up for the initial deployment. So, if there are 9 order dice in total 5 order dice worth of units are 'half' not 4.

MOVING ONTO THE TABLE

Some scenarios begin with one or both armies off the table at the start of the game. Units move onto the tabletop from the table edge either in the first turn or during a subsequent turn: do not include these order dice in the bag until the start of the turn on which they are able to come onto the table. Unless stated otherwise:

- units that enter the table in the first turn must be given a Run or Advance order to enable them to move, and the order is automatically carried out without an order test;

- units that enter the table in the second or subsequent turn also need a Run or Advance order to move, but must take and pass an order test (arrival test) to enter the table.

A unit whose order dice is in the dice bag must attempt to move onto the table unless special circumstances dictate otherwise – commands have already been issued! For example, a unit that fails its arrival test in turn 2 cannot arrive onto the table, and an army that is short an order dice due to a subverter matrix (see the Equipment Section) may run out of order dice before a unit is even able to test!

Arrival Tests

Any arrival tests are taken using the units basic Co stat with no modifiers, cannot make use of any other unit's Co stat and cannot issue or be issued with orders arising from special abilities such as a Follow order.

Units that fail their arrival test do not enter that turn, but can continue to test to enter in each subsequent turn until they do so. Such units do not go down, do not suffer any additional penalties and cannot be given any dice that relies on them being given a specific order – such as Ghar Distort dice. If a transport or compactor contains embarked units, then those units are also held off-table and cannot dismount until their transport arrives on-table.

Arriving onto the Table

When a unit moves on from a table edge, pick a point along the edge and measure each model's move from that point. In some instances this point will be specified in the scenario so you don't get to pick. Move all the models belonging to the unit onto the table if possible: if not all models are able to move on, further models are allowed to enter the table either side of the specified entry point so long as they can move into formation with the rest of their unit.

If any models are unable to enter the table for any reason, the unit must maintain formation with its entry point, and any models yet to enter automatically do so when the unit next moves.

Some scenarios it can be more difficult to enter straight away and progressively easier in subsequent turns, to represent the arrival of reinforcements. Such rules are specific to the scenario and override any normal limitations given here.

No assault.

Units are never allowed to make an assault when they move onto the table. Otherwise, unless the scenario specifies otherwise, units moving onto the table are treated the same as units already on the table and can therefore shoot, run, sprint and so on assuming they are otherwise capable of doing so normally.

Deploying Probe Units

When deploying probe units such as targeters, all the models in the probe shard are deployed at the same time. This is because probes are still 'one unit' even though they don't need to be deployed in formation. As probe units do not have a Command (Co) stat to test against, when moving onto the table they assumed to pass the arrival test without testing.

Where a scenario has multiple deployment zones, or where some units begin off table and deploy onto the table during play, a probe unit must either be deployed in its entirety at the same time into a single zone or kept off table in its entirety.

Individual models belonging to the probe unit can deploy at different points in the deployment zone if the player wishes, but they all have to enter in the same zone.

For example, if the force has to deploy from the player's table edge every unit in the probe shard has to deploy along that edge, but not necessarily from the same point.

MOVING OFF A TABLE EDGE

Units are not allowed to move off the table edge during the game unless this is a specific requirement of the scenario or something conferred by a special rule or condition. Units halt at the edge of the table. In some scenarios the objective is for units to leave the table by one or other table edge.

Moving Off as an Objective

If the objective is to move off a table edge, then as soon as any portion of one model crosses the table edge the whole unit is judged to have left the table and is removed from play. Thus, in scenarios where a unit must leave the table it is only necessary for one model to move over the edge, at which point all remaining models are assumed to follow regardless of the distance moved to do so.

Models in a probe or similarly sharded unit are normally excluded from objectives but when they are, they must all move off individually.

GAME DURATION

Each scenario has its own victory conditions and duration based upon the objective for the scenario. Typically, a game lasts until an army has achieved its victory conditions. In the absence of statements to the contrary, the game lasts six turns or at the end of a turn in which one army has reached its break point (see below). At this point, roll a D10: on a result of 1-5, the game continues one more turn; on a result of 6-10, the game has ended.

In any game, an alternative way of deciding which side has won is by comparing the points value of units removed as casualties as described below.

Army Break Point

An army that has lost more than half its starting order dice has reached its break point and is broken. This does not mean the army is destroyed or is reduced to fleeing in uncontrolled terror from the enemy (we leave it to the opposing player to suggest that!), only that it has become ineffectual as a fighting force.

Not all scenarios use an Army Break Point.

WINNING/LOSING

This is completely up to the scenario. Some scenarios are based on objective points, others on achieving a goal, whilst others are asymmetric where one side has to deny an area or goal to the enemy.

Objective Scenarios

These have a specific aim such as control of a building, control of an object, retrieval of an object or carrying out an activity on one or more objectives. Each scenario has different rules, specified in the 'Special Rules' section of the scenario. Typically, victory points are awarded for control of each objective.

Objective based scenarios are biased towards control and casualties do not count towards victory. However, the variations are too wide to make a general rule so each objective based scenario states whether or not breaking the enemy proves to be of benefit.

Objective Control

Many scenarios rely on the control of one or more objectives, with points scored for controlling an objective. Objectives normally start off **uncontrolled** and become, or remain, uncontrolled if no unit from either side can establish any form of control.

The control rules are as follows:

- Normal **control radius** is 3" from an objective, though some scenarios may alter this (to 5", for example);
- Unless stated otherwise, an objective is contested or under **contested control** if both sides have any **infantry**, **mounted** or **weapon team** units or their command variants within control radius of the objective;
- An objective is **controlled** (sometimes termed sole control or full control) if an **infantry** or **weapon team** unit or their command variants are within 3" of an uncontested objective – it does not matter what order the units have as even a Down order is a tactical decision with benefits and a vital part of some factions capabilities;
- A **beast** unit can be classed as being equivalent to infantry if it still has one or more handlers – a beast unit with no more beasts and just the handler is an infantry unit;
- A **mounted** unit can contest control but to fully control would have to dismount as stated in its army lists – which would normally be as infantry or a weapon team.

Scenarios may allow for control of an objective by drones, vehicles or humongous beasts. Where this is the case, it is explicitly stated in the scenario.

Occasionally, a scenario allows points to be scored for contested control, or insists that an action be taken to secure the victory point. Such action is normally, but not always, a Rally and is taken just like any other Rally – it just has an added benefit for the scenario!

Carried Objectives

Objectives can only be carried if the scenario says so and can be items or individuals. Such item's or individuals must first be under sole **control** (see above) at the **end** of a controlling unit's Action or Reaction and must be within unit cohesion distance (typically 1") of a model in that unit. The objective can then be gathered up and assigned to any model in that unit that is within cohesion distance: this is the carrying unit and model.

Carrying units and models have the following restrictions/benefits:

- Carried objectives remain in the sole control of the carrying unit and model until dropped or handed off and cannot be contested until such time;
- A carried individual is actually being escorted so typically prevents it's carrying unit from receiving more than one Run- or Advance- based Action or Reaction in a turn (so no double-move Overclocking from Virai or double-move Amp dice from Ghar battlesuits).
- Units carrying objectives cannot sprint;
- Carrying units must remain as the type they were when the objective was first controlled (typically infantry);

- An objective does not count as a model for unit cohesion or separation distances;
- Carried objectives can be handed off to other models in the carrying unit or in another unit at the **end** of the recipient unit's Action and following the same rules as picking up the objective in the first place (cohesion, control): if control could be contested at the point of hand-off, the hand-off cannot take place (see above for contesting control);
- A carried objective may be dropped at any point during a carrying unit's Action or Reaction;
- Objectives can be stolen after an Assault by the winner if the losing unit breaks and is removed from the board;
 - If both units are destroyed, the objective becomes uncontrolled;
- If its carrying model is destroyed, a carried objective is dropped and becomes uncontrolled;
- Unless stated otherwise, an objective can be taken into a transport by a carrying unit and occupy Transport Space 1.

Some objectives have a degree of autonomy or random actions. When this is the case, they are assigned an order dice which is taken from them and given to the carrying unit when they are captured. The order dice is not placed into the bag until the objective is uncontrolled again.

Occasionally a scenario will specifically state that objectives are carried by a whole **unit** rather than a single **model**. In such situations, the objective is moved as if it were a buddy drone.

Destroying Objectives

This is typically stated in the scenario. As a guide, however, individuals can be targeted by a Lucky Shot and save as normal, typically having the armour of their type (C3 individuals would be wearing hyperlight armour, for example). Unless stated otherwise, items have a Res save of 8.

When an objective is a building or cargo pod, it can normally be targeted like any other building or item of terrain.

Confrontation Scenarios

Other scenarios are purely confrontational, situations where weakening the enemy is vital. Often this is in conjunction with another objective, a varied set-up or asymmetric forces.

In confrontation scenarios:

- if one side is **broken** at the end of the game and the other is not, the side that is broken has lost the battle and the other side is the clear winner. In such a situation, the side that has been broken cannot score more than the winner, even if the winner has lost units of greater points value.
- If both or neither side is broken at the end of the game, total the order dice that each side has lost including MOD but ignoring other, special order dice, and compare it with their original total. The side that has lost the least proportion of order dice is the winner. If this value is (roughly) equal – within 10% – the result is a draw.

Sometimes points are awarded for the scale of the win, such as a resounding or marginal victory.

For example, a Concord army of six order dice has fought a battle against a Ghar army with five. Both lost three order dice. The NuHu has it's IMTel Boost dice and the Ghar their Distort and Amp dice, but all are ignored as the IMTel and Amp dice are special order dice whilst the Distort is an event die.

This means the Concord have lost 50% of their force (3/6) whilst the Ghar 60% (3/5). This is either a draw as the results are within 10% or a marginal victory for the Ghar.

TOURNAMENT CONSIDERATIONS

Even in balanced, head-to-head games, Antares is predominantly a narrative game, one where a confrontation is explored. A narrative develops throughout the game in the interaction between the units, the ebb and flow of the conflict building the reputation of some units and trashing that of others.

Despite the overwhelming slant towards a narrative conflict, tournaments can still be played. The scenarios here can be used, counting victory points and perhaps a win-loss-tied record, or scenarios can be downloaded from the Nexus website, or scenarios can be created by tournament organisers.

Lists are always an issue in tournament games. We would recommend most three-games-a-day tournaments are fought using 75-125pt FL1/FL2 lists – the lists can be downloaded for free from the website. There are also some considerations some organisers like to impose – which is fine – but it's worth going over a few differences between *Beyond the Gates of Antares* and *Antares 2*.

Order Dice

In BtGoA, some tournament organisers liked to impose an order dice limit to restrict the runaway order dice 'spam' in some forces. In *Antares 2*, however, we would urge organisers to not do this as the unit costs now take into account order dice and there are no incredibly cheap units.

Instead, if organisers still wish to limit order dice so as to control the amount of time each game takes, we recommend setting an **order dice ceiling**. Every participant at a particular game would receive the same, fixed number of order dice (excluding event or special dice like IMTel Boost, Virai Reprogram or Ghar Amplifier dice) and draw them and lose them as normal.

If a force has more order dice than their units can receive, they can put aside dice when they are drawn as a null die and draw again. Perhaps obviously, towards the end of turn any order dice in excess of what the units can take have to be put aside.

A more likely situation is when a player has more units than available order dice. In which case, every order dice (bar the IMTel Boost die) has to be allocated to a unit. Here, even the IMTel Boost die could be allocated to a unit and ignored for a turn.

If such a ceiling is used, we would suggest a maximum of six order dice at 50pts, 8 to 9 for 75pts, 11 to 12 for 100pts and 15 for 125 to 150-pt games. These are not hard limits, however, and organisers may wish to reduce the number of dice to speed up play.

Random Turn Ending

Another way to limit the length of turns is to place two, identically coloured trigger (order) dice into the bag making sure they do not match the colour of order dice used for each side nor that of special dice such as other trigger dice (an example being the Ghar Distort Dice). When the first of these is drawn, put it to one side – it serves notice that the end of a turn is due.

When the second such order dice is drawn, the turn ends – proceed immediately to the turn end phase and complete any turn-end bookkeeping, recovery tests and such as normal.

It can happen that the first two dice out of the bag are the turn end dice – this is fine: units with Fast may well have moved already and other units come off Ambush so it is impossible to rewind the clock. Just treat that turn as a temporary lull in the battle and proceed to the turn end phase, as normal.

'Plus' Lists

Another method of allowing for an interesting tournament whilst keeping order dice in check is to allow the selection of an additional, free FL2 item on top of an otherwise normal FL1 list (normally 60points). This 'Plus' selection should be on top of any list already submitted to the organisers for normal games in the tournament and should be able to be upgraded to a 25pt FL2 unit if it is less than 25.

At the player's preference, the 'Plus' unit could be replaced by any two FL1 units totalling 25pts, instead.

The additional unit only adds one or two order dice but adds an interest and a challenge in many ways. Given the restrictions on objective holding and transporting objectives, the choice of units is not as easy as might be thought. Whilst the temptation is to go for the biggest, worst unit, other players will choose a transport or even a heavy weapon that can counter such a big combat skimmer!

INCORPORATING CREATURES

There are a number of different ways to incorporate hostile creatures into a game. The three that most readily come to mind are as follows:

- A 'Creature Player' commanding a force of beasts in a battle against another player. The player chooses their creatures as seems most effective. Or representative to the environment (for example, all Xilos creatures).
- A dedicated, non-partisan 'Creature Player' could also be given control of a group of creatures as a 'third party' force to interfere in a battle between two other armies.
- Introduce the creatures as random events by including an Event die for each creature unit into the dice bag during a standard force-on-force game. These are Creature Event Dice. The creature unit to be activated could be determined randomly (it depends on how many differently coloured order dice are available). Whilst random creature movement can be used (see the *Rogue Drones* scenario in *Playing the Game*), it helps if there are some basic rules governing creature behaviour (they are wild, after all!); these are provided in 'Controlled Creature Guidelines'.

Controlled Creature Guidelines

We recommend the following rules are used to control creatures, any choices given being made by the player in control of the creature at that time.

- Any and all player-controlled units are considered 'hostile' to the creature unit. Some creature units may be hostile to each other.
- Creatures take Order and Recovery tests as for any other unit, and may be forced to go Down or remain Down.
- A creature unit will never Assault a stronger creature unit (however the controlling player defines it).

- Control of a creature unit should be given to the winner of a dice-off, so neither player knows who next will control the creature unit.
- If the creature can shoot better than it can Assault, then it will use a **Fire** order to target a nearby hostile unit (controller's choice).
- If within charge reach of a hostile unit, a creature will **Assault** that unit – the controlling player determines who it attacks in the case of roughly equidistant units.
 - A creature always opts for Follow-on Combat.
- If the creature unit has three or more pins, it can either **Run** away from nearby hostile units or can make a **Rally** order.
- If the creature unit has 5 or more pins, it will either retreat to an unassailable position (such as underground) via a **Run**, where it can then make subsequent Rally orders, or else will **Rally** in an attempt to lick its wounds.
- Otherwise, a creature can be placed on Ambush or given a Run order.
 - If placed on **Ambush**, the creature will come out of Ambush with a special Reaction if shot at or a target comes within charge reach. This Reaction, Opportunistic Charge, is an Assault against the triggering unit but cannot be Countercharge-d (Reactions cannot be reacted to).
 - If given a **Run** order, the creature unit will move as its controller wishes. Some players may prefer random movement as mentioned above, but allowing players to dice off for control of the units adds to the fun of the game.

How stringently these guidelines are enforced is up to the players.

SCENARIO DESCRIPTIONS

The scenarios in the following chapters require little or nothing in the way of unusual or specific terrain. The idea is that any of these scenarios can be played at a typical club or at short notice without too much by way of preparation. Some have objectives, which can be represented either by models or markers, for example the Hold the Line scenario, but these can be improvised very easily if necessary.

We refer to the scenarios as being **Matched**, suggesting the objectives are roughly equal and the game can be considered as equal as possible for all sides, or **Narrative**, which suggests some story or external constraints on one or both sides that governs how the battle is set up and run.

For each scenario, we also give a recommended number of players, typically two, but sometimes three or more can play. **Confrontation** refers to a straightforward, one-army-vs-an-opponent scenario – in effect, two players in opposition, though there is nothing wrong in having two or three sets of allies on each side for a big game!

The scenario descriptions also give the force sizes the scenario can readily support – some scenarios work better with some point ranges than other: if each side has the same number of points, then the words '**Equal pts:**' followed by the point range is given; if each side has different points, then the phrase '**Asymmetric pts:**' is stated, with the defender and attacker's points (or proportions).

SCENARIO 1: LET BATTLE BEGIN!

Type: Matched, Confrontation

Equal pts: any

Two forces are converging upon the same strategically vital location – their orders are simple – defeat the enemy and take possession of the field. Each side must attempt to defeat the other by destroying as many enemy units as it can.

Set Up

Terrain should be as per the Terrain Guidelines above. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

The diagram shows a mix of terrain, from marsh to rocks to woods, with most lines-of-sight directly across the table being blocked. This mix and deliberate placing of terrain is to ensure neither side can gain too much advantage from a lucky run of dice out of the bag early on!

We won't show such terrain in subsequent diagrams unless it is important to the scenario.

Deployment

Use standard deployment as described on p.13. The table shows 1M zones at 5" and 10": most units have a M of 5" so deploy up to 5" onto the table (1M). The 10" is shown as it is the typical maximum distance units can deploy, such as probes or personal skimmers, unless they have special rules such as Sniper or Infiltrator (normally, only a single, dashed line is shown to indicate 1M deployment or the limit of a fixed deployment zone). It helps to not place much terrain within the first 5" of the table edge.

Objective

Both sides have the same objective – reduce the enemy force to its break point and drive it from the battlefield.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Duration, page 12.

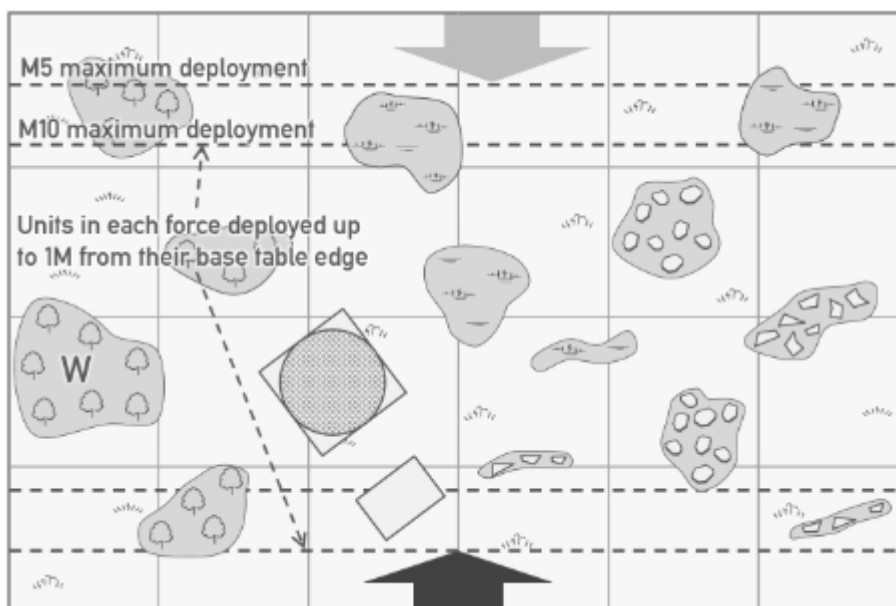
Victory

If one side is unbroken at the end of the game and the opposing side is broken, the unbroken side wins. Otherwise, compare the ratio of order dice lost and the side that has lost the smallest ratio of order dice is the winner. (see Confrontational Scenarios, p.16).

This is the most basic scenario in terms of setup, deployment and objective, serving as an example of how the default rules are applied and useful for learning the game.

There are several things to bear in mind, however. Whilst the lack of specific objectives allows a focus on the game rules, a focus on destroying the enemy can result in both forces hunkering down and abandoning any attempt at manoeuvre. To get round this, make sure there is plenty of scenery so that units can move around without being shot at: too much open ground or too many easily defensible positions will result in a static battle.

In the diagram, we have added a decent amount of good-sized terrain placed in such a way that it blocks clear sightlines across the table. Here is a mix of woodland, buildings, boulder fields, scrub, rocky terrain and obstacles. Wood 'W' takes advantage of the Antares 2 terrain rules in being somewhat larger than those of BtGoA – units within the wood have no line of sight beyond 4".



SCENARIO 2: REINFORCE THE POSITION

Type: Matched, Confrontation

Equal pts: 50-150

Two forces are battling for control of the war zone and each side is mustering reinforcements to throw into the fight. Each side must attempt to defeat the other by destroying as many enemy units as it can.

Set Up

Set up the terrain as described above. Once the terrain is set up, roll randomly to determine which player starts from which long table edge.

Deployment

Both armies deploy **half** their army on the table within one move (1M) of the edge as described under Deployment. Remaining units can enter from the player's own table edge from turn 1, or from either of the adjoining short side edges up to the half way mark from turn 2.

Objective

Both sides have the same objective – reduce the enemy force to its break point and drive it from the battlefield.

Game Duration

The game is played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played.

Victory

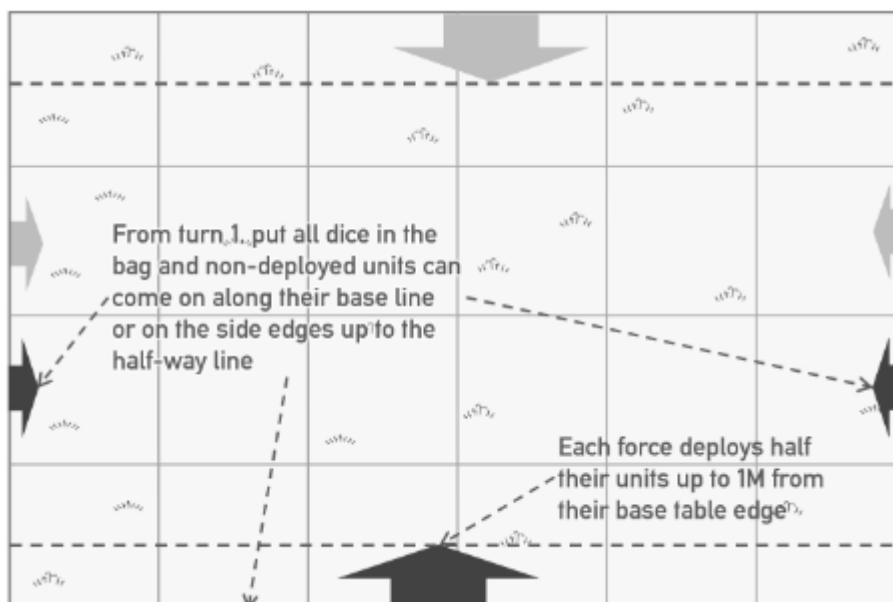
If one side is unbroken at the end of the game and the opposing side is broken, the unbroken side wins. Otherwise, compare the points values of units removed as casualties, and the side that has lost the least points is the winner.

PLAY NOTES

In this game each player has a choice of bringing units into play in the first turn from his own base edge, or waiting a turn and bringing them onto the table along the flanks. It's another straightforward conflict that can be set up and played without much preparation, but the opportunity to send units round the flanks expands the tactical options over the basic *Let Battle Begin* scenario and introduces the more complex deployment options.

DESIGN NOTE

This points comparison is an example of an alternate measure of victory to that used in Scenario 1. If wished, the ratio of order dice can be used, instead – just make sure both players are aware at the start of the game!



SCENARIO 3: AN UNEXPECTED ENCOUNTER

Type: Matched, Confrontation

Equal pts: 150 maximum recommended

Two scouting forces are returning to their own lines through the remains of a ruined outpost when they come across each other unexpectedly. Each side must try to retreat towards its own lines whilst inflicting as much damage on the enemy as it can.

Set Up

Set up the terrain as described above. Ideally, terrain can be a mix of low rubble (light terrain) and ruins (dense terrain), separated by streets and pathways, creating the remains of a war-torn outpost.

Deployment

In this scenario both sides deploy half their army on the table at the start of the game. These units are deployed within the player's set-up zone as shown on the map above, a 20" wide and 10" deep box centred in the middle of the player's long table edge. If either side has probes these must be included in the initial deployment.

Remaining units enter the battlefield from the first turn onwards along the 20" of table edge corresponding to the player's set-up zone. In this scenario, regardless of whether units enter in the first turn or subsequently a successful arrival test is required to move onto the table, see Arrival Tests, p.14.

Objective

Both sides have the same objective – get as many units off the opposing edge as you can and stop the enemy doing the same. Units can exit at any point along the opposing edge and not just the portion of the edge covered by the enemy's deployment zone.

Game Duration

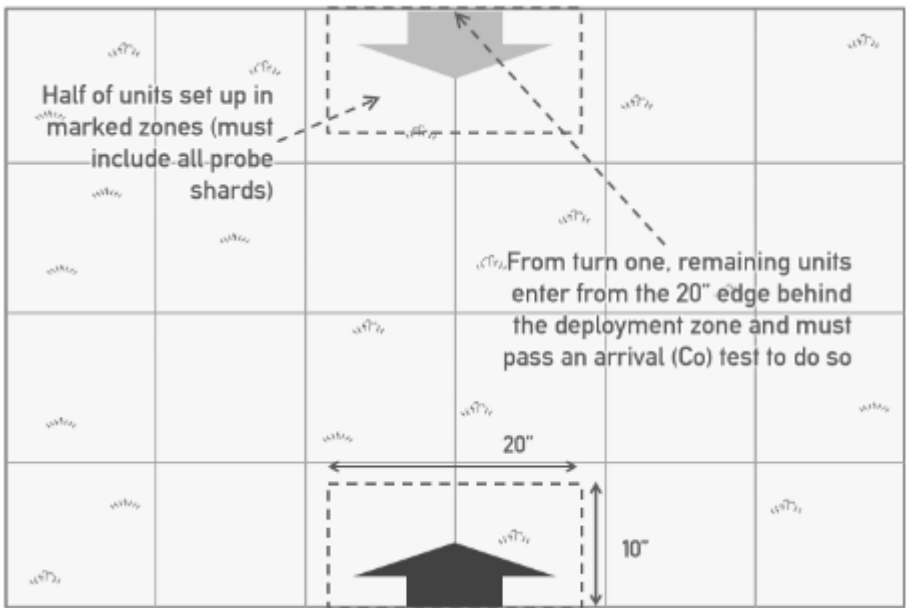
The game lasts for the standard game duration above, see p.15, or at the end of any turn if either side succeeds in moving all surviving units off the table, ignoring units of probes because these don't score for leaving the table anyway.

Victory

Each unit that you get off the table via the opposing table edge earns 3 victory points. Each enemy unit destroyed earns 1 victory point up to a maximum value equal to your score for getting units off the table. The side with the most victory points at the end of the game is the winner. Equal scores is a draw regardless of the number of units lost on either side. Probe units don't score at all for leaving the table and don't score for casualties unless the entire probe unit is destroyed.

Break Points are ignored for victory purposes in this game.

If your table is wider than the standard 4 feet you must either allow more time for each side to achieve the objective or start the opposing sides closer together. 4 feet can be traversed in 5 standard run moves and game duration is set at 6 or 7 turns. A 6' wide table would require 8 standard run moves to cross, so set your game duration to 9 or 10 turns, allowing 1 or 2 additional turns on top of standard run rate. Both players have to keep moving to achieve their objective as victory points are only scored when escaping units off the table and units lost don't count against you unless the enemy can also get units off the table. Sacrificing units to keep the enemy pinned down whilst sneaking your own units past the opposing defences is therefore well worth a try.



SCENARIO 4: FOOTHOLD/HOLD THE LINE

Type: Narrative, Objective

Equal pts: 50-175 recommended

The defenders have taken up a defensive position around the perimeter of a strategically vital manufacturing installation. The outnumbered defenders have to hold their position and prevent the attackers penetrating beyond the perimeter until reinforcements arrive; the attackers must sweep the defenders aside and establish a foothold in this portion of the perimeter.

Set Up

Before set up, decide which player is the defender and which the attacker. The defender begins by placing three pieces of terrain – area terrain or obstacles – within the defender's deployment zone as shown on the map below. In addition, one item can sit on a hill or high ground if the player wishes. The centre of these three areas must be at least 15" apart and 10-15" from the defender's table edge. The defender places an objective marker in (or behind if an obstacle) each of the three items of terrain. These markers represent the main focus of the defender's resistance in those areas and any suitable token will do, or else a packing crate, ammo stack or an esoteric piece of equipment.

The defending player then places three areas of terrain in the attacker's half of the table. These must be placed at least 5" from any table edge. One can be sited on a hill or high ground, if required.

Starting with the defender, the players alternate placing further terrain features as required – we recommend at least six more. The attacker cannot place any items in the defender's half of the table and cannot place any terrain closer than 10" to terrain containing the objective markers.

No item of terrain can be closer than 5" to any other item of terrain.

Deployment

The defender deploys half their army anywhere within their half of the table. The remaining defenders enter the table along the player's table edge in the first turn (See Arriving Onto The Table, p.14).

The attacker moves onto the table in the first turn.

Objective

The attacker must capture the positions indicated by the three objective markers: this represents the attacker breaching the perimeter. The defender must try to stop this happening.

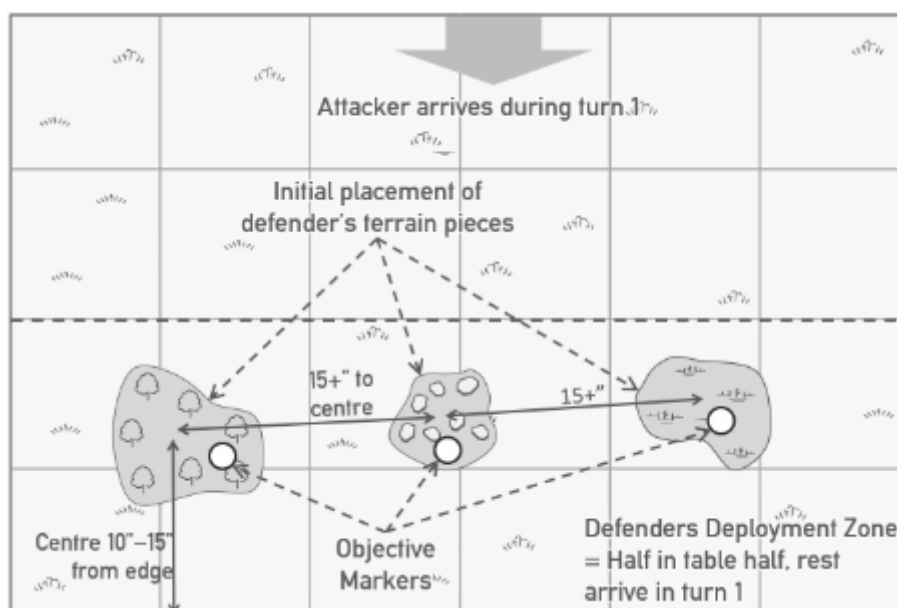
Game Duration

The game lasts for the standard game duration above, see p. 15, or at the end of any turn when the attackers have sole control of all three objectives. Break Points are ignored for this game.

Victory

The attacker wins if they have sole control of two or more objectives at the end of the game, irrespective of whether or not they are broken. If the attacker has sole control of one objective and is still unbroken, the game is a draw, otherwise the defender wins – they have successfully repulsed the attack!

(continued...)



(...Foothold, continued)

SPECIAL SCENARIO RULES

This scenario has a few special rules: Starting on Ambush, Barrage and also uses the objective capturing rules.

Starting on Ambush

At the start of the game any defending units can begin the first turn on ambush – take a dice from the dice bag and give the unit an ambush order.

Barrage

Before the first turn the attackers are able to make an orbital barrage to soften up the defenders. For each defending unit deployed onto the table, the attacker rolls a D10:

Score	Result
1	The unit takes D3 pin markers, suffers D6 × SV3 OH blast hits and goes down. Swap the unit's existing order to Down or take one from the bag if it does not have one already.
2-4	The unit takes D3 pin markers and goes down as above.
5-7	The unit takes a single pin.
8-10	No effect

A unit forced down is down for the first turn but may attempt a recovery test as normal at the end of the first turn.

Capturing Objectives

All start under the sole control of the defender and remain so until captured. Capturing is otherwise as described under *Objective Control*, p.15.

SCENARIO 5: TEST THE TRANSMATS

Type: Matched, Objective

Equal pts: 150 maximum recommended, 100 is ideal

Combat transmats have been dropped into the battlefield in a vital location. Both sides need to test the transmats and gain their identification codes so they can feed through reinforcements. Unfortunately, the transmat controls are suspect and until fully tested are random and limited in range.

Set Up

Set up the terrain as described for standard setup (p.12), then place three transmats on the table, one at the centre point, the others in opposite corners of the table 12" in from the side table edge and 15" from a player's base edge, as shown in the diagram below.

Deployment

Use Standard Deployment as described on p.13.

Objective

Both sides have the same objective – test as many transmats as possible to gain their operational identification codes.

Game Duration

The game lasts for the standard game duration above, see p. 15, or at the end of any turn when one side or the other has successfully tested all three transmats (see Special, below).

Victory

Each transmat successfully tested earns 3 victory points for the testing army, with an extra victory point being awarded to the side that successfully tests more transmats than their opponent. The side with the most victory points at the end of the game is the winner.

Break Points are ignored for this game.

SPECIAL SCENARIO RULES

Testing the Transmats

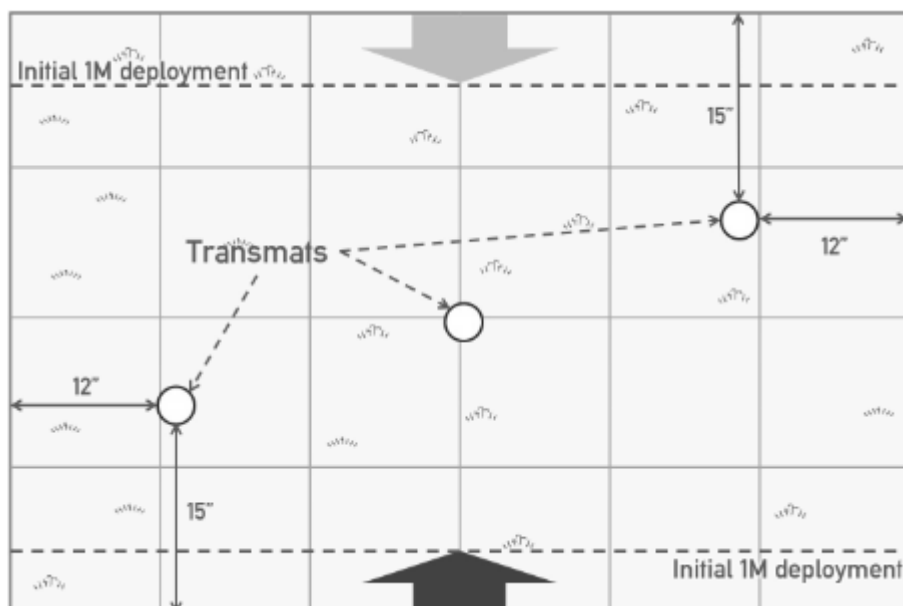
To test a transmat, a unit must have one or more of its models onto the transmat and the rest within 3" of the transmat base (within 1" for larger transmats) – this is the transmat scanner's range. The unit then makes a Rally order in the normal way and randomly transfers to one of the other two transmats – dice to determine to which of the other two transmats the unit is sent. The army to which the Rallying unit belongs has then successfully tested the transmat and has its ID number: we suggest placing a coloured marker on the transmat to indicate it has been tested.

Transmat-ed Units

Any models or units on or within scanning range of the destination transmat are automatically transmat-ed to the sending transmat. Note that the use of a Rally order prevents some units, such as probes, from carrying out the test, and a unit who just happens to be transmat-ed without making a Rally order is not considered to be testing the transmat – the Rally order is key (representing the unit technician or subroutines analysing the transmat pad's operational controls).

If an enemy unit is also within transmat scanner range, then it is also transferred to the target. As stated above, it does not count as having tested the transmat as it has not used the necessary Rally order.

(continued...)



(...Test the Transmats, continued)

A unit on the target transmat is transmat-ed to the originating transmat: in effect the units swap places. A unit involuntarily transmat-ed in this way has not tested the transmat from which it was sent as it did not make a Rally order (unless it has done so already, of course!).

Controlled Use of the Transmats

Once a transmat has been tested and a unit transported to a random destination, that particular transmat is considered known to the testing army and can be used by that army to transfer units to any other tested transmat using a Run, Advance or Rally order. A unit cannot assault after being transmat-ed but can otherwise shoot at their destination using an Advance, as normal.

If transmat models aren't available, use a 60-75mm diameter base, or even a engineering station or display model. Sample transmats are available in the appendices for you to photocopy and cut out.

SCENARIO 6: DATA RECOVERY

Type: Matched, Objective

Equal Pts: 50-175 recommended

One of the supporting starships in orbit has exploded. Whilst most of the components have burnt up on re-entry, the data cores were kept in in the most well-protected area and it seems as if they may have survived both the heat and the impact. Though the location is remote and far from your forces, you must recover the data and wipe the cores before the enemy can gather the information. The problem? Neither of you know which data cores have survived the crash!

Running the Game

Five objectives are needed representing debris and data cores from the ship's machine intelligence. These can be represented by blackened boxes or ruined terminals or simple objective markers.

You will need to record which data cores have been tested by each side. Data cores can be wiped or destroyed so should be removed as soon as they can no longer be used.

Set Up

Set up the terrain then place five objective markers on the table, one at the centre point, the others with centres 12" in from the side table edge and 15" from a player's base edge, as shown in the diagram below.

If both players agree, an option at this stage is to move each data core D5" in a random direction. Whilst this removes a little of the balance in the scenario, it can make it more interesting.

If any potential data core is in impassable terrain or buildings, move it laterally to the closest point not in the terrain or building.

Deployment

No units are deployed on the table at the start of the game. Half each force arrives on turn one and half arrives on turn two. Units arriving turn two make arrival tests as normal.

Objective

Test as many data cores as possible and, if possible, wipe them to prevent the enemy gathering the data.

Game Duration

The game lasts for the standard game duration above, see p.15. Play finishes immediately if both player's forces manage to test all the cores (which will result in a draw!).

Victory

Each objective scores different points depending on where it is on the table. A successfully tested Data Core in a player's own side of the table scores one victory point, one that is tested in the opponent's side of the table gains three victory points for the testing army and the centre data core gives two victory points to the testing army, for a total of 10 victory points.

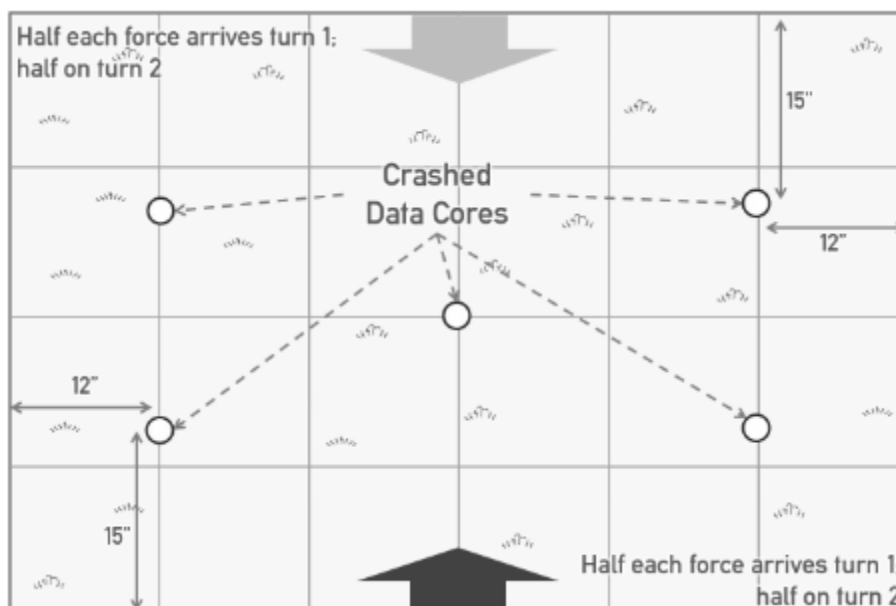
Break Points are ignored for this game.

SPECIAL SCENARIO RULES

Testing a Data Core

To test a Data Core, a unit must have either sole control or contested control of the objective being tested (see above, p. 15). The unit then makes a normal Rally order to gather the information and on success gains the victory points appropriate for the marker's location.

(continued...)



(...Data Recovery, continued)

Wiping a Data Core

To wipe the data in a core and prevent the enemy gathering the information, a unit must have either sole control or contested control of the objective being wiped. The unit then makes a normal Rally order and on success removes the core/marker from the table.

A unit cannot test a data core and wipe it in the same Rally order or in the same turn, but two units operating one after the other could do so, the first testing the core and the second wiping the core. Such a tactic relies heavily on the order dice!

Destroying a Data Core

Rather than be wiped to prevent the enemy gathering the information, a data core can be destroyed through shooting. The cores in their protective housing are, however, extremely tough and have the following statistics:

- are classed as immobile, small infantry (-1 Acc and line of sight to them can be easily blocked);
- are Res 13;
- have the Tough 2 special ability;
- do not take pins or orders.

Once a Data Core is destroyed, remove it from the table.

In smaller games, it can be difficult to deny your enemy gathering data whilst still giving yourself a chance to analyse more data cores – but even one destroyed core could make all the difference. In larger games, players will find that their enemy routinely attempts to destroy or wipe cores, the former tactic being potentially unreliable whilst the latter taking time and units.

Some players try and destroy cores before the enemy can analyse them, but such a tactic can be risky!

SCENARIO 7: CRITICAL CONTROL

Type: Matched, Objective

Equal pts: 50-150

The army vanguard is doing its job and leading the army towards a sprawling, isolated manufacturing and power complex. During the advance, intelligence has arrived that the enemy is doing the same. The vanguard steps up its pace and, in the rush to advance, the units have been a little dispersed. However, you must seize control of the complex as it commands power and supplies to a vast swathe of isolated territory.

Set Up

The mainstay of the terrain is a large building to one side roughly on the centreline. Other items of terrain are scattered around the battlefield so as to obstruct sight lines. Two standard buildings should be placed in the opposite flank sectors to the large building, with a third placed on the centreline on that flank if forces of 125 points or more are used. See the diagram for an approximate placement of the buildings.

Make sure the buildings have roughly equal access (doors, windows, etc) for the opposing armies. Buildings should be able to be entered by infantry from either side.

Deployment

Both sides deploy half their army on the table at the start of the game. These units are deployed within the player's set-up zone as shown on the map above, a 20" wide and 10" deep box centred in the middle of the player's long table edge. If either side has probes these must be included in the initial deployment.

The remaining units enter the battlefield from the second turn onward along the middle 20" section of table edge

corresponding to the player's set-up zone. Units arriving from turn 2 onward test to arrive, as normal (p11).

Objective

The objective is to control the buildings.

Game Duration

The game is played until six turns have elapsed. Then roll randomly to see if another turn is to be played. Break points are ignored as far as game duration is concerned.

Victory

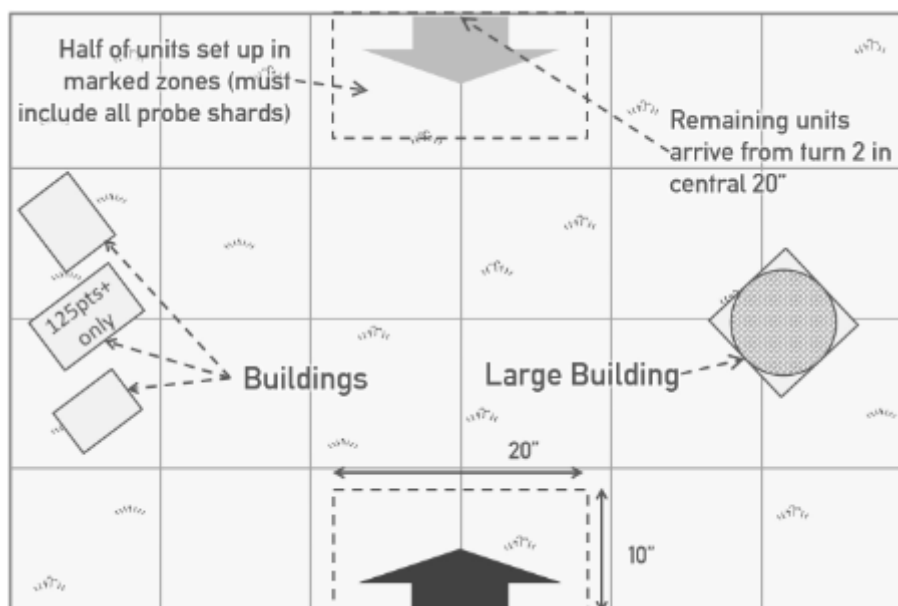
For each standard building controlled, an army earns two victory points and the large building earns three. One additional victory point is awarded if an army is not broken.

SPECIAL SCENARIO RULES

Controlling a Building

Standard control rules are used (p.15) except that control or contested control can only be claimed if the claiming unit is inside the building – being outside does not count, no matter how close a unit is!

The scenario can be made significantly different by having some neutral or alien troops defend the buildings. We suggest that such squads are relatively standard infantry squads, but the game can become very different if one or more is a Ghar battlesuit unit! In such a game, the defending squads can be given independent order dice and controlled by the opposing player when activated, or they could merely respond to assaults on the buildings. Such units should not leave the building they guard (they have their own orders!).



SCENARIO 8: OUTPOST

Type: Narrative, Objective;

Asymmetric: Attacker 50% more pts than Defender.

The defenders have troops hidden in ambush around a major marshalling centre that has been deliberately located to foil an attack such as the one developing right now: a stealthy assault. Whilst the defenders are likely to be overwhelmed, all they have to do is hold on until reinforcements arrive – something the overwhelming attacking force wishes to prevent in order to attack the base itself.

Set Up

This encounter is imagined to take place in a jungle and the game will work better where there is a fair amount of jungle type area terrain for the forces to move through. We suggest that about 5" is left between terrain areas for troops to move around and to cut down visibility.

Roll randomly to determine which side will defend and which will attack, and then roll randomly to determine which long edge will be the defender's edge. This is the edge the attackers are trying to reach and which the defender must hold secure.

The defender places six outposts numbered one to six in their own half of the table (use dice to number them, if necessary), each of which must be 5" or more away from each other or from any table edge. These can be represented by small fortifications or even markers and are meant to represent reflex-cored, reinforced dug-outs, hideaways or tunnels. They may be placed anywhere except in impassable terrain. In whichever way they are represented, the outposts are sufficient to protect one squad.

Deployment

The defender randomly deploys two units with small or standard sized models into the outposts: roll a D6 for each and place the units in the corresponding outposts. If a double is

rolled, then place one unit in the position indicated and place the other in an outpost of the player's choice. If using markers, place a model on the outpost marker and arrange the rest of the unit in formation with it. The remaining outpost markers are removed. The rest of the defender's forces arrive from 2, making an arrival test, as normal.

Half the attacking force arrives in turn 1. The remainder arrive from turn 2 making arrival tests as normal.

Objective

The attacking force must cross the table and leave by the opposing table edge, destroying enemy outposts and dealing with any reinforcements sent to strengthen the defence. The defenders must try to hold back the raiders and prevent them from reaching their table edge and so moving on to attack the main marshalling area.

Game Duration

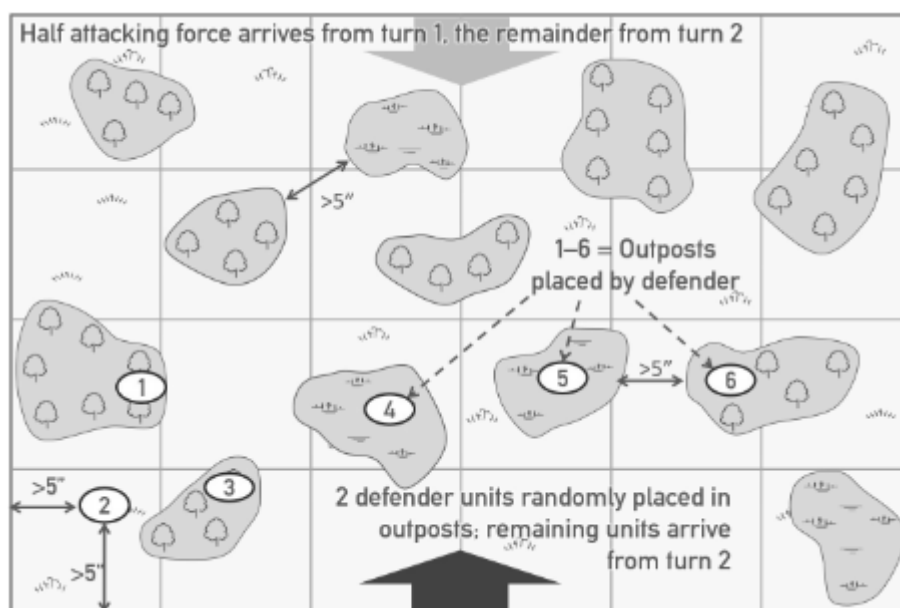
The game is played until the attackers are broken or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration, p. 15.

The game also ends immediately if all the attackers manage to reach the opposing edge: see 'Moving Off as an Objective' on p12, above.

Victory

The attackers win outright if they manage to get more than half their starting order dice with M7 or less off the opposite table edge. The defenders win outright if they manage to prevent any attacking units at all getting off the opposing table edge, ignoring probes, as above.

If neither side can claim outright victory as described, then the attackers are the winners if the number of order dice they have got off the table plus the number of order dice wholly within the defenders' half of the table is greater than the number of



attacking dice removed as casualties plus the number of dice at least partially within the attackers' half of the table.

Needless to say, if the attacking force is broken it won't be able to win as half will have been destroyed!

SPECIAL SCENARIO RULES

Occupied Outposts

The two outposts represent dug-in or hidden positions offering the units occupying them a high level of protection. Any shots at the defending units occupying them must be rerolled provided the occupying unit – the target – is one that can normally benefit from an Acc reroll due to being down (see the main rules). This effect extends for 5" around the marker or centre of the outpost.

As soon the occupying unit is destroyed or moves more than 5" from the central point/marker, the outpost is considered to be compromised and no longer effective: remove the marker or fortification piece from the table.

DESIGN/PLAY NOTES

This is a variant of the classic breakthrough game in which one side has to get off the opposite table edge and the other has to stop them. Randomising the positions of the outposts is intended to introduce a degree of uncertainty into the proceedings. A hidden element could easily be introduced by writing down deployment outposts, having the units in those outposts on Ambush and only revealing them when first activated (they could stay on Ambush, but we recommend a unit or scout probe within 10" of an outpost can see anything within it as for cam-buddies).

Generally speaking, the attackers have to press on to stand any chance of achieving their objective. They will be hindered by the fact that any units they get off the table will – of course – no longer be available to fight! However, just getting into the defenders' half of the table counts for something and can land a victory of sorts. It is tempting to zip across the table with fast units and make an early exit, but such units will contribute little to the fight, leaving their fellows in the lurch.

The outposts are a nuisance but can be overrun fairly easily by an assault and concentrating fire upon them will pile on the pins allowing them to be bypassed or ignored.

This is a scenario that the attacker can specifically 'game' somewhat in that they can choose fast units to minimise casualties and maximise the chance of getting off the opposing table edge. As a result, we recommend it is played several times with, perhaps, the same forces used for attacking or defence (just a subset chosen for defence), or a variation of deployment and forces. As option might be to allow more units to deploy into outposts, or allowing the attackers to deploy from the side edges in their half, or simply allowing the attackers more or less units and seeing how long the defenders can hold out.

SCENARIO 9: RECOVER AT ALL COSTS

Type: Narrative, Objective;

Equal: 50-100 pts recommended,

An explorer craft has returned from an uncharted gate and crashed upon a deserted world. Both sides race to recover the craft's recorder drone to discover what secrets it has uncovered. Both sides want to take the secrets for themselves. The worst thing that could happen is for those same secrets to fall into the hands of a rival!

Set Up

Place the explorer craft's recorder drone in the centre of the table. Any drone or probe model, or token, can represent the recorder drone. Then roll a D10 as if for OH fire, but only move the drone to the left or right along the centreline the number of inches indicated.

Set up the terrain according to the terrain guidelines on p.12. Ideally, the terrain should represent the local flora and terrain plus scattered debris of a crashed spacecraft, but this is not strictly necessary. Once the terrain is set up, roll randomly to determine the opposite, long table edges from which each force starts.

Deployment

In this scenario neither side deploys before the game, so no pre-game moves or placement such as from the Sniper special rule is possible. Both sides must move half their army onto the table in the first turn, and the remainder of their army in the second or subsequent turns. Units can enter anywhere along the player's table edge. See Arriving Onto The Table, p.11.

Objective

The objective is to reach the recorder drone, and carry it off your own table edge.

Game Duration

The game is played until the end of a turn in which one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration, p.15.

The game also ends immediately the recorder drone is carried from the table.

Victory

If one side carries away the recorder drone before the end of the game, it is the clear winner. Otherwise, the side in possession of the marker at the end of the game is the winner so long as it could reach its own table edge with two run moves. Otherwise, there is no winner and the result is a draw.

SPECIAL SCENARIO RULES

Capturing The Recorder Drone

The Recorder Drone is a carried objective (see above, p.15).

If the recorder drone has not been captured at the end of any turn, move the drone D6" in a random direction. The drone will halt if it would otherwise approach within 1" of a unit from either side or if it reaches terrain it cannot enter.

This scenario is difficult to win outright because both sides must race forward if they are to stand a chance of capturing the drone. Once a unit has captured the drone it is likely to find itself the target of every enemy within sight! Success depends upon not only capturing the drone, but also managing to pass it back towards your own table edge and – hopefully – off the battlefield. An alternative rule is to give the drone an order dice whenever it is not under control and allow it to move each turn until it is captured – at which point its order dice is removed.

This also plays well if the drone and wreck is replaced by an individual – perhaps an enemy commander – taking shelter in a central building. In such a variation, the individual is given an order dice when they are no longer controlled and will always head back to their shelter!

A more challenging variation, especially with the 'enemy commander' variant, is for both forces to arrive from their small table edge.

SCENARIO 10: ESCORT

Type: Narrative, Objective;

Equal: 100-175 pts recommended,

Explorers have uncovered a stasis capsule, buried for untold millennia. Now, the explorers are transporting the precious and unopened capsule to an orbital transmat array from where it will be transported to an awaiting spacecraft. Unfortunately, enemy forces have discovered their whereabouts and are converging upon the array.

Running The Game

The defenders must take the suspensor pod to the transmat, when it will be instantly beamed to an awaiting spacecraft. The attackers must try to stop the defenders getting the pod to the transmat.

Set Up

Set a transmat in the middle of one short end of the table adjoining the edge as shown on the diagram. Arrange terrain along the long table edges, but make sure you leave sufficient open gaps for the six entry positions marked on the diagram. Note that the four entry positions closest to the short table edges must be more than 10" from the corners. A clear pathway about 15" wide runs down the centre of the table from the transmat to the opposite edge.

It is suggested that at least half the terrain should be light terrain or obstacles and hills should be kept well to the long edges so the defenders have a reasonably good view of the table from the pathway.

The stasis capsule in its suspensor pod can be represented by a marker or a light or medium drone.

The points shown on the diagram indicate where the attackers arrive. Points 1,3,4 and 6 are 12" from the short table edges; points 2 and 5 are in the centre of the long table edge.

Deployment

Roll randomly to determine which side will defend and which will attack. The defender tries to escort the suspensor pod to the transmat on the opposite side of the table whilst the attacker tries to stop them and capture the pod.

The defender must place the pod on the pathway 45" from the transmat. Two infantry units are placed within 5" of the pod. The rest of the defender's units enter the table from the defender's short table edge in any turn the player chooses providing they are not closer than 12" to the table corners. Units entering in the first turn do not need to make an order test, units entering from turn two onwards must make an arrival test, as normal.

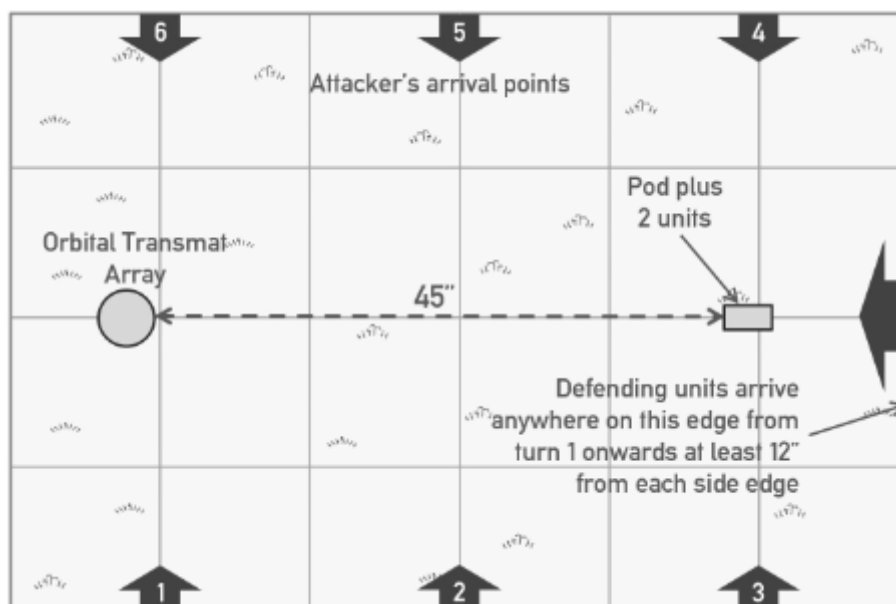
Attacking units enter the table in any turn and do not have to test to arrive. Instead, when their dice is drawn, they must roll a D6 to determine from which entry point they arrive.

Only one unit can enter at any one point during a turn. Once an entry point has been used, any subsequent unit attempting to move onto the table is blocked from doing so, at that point or any other point: a unit that fails to enter in this way has effectively wasted its dice that turn, but can try again next turn, rolling to see where it arrives.

Game Duration

Play until six turns have elapsed, then roll randomly to see if another turn is to be played as described above, p.15. The game ends immediately the pod reaches the transmat. Break Points are not appropriate for this game – the pod is potentially of unlimited value!

(continued...)



(...Escort, continued)

Victory

If the defenders get the suspensor pod to the transmat they win outright – the pod is transported to the waiting spacecraft. If the attackers can stop the defenders getting half way towards the transmat array, then they win outright.

If neither side wins outright then the result is a draw, with honours going to the side that is closest to achieving its objective.

Tactics

In this scenario, the defenders have to move the pod almost 8" per turn over 6 turns. This is equivalent to four run moves and a single advance for a standard infantry unit, so the attackers will have to slow it down to succeed, whilst the defenders will have to press forward as fast as they can. As a result, pins become incredibly important as they become a way of slowing down the escorting unit.

SPECIAL SCENARIO RULES

Moving the Pod

The suspensor pod is essentially 'on rails' and can only move directly along the pathway towards or away from the transmat in a straight line. It can only move under the direction of an **escorting unit**.

To qualify as an escorting unit, a unit must **control** the pod **at the start of a turn**, with control distance being 5" for this scenario (see Objective Control, p.15). If two or more qualifying units from the same side can control the pod, the escorting unit for that turn is the closest. If no unit qualifies as an escorting unit, or if the escorting unit is destroyed before the pod moves, then the pod will not move that turn, even if another potentially qualifying unit moves to or is within 5" of it.

The pod moves once per turn when its escorting unit receives an order and moves. The pod moves at the same pace as its escorting unit up to a maximum of 10", so long as the escorting unit remains within 5" at all times. As the pod can only move along the pathway the escort must stay close to the pod to ensure it moves the maximum distance. If the escorting unit moves to more than 5" away the pod stops at that point.

For purposes of this scenario the pod is invulnerable and cannot be damaged.

The distance between the suspensor pod and transmat array is key to this game. You can make the objective harder or easier by starting further away or closer. Luck will play a part, especially in terms of the attacker's location, but this makes for an entertaining game where separate players can represent each group of attackers if you wish. For example, one player could take the forces on one side of the table and the other player those on the opposite side. The game could also be played as a three-sider with three opposing forces all fighting over the pod.

Terrain plays an important part in this scenario because the central pathway is entirely clear and units will have to take advantage of the cover to either side. However, the escorting unit will be vulnerable, as will any enemy attempting a 'road block' type of manoeuvre. The best bet is therefore to try and control the terrain either side of the path, so exactly how much you use, and how far apart it is placed, will dictate the options for both sides.

We have played this game using move variants for the transporter pod. We also tried placing one or more specific order dice into the bag and moving the pod when these dice were drawn. This makes the movement of the pod unpredictable, but it is very quick and easy to apply without burdening the players with further rules.

We also tried moving the pod automatically at the start of the turn. This does feel like the pod getting away from you rather than being escorted, but it's a simple option requiring little by way of extra rules – in such a variant, the attacker wins if they prevent the pod leaving the table, wherever it is. Finally, the stasis capsule could simply be carried like a buddy drone (like the cargo in the evacuation scenario) although this would introduce the possibility of moving away from the linear track.

SCENARIO 11: ORBITAL DROP

Type: Narrative, Objective;

Equal: any points, 50-125 pts recommended

A strategic transmat hub is located in the midst of a crucial, sprawling city. It is vital that control of the hub is established to prevent enemy movement into the transmat network. Troops are therefore rapidly dropped into the fighting zone but are scattered in disorder around the area due to the efforts of the opposition. The rival forces must attempt to regroup and take control of the hub before their enemy can do the same.

Running The Game

This is an objective game made less straightforward by the random positioning of new units throughout the game.

Set Up

The idea is that this is a paved plaza surrounded by areas of parkland and buildings separated by pathways. Set up the transmat hub in the middle of the table represented by four, separate buildings all having access to each other, with open access from the outside into each block. Each building should be separated by about 3" to allow for access and – if possible – high level walkways should also connect the blocks.

Otherwise, set up at least 8 more items of suitable parkland terrain. Leave an area of 5-10" around the buildings free of terrain.

Deployment/Arrival

No units begin on the table. Both sides enter from turn 1 by making orbital drops or, for vehicles or humongous beasts, via hyperlight envelope (a development of the armour shielding used in hyperlight fields). As both sides descend onto the battlefield neither has a table edge or table half as such, instead both sides having their units scattered over the battlefield.

Half a player's units arrive in turn one, half in turn two.

Divide the table into a 6×4 grid of squares each 12" across: this is used to determine where units land. When a dice is drawn, select the unit and randomly select a grid square by rolling a D6 for the long axis and a D4 for the short axis. If a unit lands on any of the four central squares then instead of landing as indicated the unit has landed outside the playing area and can move onto the table from any point along whichever long table edge is closest to the grid square rolled.

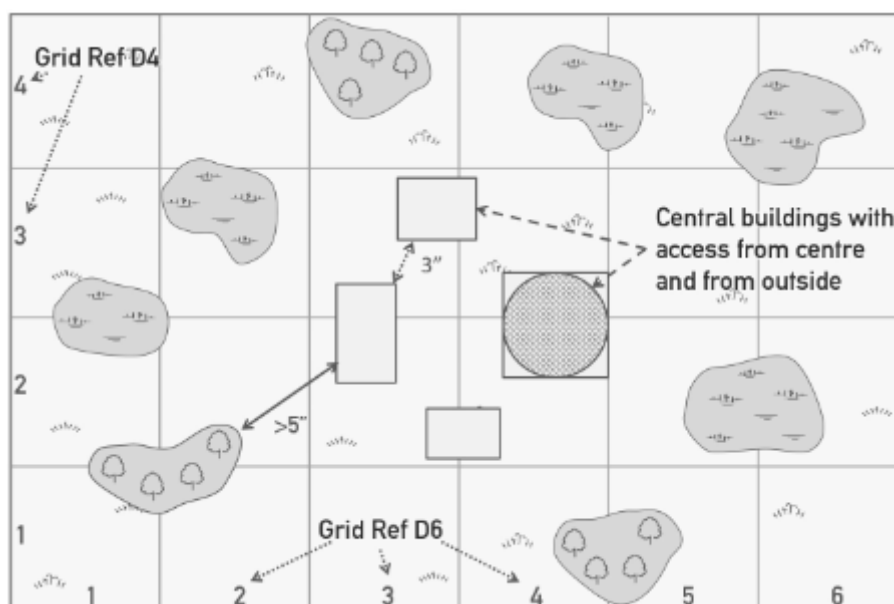
A vehicle unit or humongous beast using a hyperlight envelope can only come on to the table from a table edge: for such units ignore all central squares and come onto a long edge as described for units landing on a building zone.

If an arriving unit cannot make a legal arrival in the grid square or edge generated, then the opposing player nominates an edge and the unit arrives on that edge at least 10" away from any enemy units.

Players can choose where in the grid square or grid square edge their units arrive, as long as it is not within 1" of an enemy unit other than probes and as long as it is not on a building or impassable terrain. Units arriving on table from an edge or via a drop are treated like any other unit coming onto the table and must make a Run or Advance move from the designated point and cannot assault.

As normal, units coming onto the table in turn 2 onward must make an arrival test (see Arriving onto the Table, p.14).

(continued...)



(...Orbital Drop, continued)

Game Duration

The game is played until the end of a turn in which either side reaches its break point or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration, page 12.

Victory

The objective is to capture and hold the hub buildings. If one side occupies all four building blocks at the end of the game it is the outright winner, otherwise the side that holds the most blocks is the winner. If neither side can claim victory the result is inconclusive – a draw!

SPECIAL SCENARIO RULES

AG Chutes

Units equipped with AG Chutes are allowed to choose their drop point rather than roll randomly, but in this case must test command to drop, even in their first turn, and are not moved when they land. Such troops are placed in formation around the landing point providing unit cohesion and separation rules are followed. They are still given a Run or Advance order – in the latter case shooting as soon as they descend gracefully from the skies!

The Orbital Drop game can be fairly anarchic, with units landing close to or some distance from their objective. Units dropping onto the battlefield can find themselves targeted by enemies on ambush, or squeezed into untenable positions between enemy units. Sheer luck can sometimes gift the objective to one side early on, which is why the objective is split into four blocks, making it unlikely that one side will take the entire building from the start.

For all these reasons this game is something of a novelty and is best not taken too seriously. An umpire will help to settle matters such as the exact positioning of drop points!

SCENARIO 12: ROGUE DRONES

Type: Narrative, Objective;

Multiple-player: 2–6 with less than 100 pts each, the more players, the fewer the points

A fleet of stellar reconnaissance drones has returned from a mission to the distant Haraph star system, one long suspected of harbouring a pre-human or Gatebuilder world no longer accessible via Antarean space. Over the years investigative craft have been sent out at near light speeds, but none have ever returned until now – this small fleet has spent nearly seven hundred years making the round journey to Haraph.

But something has clearly gone wrong. Whilst the ships have landed the ancient drones are refusing to respond to IMTel communications and are now rogue. All factions have dispatched task forces to search for and recover the drones, so that their secrets may be uncovered.

Whatever happens, however, they must not fall into the hands of the enemy!

Running The Game

This game is a variant of the ‘Recover at All Costs’ scenario and can be played between two players without an umpire – in which case the players resolve the movement and shooting for the two drones as necessary. Alternatively, the drones can be controlled by an umpire, who will then take any rolls required, move the drones, work out shooting and so on.

Two distinctly coloured order dice will be required for the drones. Place these in the dice bag along with the order dice of the opposing players. If both drone dice are the same colour, when the first is drawn, randomise which drone gets the order and the subsequent drone dice is given to the remaining drone.

No command test is ever taken to give a rogue drone an order: the drone automatically behaves according to the dice roll as described for Drone Actions, below.

Set Up

Set up the terrain leaving the area within 6” of the centre of the table clear – this is where the drones begin the game. Ideally, the rest of the terrain should afford each side the opportunity to approach the objective without exposing themselves to too much enemy fire. Forces will have to advance in the face of enemy fire as well as possible shooting from the drones, so it is a good idea to have a good spread of cover and obscuring terrain.

Deployment

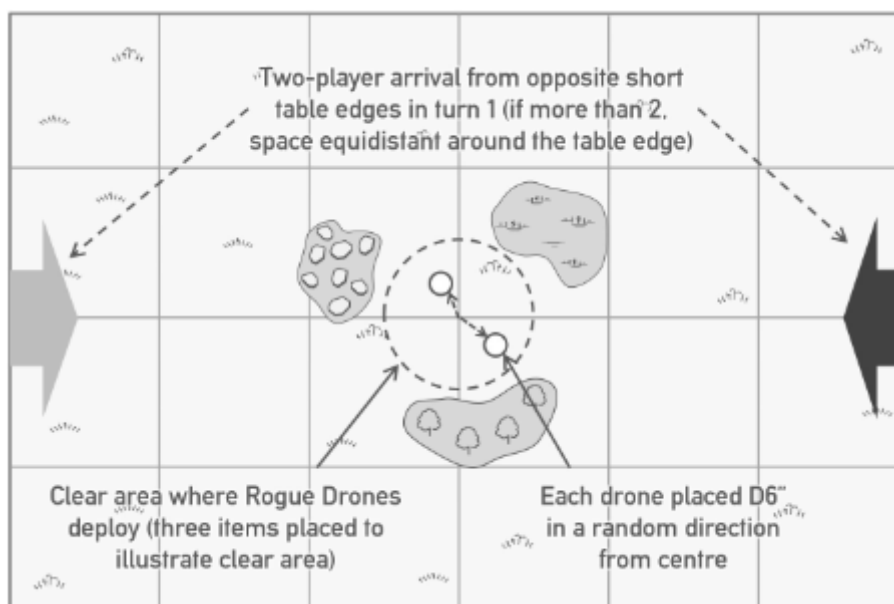
The two forces enter the table from the opposing short table edges. Roll randomly to determine which player starts from which edge.

The game can be played between any two or more factions, making this a fun multiplayer game. If this is the case, the arrival points for the forces need to be equidistant from each other around the table – as the drones move, where the factions deploy can give marginal benefits.

In the first turn both sides can bring up to half of their force onto the table as described for Moving Onto The Table, p.14. Remaining forces can be brought on at the same edge or arrival point from the second turn, making an arrival test as normal.

Deploy the two drones before the first turn once the players have determined from where they will start. Place each drone in the centre of the table and then move it D6” in a random direction. This means the drones might start the game closer to one side than the other – tough luck!

(continued...)



(Rogue Drones, continued...)

Objective

The objective is to capture the drones and carry them back to your own starting edge or, at least, prevent the enemy from doing so.

Game Duration

The game ends immediately if either side carries one of the rogue drones to its base edge or if both the drones are destroyed.

If time is pressing, the game can be played until one side reaches its break value or until six turns have elapsed, then roll randomly to see if another turn is to be played as described under Game Duration, p.15.

Victory

If one side gets a drone off its own base edge the game ends immediately and that side wins. If no side achieves this by the end of the game, the side holding the most drones at the end of the game is the winner. If neither side can claim victory the result is a draw.

SPECIAL SCENARIO RULES

The Rogue Drones

The two objectives are armed reconnaissance drones, represented by any suitable drone or probe. The drones have 'evolved' since they left the Concord hundreds of years ago, possibly accreting alien technology or even rebuilding themselves during their exploration of the universe. Their exact appearance is therefore not important, but for practical purposes they should be no larger than a light support drone.

The drones have the statistics given in the stats box at the foot of the page.

In this scenario the rogue drones never take pins: they are objectives in the game and they make actions in a different way to regular units. They suffer other damage table results as normal.

Drone Actions

When a dice is allocated to a rogue drone it behaves in a random manner. Roll the order dice to find out what it does:

Fire The drone aims and shoots at the nearest player unit that it can draw a line of sight to. If there are no possible targets roll again.

Advance The drone moves D5" in a random direction and then shoots at the nearest player unit that it can draw a line of sight to. If it would otherwise move within 1" of another unit, off the table or into impassable terrain it will stop. If there are no suitable targets it just moves that turn and does not shoot.

Run The drone moves D10" in a random direction. As described above it will not move within 1" of another unit, off the table or into terrain it cannot enter.

Down The drone goes Down. At the end of the turn make a Recovery Test against the drone's Command value to return the down order to the dice bag as you would with other units.

Rally In this game the drone doesn't suffer pins so when a Rally is rolled the drone does nothing that turn. Phew!

Ambush The drone immediately goes into Ambush. Whilst in Ambush it will shoot at any player unit that makes an Advance or Run move within its line of sight. If the drone is still on Ambush at the end of the turn, the dice is left in place and the drone remains on ambush into the next turn.

Capturing a Drone

The drone is captured as described under Carried Objectives, p.15. A unit that has captured a rogue drone cannot capture another whilst it carries the first: a unit can carry only one drone at any time.

Drone	M	Ag	Acc	Str	Res	Init	Co	Special
Rogue stellar reconnaissance drone with plasma light support	5	5	5	n/a	10	8	9	Drone, Objective, Kinetic shield*
Kinetic Shield: The drones have an integral, experimental field projector that acts like an all-around batter field, reducing the accuracy of shots against the drone by -2								

DESIGN NOTES

This scenario is often used for public display games and has won 'Best Participation Game' awards – it is great fun to play and easily allows for multiple players. The number of drones can also be varied and more can be added as the game progresses.

The random actions of the drones might sometimes be infuriating and occasionally downright unfair, but that all adds to the drama! Sometimes the drones will work in your favour; at other times you might feel they have it in for you! Take risks and sometimes they will pay off. If you hang back and try to preserve your troops you are just handing the game to the other side. The trick is to 'go for it' and not to feel aggrieved if things go against you.

We use two drones because it gives all players a fighting chance as they can be deployed fairly evenly around the perimeter, but it also means there is a fair probability of the drones doing something each turn because there are two order dice in the bag. If you want to expand the size of the battlefield or the forces involved then you can add more rogue drones to the mix at the start of the game.

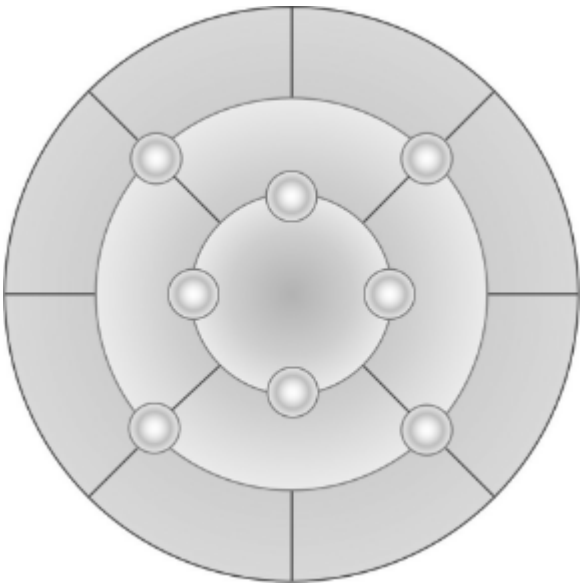
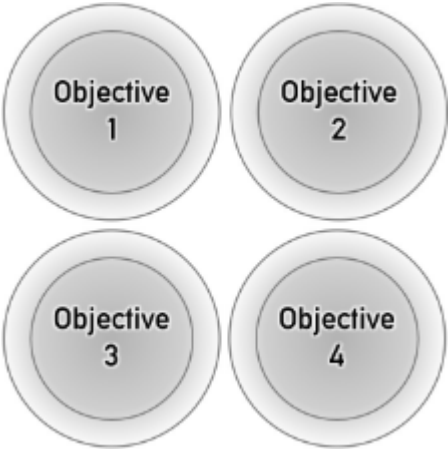
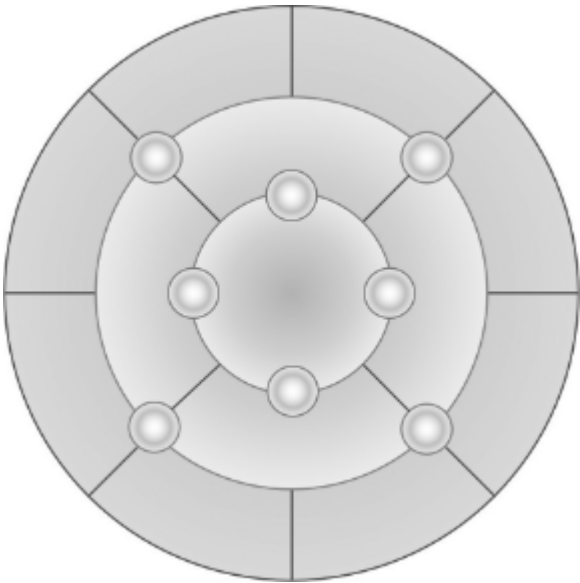
More than two players

We have found this a good scenario for multiple players, either with a number of players on each side, or with three or four sides. With multiple sides we usually enter from the table corners. It makes an entertaining participation game, in which new players can join the fray with fresh units as the action progresses.

Different Drones

You can change the armament on the drones, or make them MOD2, or introduce a player whose role is to control the drones and bring on further rogue drone reinforcements. Perhaps there is a bigger, nastier rogue drone out there, something more like a large combat drone or even an Virai Ancient First Instance. Who knows what threat these represent to Antarean space?

APPENDIX: TRANSMAT/OBJECTIVE MARKERS



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