



ANTARES 2

(BEYOND THE GATES OF ANTARES

SECOND EDITION)

ARMS & EQUIPMENT GUIDE

V2.011 H

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

Antares 2 Credits

Authors: Rick Priestley, Tim Bancroft

Special thanks to: Ant Sharman, Geordie Irvin, Rik Baker, David Horobin
(V1 special thanks: Nick Simmerson, Wojtek Flis, Andrew Chesney)

Principal playtesters, playtest organisers & additional contributors: Dave Baker, Rik Baker, James Buckley, Ruben Lopez Catalan, Matt Cross, Geoff Croudace, Lea Davidson, Ian Duffy, Vance Farrow, Martyn Fellender, Scott Godfrey, Gergely Gombos, Ed Harrington, Jon Harrington, Nicole Sijnja, Rudi Hein, David Horobin, Geordie Irvin, Seb Jacquet, Loik Ménard, Mathias Mesonero, Ben Morris-Taylor, John Murray, Adam Murton, Sam Nolen, Simon Nolen, Tim Oliver, Simon Perkins, David Richardson, Jan Rudolph, Ant Sharman, Ondrej Slezacek, Joshua Teed, Jason Turner

Proof reading and consistency checking: David Horobin, Seb Jacquet, Rosemary Bancroft, Jamie Morris, Stephen Stiles

Original miniatures painted by: Jez Allum, Andrés Amián, Golem Painting Studio, Andy Hobday, Matt Houghton, Rob Henson, Mandertory Miniatures, Chris Webb, Dean Winson, Darek Wyrozebski, Kirsten Williams, Grzegorz Bereza, Blotz, Sarissa Precision.

Miniature design: Jon Cave, Russ Charles, Wojtek Flis, Steve Saleh, Marco Sano, Paul Sawyer, Des Hanley, Kev White, John Wigley

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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 descriptions and stats for the weapons and equipment most widely used in the Antares universe – equipment, rules and stats specific to a faction are in the separate, free army lists for each faction. Other books describe the background in *Antares 2: The Universe*, scenarios, playing and scenario instructions 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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CONTENTS

COMMON WEAPONS	5	<i>Turn-to-Turn.....</i>	13	PROBES.....	25
WEAPON STATISTICS	5	<i>Immediate</i>	13	PROBE RULES	25
Weapon Categories	5	<i>Affects</i>	13	Shooting At Probes	25
Standard Weapons	5	Special Munition Types & Effects...	14	Probe Stats	25
Support Weapons	5	Arc.....	14	COMMON PROBES.....	26
Heavy Weapons.....	5	Blur.....	14	Hound Probe.....	26
Grenades	6	Grip	14	Medi-Probe	26
EXAMPLE STATISTICS	6	Scoot.....	14	Scout Probe	26
WEAPON SPECIAL RULES.....	6	Scrambler.....	14	Targeter Probe	26
Blast [Dn]	6	Slingnet	15		
Breaching.....	6	Suspensor Net	15		
Choose Target.....	7			APPENDIX.....	27
Compound SV.....	7	TECHNOLOGY	16	TEMPLATES	27
Fade, Power Drain and Critical		ARMOUR	16		
Fade	7	Reflex Armour	16	INDEX.....	31
Fade	7	Impact Cloaks	16		
Critical Fade.....	7	Impact Web	16		
Power Drain	7	HL (Hyperlight) Booster Module.....	16		
Fractal Lock	7	Resharded Armour.....	17		
Hazardous HtH	8	Kinetic Barriers and Batter Shields	17		
Heavy.....	8	Batter Shields.....	17		
Inaccurate	8	Kinetic Barriers.....	17		
Massive Damage	8	Fixed Emission Hyperlight			
Move/M n	8	Envelope	17		
No Cover.....	8	Reactive Kinetic Shielding	17		
Not RF.....	8	EQUIPMENT	18		
PBS (Point Blank Shooting)	8	Auto-Workshop	18		
Special Munitions.....	8	Breaching Kit.....	18		
Subdue.....	8	Nano-Symbiote	18		
Support	8	Self-Repair	18		
Symbiote	8	Subverter Matrix.....	19		
Unwieldy [-n]	8	Subverter Test (Co) Result.....	19		
WEAPONS DEFINITIONS.....	8	Transport Pods.....	19		
Compression Weapons.....	8	Suspensor Modules	19		
Mag Weapons.....	9	Antarean Vehicles	19		
Tools and Manipulators	10			BUDDY DRONES.....	21
Plasma Weapons.....	10	BUDDY RULES	21	Buddy Modules	21
Fractal Weapons.....	12	Buddy Modules	21	COMMON BUDDY DRONES.....	22
GRENADES	12			Batter	22
Mines and Minefields	12			Booster (HL Booster)	22
Detonating Mines	12			Camo	22
Demolitions	12			Compactor	22
Breaching and Thrown				Compactor Carrying Capacity	22
Grenades	12			Compactor Load/Unload	22
Damage to Nearby Units.....	13			Destroyed Compactors	23
Grenade Types.....	13			Gun	23
SPECIAL MUNITIONS	13			Medi-.....	23
Special Munitions Rules.....	13			Spotter	23
Declare Munition	13				

Change Log

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

<Version>.<Iteration> <Variation>

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

2.11H Clarified slingnet. Again.

2.11G Amended PDF document title; minor clarification on Hound Probe; stressed timing on compactor buddy; clarified use of slingnet in hand-to-hand and maxing out at 4 pins (same as suspensor net); added Unwieldy.

2.11F Amended acknowledgements in common Frontispiece.

2.11E Initial release to Nexus.

COMMON WEAPONS

We recommend reading through the ‘Break Tests’, ‘Shooting’ and ‘Assault’ sections in *Antares 2: Core Rules* before this section in to gain an understanding of the basic mechanics behind pins, shooting, damage and casualties. This section provides the stats and descriptions of the most common weaponry found in Antarean space.

The majority of advanced societies around Antares share similar technologies so it is hardly surprising that many of their weapons are comparable. That doesn’t mean all forces are identically armed: some factions favour certain types of weapon over others for reasons of practicality, ease of manufacture, or tactical considerations. In addition, all forces have weapons and equipment that is unique to themselves.

Weapons used only by one particular faction or race, such as the Ghar Disruptor Cannon and Isorian Phase Rifle, are not included here. Details and rules for these are given in the relevant faction army lists for the forces that use them.

WEAPON STATISTICS

All weapons have a stat line that describes their general capabilities. This includes a general category in which they belong, their ranges and damage, and any weapon Special Rules that may apply. We’ll go over a brief description of each category first, then use the example weapons to explain the statistics.

Weapon Categories

Common weapons are classified into one of four categories: Standard, Support, Heavy and Grenades. **Standard** weapons are personal arms typically carried by troopers and comparable to modern assault rifles. **Support** weapons are require a dedicated crew of two or more to operate effectively and are comparable to modern machine guns or mortars. **Heavy** weapons are typically field artillery pieces that require a crew of three or more, comparable to modern howitzers. **Grenades** are comparable to modern hand grenades but can also be used as demolition charges or set as mines.

The weapon descriptions are grouped by their general technology or type – mag (x-rail), plasma, compression and so on.

Standard Weapons

Standard weapons are those carried by an individual trooper or fighter. They include hand-held pistols and adapted tools as well as the common ranged, infantry weapons used by armed forces throughout the Antares Nexus. Some kinds of drones also carry standard weapons.

Rules for standard weapons are included in the main rules, but we shall summarise them here for ease of reference and without consideration of exceptions.

- Standard weapons can be employed for shooting where they have ranged shots and during hand-to-hand fighting where they have attacks.
- Standard weapons can be used to shoot point-blank (PBS) during an assault if they have ranged shots and a minimum

range of ‘0’. Weapons that have a minimum range greater than 0 cannot shoot point-blank. Where weapons have different fire modes they can shoot point-blank with a mode that permits it even where they have an alternative mode that does not.

- Any attacks conferred in hand-to-hand fighting are instead of a model’s default single attack. Only a single weapon can be used in hand-to-hand fighting. If a model has two or more weapons that can be used in hand-to-hand fighting, the player must declare which is being used and the entire unit will use the same where possible.

Support Weapons

Support weapons are larger than standard weapons and for the most part cannot be easily carried by a single human-sized infantryman. They are employed for specific tasks, such as taking out heavily armoured vehicles, demolishing buildings or to provide an accompanying fire-base for infantry squads. Support weapons can also be fitted to drones, skimmers or vehicles – in which case they do not need any crew – or mounted into fixed defences. When crewed, support weapons are semi-autonomous machines equipped with suspensors that enable them to move about under their own power.

Rules for support weapons are summarised here for ease of reference and without consideration of exceptions.

- If not mounted in vehicles or on skimmers, a support weapon team comprises two or more crew plus a weapon model. If reduced to a single crew member a -2 Acc penalty applies when shooting the support weapon.
- Support weapons cannot fire point-blank during an assault unless assigned the PBS special rule.
- Support weapon models are assumed to have a Resist (Res) stat of 11 unless otherwise indicated. For example, a plasma cannon hit by a mag cannon has a Res save of 6 (Res 11 - SV 5).
- Unless stated otherwise, support weapons have a Move stat (M) of 5, are Medium sized and occupy Transport Space 1.

Heavy Weapons

These are the largest and heaviest kinds of team weapons likely to be deployed onto a battlefield. They require a larger crew or else are mounted upon heavy vehicles or the equivalents – in which case they do not need any crew. When crewed, the weapons are semi-autonomous and mounted onto suspensor beds, though are sluggish and unsuitable for rapid deployment. Heavy weapons are primarily designed to fire from fixed positions, and even when mounted onto vehicles are unable to shoot on the move.

General rules for heavy weapons are as follows.

- If not mounted in vehicles, heavy weapons require a weapon team of three or more crew plus a weapon model. If reduced to fewer crew a -2 Acc penalty applies when shooting the heavy weapon.

- A heavy weapon requires a Fire order to shoot and does not get the aimed fire Acc bonus when doing so. A heavy weapon cannot shoot with an Advance order.
- Heavy weapons cannot fire point-blank during an assault unless assigned the PBS special rule.
- Heavy weapon models have a Resist stat of 13 unless otherwise indicated.
- Unless stated otherwise, heavy weapons have a Move stat of 4.
- Heavy weapons are normally size Large: if Large, they cannot be transported; if Medium, they occupy Transport Space 2.

Grenades

Grenades are easily carried by a trooper, can be thrown by hand or can be discharged from a specialised Standard weapon. They are used at short ranges, such as in hand-to-hand fighting, but Antarean grenades are intelligent enough to be placed as remotely-operated mines or demolition charges. Grenades have their own section, below.

Twinned Weapons

Twinned weapons are those where two of the same type of weapon are fixed in the same mount firing together at the same target (such as the twin mag repeaters on Algoryn personal skimmers). They normally have twice the rate of fire than single weapons of their type and are always classified as a single weapon of one weapon class 'heavier' than their basic type: twinned standard weapons counting as support, and twinned support as heavy, for example.

EXAMPLE STATISTICS

Referring to the example weapons below, we'll break down each component.

- **Standard Weapon/Support Weapon.** In the weapon listings, each weapon is grouped into its general category. Here, we have a mag cannon as an implicitly crewed support weapon and two standard weapons.
- The **Range** columns shows the maximum distance, in inches, of the weapon's Effective (Effv), long and extreme (Extr) range. Shots at long and extreme range suffer accuracy penalties. Here, the mag cannon has one of the longest ranges of all support weapons with an effective range of up to 30", long range up to 50" and extreme range up to 100". Some weapons have a minimum effective range and cannot shoot at targets where the range falls below this minimum distance. This is expressed as (10)20 where 10 is the minimum range and 20 the maximum effective range.
- The **Shots** column indicates the number of shots the weapon has each time it shoots, and the strike value (SV) of each shot. The mag cannon has one shot at a SV of 5, the mag repeater two at SV 0. Some weapons lose effectiveness with range: to reflect this, such weapons have their SV at each range band (effective, long and extreme)

stated separately as in 1×SV7/5/3 – indicating one shot at SV7 at effective range, SV5 at long range and SV3 at extreme range. Weapons such as the mag repeater shown have two or more shots, referred to as Rapid Fire (RF), and an entry in their Special Rules is a reminder of this: all weapons with more than one shot are RF unless stated as being 'Not RF'.

The number of 'shots' is not necessarily the number of actual projectiles or energy bursts fired, but reflects the effectiveness of the weapon or mode in play terms. In most cases a 'shot' is be a burst of fire, several seconds of a projected beam weapon, or a number of projectiles depending on the type of weapon.

- **Attacks** shows the number of strikes the weapon has when used in hand-to-hand fighting, together with the SV of those strikes – as shown by the mag pistol example. Where a weapon or mode has no 'Attacks' stat value, as with the mag repeater, the mode or weapon cannot be used in hand-to-hand fighting.
- **Special** indicates any weapon Special Rules that apply to the weapon. The mag cannon has the special rule 'Massive Damage' which makes it especially useful when it comes to taking out armoured vehicles and drones, as described below.

Some weapons have alternative shooting modes. These are given on separate lines with each mode in italics. If a weapon has more than one shooting mode you must declare which is being used when you nominate a target.

WEAPON SPECIAL RULES

Many weapons have one or more special rules, most of which are common to whole categories or types. The following list covers all special rules of this kind. Rules unique to individual weapons are described together with the weapon's other details.

Blast [Dn]

The weapon inflicts Blast type damage. If Dn is specified, it also one or more hits on a successful shot or hand-to-hand attack. The number of hits inflicted is determined by rolling the dice indicated by *n*.

For example, an X-howitzer has Blast D8 so roll an 8-sided dice to get a result of between 1 and 8.

Where a blast weapon has a dice and a modifier, such as Blast D3+2, roll the appropriate dice (D3 in this case) and add the modifier to get a total (between 3 and 5 in our example).

Breaching

Breaching weapons or modes have enhanced effect when targeting buildings, walls (such as the interior bulkheads of spacecraft), solid obstacles, or other comparable static objects or constructions. Buildings can always be targeted, but other

Example Weapons

Standard Weapon	---- Range ----			Shots	Attacks	Special
	Effv	Long	Extr			
Mag Repeater	20	30	–	2×SV0	–	RF
Mag Pistol	10	20	30	1×SV1	1×SV1	–
Support Weapon	Effv	Long	Extr	Shots	Attacks	Special
Mag Cannon	30	50	100	1×SV5	–	Massive Damage

terrain might be less obvious, so it is important to agree upon breaching targets before the game begins.

For example, a field fortification is a solid obstacle and therefore a fairly obvious breaching target; however, what about a parked spacecraft or vast abandoned mining machine? Settle such things before the game to remove any doubt.

When a breaching weapon shoots and hits a building (or equivalent as agreed) then it scores damage points on the building equal to its strike value (SV). The usual minimum SV threshold required to score damage points against buildings is ignored for weapons with the breaching rule.

Some weapons have a higher SV against breaching targets than against ordinary targets. If this is the case the higher SV is indicated together with the breaching rule, for example Breaching SV7 means use an SV of 7 against a breaching target. Some weapons with the Fractal Lock rule have both a higher SV against breaching targets and a higher incremental SV when 'locked' to their target. For example, a Fractal Bombard is SV7+4 when used against a breaching target.

Breaching weapons that score damage on buildings can also hit troops inside as for troops within buildings that suffer damage (see buildings in the *Core Rules*).

Some breaching weapons have no Shots stat but only an Attack stat. These kinds of weapons can be used to make a hand-to-hand attack against a building, wall or other static construction if the squad carrying them is in contact with the target once the unit has completed its movement. An obstacle can only be attacked in this way if it is not defended by an enemy unit, although the enemy unit can be attacked in the usual way.

Where enemy units are on the other side of a dividing wall or bulkhead separating them entirely, the enemy's presence cannot prevent a breaching attempt. In such a situation, units attempting a breach can move within 1" of their enemy because they are unable to interact, i.e. the usual 1" gap rule is suspended to allow a breaching attempt.

Choose Target

A model armed with a Choose Target weapon can nominate a different target to the rest of the unit when the unit shoots. If the player wishes the model to shoot at a different target, then both targets must be declared before rolling dice.

A unit can potentially include two or more models each armed with Choose Target weapons. In such cases the unit can still only shoot at a maximum of two targets in total, and all the models with the Choose Target rule must nominate the same enemy target.

During point-blank shooting (PBS) the only permissible target is the enemy unit engaged in close combat, including for weapons that have the Choose Target special rule.

Some Choose Target weapons, such as the plasma lance, can shoot in different modes enabling them to perform a variety of roles in combat. Models armed with such a weapon can only declare a different target from the rest of their unit when using a mode with the Choose Target special rule, and not when using another mode.

Compound SV

The Compound SV rule applies only in hand-to-hand combat or in a breaching attempt. Ranged attacks are not compounded

except when making a breaching attempt (see Breaching and Thrown Grenades on page 11, below).

All attacks on a single model or target from weapons with the Compound SV attribute are combined into a single attack and the SV of all the attacks totalled into a single SV.

For example, if two plasma grenades and an X-sling attack strike a single trooper in hand-to-hand, the three SV1 attacks are combined into 1 attack at SV3. Similarly, if 5 implosion grenades at SV2 strike two troopers and are distributed as normal, two hits on one trooper are amalgamated to make 1 attack at SV4 and the three hits on the other trooper combined to make 1 attack at SV 6.

Fade, Power Drain and Critical Fade

These three special rules are variations on a theme and are therefore grouped together. The rules represent how the massive energy requirements of powerful energy weapons sometimes lead to field collapse or critical power management issues such as plasma coils overloading.

Fade

On one or more Acc rolls of a 10, not only is the shot a miss but the unit goes Down once its action is complete. Turn its current order dice to Down. If the unit is already Down (perhaps in PBS) and has a dice in hand, draw one from the bag and place Down to show the current order.

Critical Fade

On one or more Acc rolls of a 10, the unit goes Down as for Fade. In addition, the unit also receives an extra pin for each Acc test failed on a 10.

Power Drain

This only affects models equipped with two or more weapons with the Power Drain rule. Shooting with one such weapon incurs no risk; if shooting with two or more weapons with Power Drain, then both are subject to the Critical Fade rule.

Fractal Lock

This applies to weapons that use fractal disruptive technology. This kind of weapon is commonly employed by engineer detachments. The same technology is a feature of mining and demolition equipment.

Once a weapon with Fractal Lock hits a target with a Fire order, it will automatically hit the next time it shoots providing the weapon continues to shoot at the same target with a Fire order and the target does not move. As well as automatically hitting the target, the weapon's SV increases by the amount shown under the weapons damage (such as SV5+4) each consecutive Fire order the weapon is given. There is no limit placed on the total SV that can be generated in this way.

To break the lock, the target has to move at least unit cohesion distance (1") from the point it occupied. Any defended obstacle's cover bonus to Res is lost by doing so.

Of course, once a target has moved 1", there is nothing to stop it moving back into the position it occupied, even in that action if it has enough movement to do so: the lock has been broken!

A unit which moves to break a Fractal Lock removes the focus of disruption, hence preventing damage escalation. However, in moving it may have to take an Ag test and suffers all the potential hazards and drawbacks associated with moving such as not having a fire bonus, being unable to fire, or even making itself vulnerable to an Ambush by having to make a Run or Advance order.

Fractal weapons are ideal for attacking buildings or other immobile targets, but are also handy for forcing other targets to abandon their positions.

For example, a Fractal Lock weapon with an SV of 3+3 initially hits with SV 3 and would automatically hit on its second shot with an SV of 6, its third shot with an SV of 9, and so on assuming consecutive Fire orders have been issued and the target hasn't moved.

Hazardous HtH

Some weapons are especially dangerous in hand-to-hand fighting, typically where explosives or mass defraction technologies are used at very close quarters. Any Str rolls of 10 to strike blows in hand-to-hand fighting not only miss the enemy, but instead score hits on the unit using the weapon.

Heavy

The weapon is a Heavy Weapon (see p.6).

Inaccurate

The weapon or mode is inherently difficult to aim, either because of its mass and size or because of the force it produces. In most cases weapons with this rule tend to have multiple fire modes and the 'inaccurate' rule applies only where the indicated mode is used. Any shots made in this mode suffer an additional -1 Acc penalty to hit.

Massive Damage

Some weapons inflict substantial damage on large or armoured targets when they hit. This might be because they utilise the mass of the target to leverage their effect, or because they shoot spatial collapsing charges, or for a variety of reasons depending upon the technology employed.

Massive Damage weapons affect the roll made on the Damage Chart. Subtract one from the D10 roll to gain the final effect – shooters adjustments are made before any defensive adjustments. For example a roll of '6' becomes a '5' from Massive Damage and therefore inflicts more damage, though the '5' could then be adjusted by the target's Ace special rule.

Move/M n

Crewed heavy weapons are typically massive machines, designed to be set-up at a distance from their targets and to operate as static artillery pieces from fixed-positions. Their move rates are relatively slow, indicate by this special rule (for example Move 3 to indicate an M stat of 3"). This move rate does not apply when weapons are mounted onto vehicles, humongous beasts or drones.

No Cover

Targets hit by this weapon get no cover bonus to their Res save. The shot either bypasses the cover due to its innate capabilities or has some effect, such as a blast, that overcomes the protective value of the target's cover.

Not RF

Though the weapon or mode may fire multiple shots, it does not count as if firing in RF mode. This is typically applied to twinned weapons, two infantry weapons of the same type coupled together.

PBS (Point Blank Shooting)

Where indicated PBS means that a support or heavy weapon can be used for point-blank shooting during an assault.

All grenades and standard weapons able to shoot at '0' range can be employed during PBS. Support and heavy weapons can only shoot PBS if they have the special PBS rule listed on their stats.

Special Munitions

This indicates the weapon is able to use one or more special munitions as an alternative to its normal kinetic projectile, energy or spatial distortion attacks. The specific munitions available are given in the force's description or in the appropriate faction handbook. For example, the PanHuman Concord can use almost all types of special munitions for its X-Launchers, but the forces of the Algoryn Prosperate have access to a more limited selection.

Subdue

The weapon has the Subdue special rule (see the *Antares 2: Core Rules*, Special Rules).

Support

The weapon is a Support Weapon (see p.5).

Symbiote

The weapon has the Symbiote special rule - refer to *Antares 2: Core Rules* for full details but, in effect, the symbiote model cannot be targeted separately from its wielder and is used primarily for aesthetic purposes.

Symbiotes are the NuHu's nano-buddy, Batu Delhren's Shamasai drone and an Isorian sniper's phase rifle.

Unwieldy [-n]

The weapon or ammunition is heavy, awkward or otherwise difficult to use in hand-to-hand. When used in hand-to-hand, the user suffers a penalty equal to that stated (-n), irrespective of whatever stat is used (Str for normal troops, Ag for Agile troops). Unwieldy defaults to 'Unwieldy -1'.

WEAPONS DEFINITIONS

The following sections define the more common weapons of Antares, grouped into the general type of technology each uses to be effective.

Compression Weapons

In addition to its use in precision mining, compressor technology is adapted for battlefield use. The beam compresses much of the atmosphere, gaseous material or particulates in its path so it is unsurprising that its effectiveness deteriorates at longer ranges. At the right range, however, compression weaponry can be lethal.

In general, compression weaponry comes in three main forms: the anti-personnel compression carbine, sometimes used

primarily for show by personal bodyguards; the anti-drone compression cannon which can also pack a severe punch against most vehicles; and the heavy anti-tank weapon, the compression bombard.

Whilst powerful, the problem with the larger weapons is that they can occasionally suffer from a power fade from overheating compression coils. Nonetheless, the Prosperate occasionally uses them, and the Freeborn frequently retrofit them into standard Isorian and C3 designs for their own use; assault-focused mercenary forces also use them in a focus on short-term punch rather than long-term operations.

Mag Weapons

Mag weaponry relies on the generation of a magnetic pulse along parallel, magnetic tracks or rails built into a frame, causing the projectiles, ammunition or missiles within the barrel to accelerate rapidly. It is the construction of these rails that gives magnetic weapons their distinctive length and 'boxy' appearance. Rapid firing or lighter weapons fire a burst of metalised spikes, flechettes, needles or (in the more primitive weapons) pellets or slugs – though for rules purposes sometimes consolidate these into fewer, effective hits. Alternative names such as pluggers, needlers and sluggers are used for the specific weapon types, though we consolidate these into fewer, more general classes of weapons.

In the more advanced weapons, thousands of rounds of ammunition is carried in compacted form using common compression technology built into the body of the weapon, and can be replenished from spare magazines if necessary. Over a period of several hours further ammunition can be synthesised from a hyper-compressed material core.

Mag guns refer to the general class of mag rifles carried by most troops. Mag pistols are the most basic form of personal mag handgun. Mag repeaters sacrifice some of the power and range normally attainable with a mag weapon in favour of a much greater rate of fire – though less powerful than a regular mag gun, the high rate of fire makes them very effective at close ranges. Mag repeaters are sometimes mounted together on personal skimmers or even in small turrets to provide a substantial number of shots, at low cost, but low penetration power.

The Micro-X launcher is intended as squad support weapon and in addition to standard mag weapon slugs, fires explosive shells or heavier, specialised anti-personnel (slingnet) or anti-vehicle (overload) munitions, as mentioned in the army lists. As a result, it is relatively bulky.

Magnetic slings or x-slings are small magnetic launchers that are used to hurl grenades or special munitions. They are either attached to a forearm brace or sub-mounted onto a larger weapon. The x-sling is often given to squad leaders with special ammunition particular to that army. Bounty Hunters often have customised and enhanced variants of the

underslung x-sling, the main purpose of which is to boost the power to launch customised special munitions, though it can only do so in overhead mode. Despite this, elite bounty hunters such as the Hükks find them invaluable for capturing prey or making good their escape.

The mag cannon is a single-shot magnetic cannon. Its chief role is to take out tough targets such as drones and vehicles at long distances. It has multiple internal rails that generate a single, powerful magnetic pulse to launch a projectile containing a mass-sensitised disruptor field that inverts and crushes local space so that a target struck and penetrated suffers massive internal damage. The heavy mag cannon is a larger and more powerful version of the standard mag cannon.

The mag light support – often abbreviated to MLS – is a long-ranged rapid-firing magnetic weapon used by a wide variety of support units. It fires a burst of metallic spikes or slivers. The mag heavy support weapon – often referred to as MHS – is a long-ranged very rapid firing and hard-hitting version of the mag light support gun designed primarily for vehicle mounting and fixed point defence. The MHS is sometimes built from two MLS's coupled together and firing as one, MHS.

The X-launcher or magnetic launcher is one of the most universal and adaptable support weapons. They are compact, relatively accurate, and capable of handling a variety of explosive and special ammunition where necessary. As the ammunition is relatively weighty, bulky and resists compression, X-launchers are generally team weapons with crews. The 'X' in their name refers to the four, equally spaced magnetic rails that form the barrel framework. The basic example of such a configuration is the portable x-launcher.

The X-howitzer is a very large magnetic launcher built for lobbing an assortment of munitions over great distances. Its sturdy construction is necessary to withstand the high velocities generated by their multiple magnetic rails. It is a common crew-served battlefield heavy artillery support weapon used by many forces and is sometimes mounted onto heavy combat vehicles and used as a long-range mobile heavy artillery. Designed to operate at longer ranges than other launchers, its minimum range is correspondingly greater than that of other overhead weapons.

The mag mortar is similar but is designed to lob a heavy shell at relatively short ranges. They are not used in the forces of the IMTel nations due to their short range but are frequently seen in Algoryn and occasionally in Freeborn forces.

Some nations lack long-ranged support and heavy weapons so scavenge what they can from the battlefield. Given these nation's lack of nanosphere and paucity of knowledge about the technology, their **scavenged** weapons end up being somewhat inferior in performance when compared to their original specifications.

Compression Weapon Stats						
	---- Range ----					
Standard Weapon	Effv	Long	Extr	Shots	Attacks	Special
Compression Carbine	10	30	50	1×SV3/2/1	–	No Cover
Support Weapon	Effv	Long	Extr	Shots	Attacks	Special (Crew 2, Res 11)
Compression Cannon	20	40	80	1×SV8/5/3	–	Fade, No Cover
Heavy Weapon	Effv	Long	Extr	Shots	Attacks	Special (Crew 3, Res 13)
Compression Bombard	30	80	150	1×SV10/7/5	–	Fade, Large, Move 4, No Cover

The following table gives a summary of these weapons. Where special munitions are listed, they are only available if permitted by Army Lists.

Tools and Manipulators

The **lectro lash** comprises an energy field held by a nanite string of variable length and is not so much a weapon as a training tool used by Boromites to guide and train creatures such as the thick-skinned and largely insensitive lavamites - the energy transmitted down the nanite field reduces most humans to jelly! The lash is sometimes seen in the hands of other, largely feral, peoples who have to tame or handle beasts as ferocious as lavamites, or in the hands of bodyguards to the more vicious Mercenary commanders. The **maglash** is a variation of this used by Ghar Outcast masters to herd their Outcasts or by Feral skark riders to control their skarks: it can also be 'cracked' to throw the charge a short way.

The **NuHu's stave** is carried by the machine-integrated race of NuHu and is their preferred armament when engaged upon the most dangerous and demanding missions. It comes in a variety of forms and can compact down to a simple tube that can be easily fastened to a belt harness or concealed from view. The stave is as much a badge of office as a practical piece of equipment, identifying its owner as a NuHu of power and influence. Once activated, all staves tightly bind themselves to their NuHu's personal nanosphere and become an integrated part of the individual's sharded personality. Enhanced in this fashion the NuHu is able to manipulate the local nanosphere and generate nanospore that can be directed as energy. In the

game, we use the stave's capability of energising a nanite cloud to produce a short range energy blast, effectively becoming a weapon.

Most drones are equipped with suspensor field projectors in order to carry out their specified task. However, when finer control is required, or when the drone is expected to interact with equipment made for living species, **tool appendages** are fitted to the drones. These flexible, bio-mechanical limbs terminate in an adaptable tip that can be reshaped into a variety of tools with fine edges, or which resemble fingers or clamps for holding and restraining items. The adaptability of such tools is such that they can even create mono-molecular edges or fine cutters that can be used in close quarters – an important usage for command drones!

Plasma Weapons

All plasma weapons are extremely effective for their size. Whilst details and appearance varies from model to model, plasma weapons can usually be recognised by their distinctive plasma coil: the larger the coil the more powerful the shot. Plasma weapons don't need to be especially long as their effect is not based on velocity, shooting a burst of energy that initiates an ionisation reaction – effectively a small explosion or eruption of whatever has been hit. The weapons' ability to generate energy is key to their effectiveness and over time this conversion rate declines, the plasma coils becoming less effective over time – sometimes months. The maintenance needs means that plasma weaponry is used only by the most technological capable of forces. The Algoryn avoid plasma

Mag Weapon Stats

Standard Weapon	Mode	---- Range ----			Shots	Attacks	Special
		Effv	Long	Extr			
Mag Gun		20	30	60	1×SV1	–	–
Mag Pistol		10	20	30	1×SV1	1×SV1	–
Mag Repeater		20	30	–	2×SV0	–	RF
Micro-X Launcher	Direct	20	30	–	1×SV1	–	As shots OR Slingnet
	Overhead	(10)20	30	50	1×SV0	–	OH, Blast D4, No Cover OR Slingnet
	Overload	20	30	–	1×SV3	–	Inaccurate
Underslung X-launcher	Direct	5	10	20	1×SV1	1×SV1	Grenade OR Slingnet
	Overhead	(5)10	20	30	1×SV1	–	Blast D3, Grenade OR special including Grip, Blur or Arc
X-Sling	Direct	10	20	–	Spec	Spec	Inaccurate; Spec: As Grenade OR special munitions
	Overhead	(5)10	20	–	Spec	–	OH; Spec: As Grenade
Spec: As Grenade: x-slings shoot either special munitions or whatever grenades the wielder has been given in the lists, typically plasma grenades.							
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special (Crew 2, Res 11)
Mag Cannon		30	50	100	1×SV5	–	Massive Damage
Mag Light Support (MLS)		30	50	100	3×SV2	–	RF, PBS
Twin Mag Repeaters	RF	20	30	–	4×SV0	–	RF, PBS
	Single	20	30	–	2×SV0	–	PBS, Not RF
Scavenged Mag Cannon		30	50	80	1×SV5	–	Massive Damage, M5 and Ag 6 as crawler
Scavenged MLS		30	50	80	3×SV2	–	RF, PBS
X-Launcher		(10)30	60	120	1×SV1	–	Blast D5, No Cover, OH, Special Munitions
Heavy Weapon		Effv	Long	Extr	Shots	Attacks	Special (Crew 3, Res 13)
Heavy Mag Cannon (HMC)		50	100	250	1×SV7	–	Large, Massive Damage, Move 3
Mag Heavy Support (MHS)		30	50	100	5×SV3	–	Medium, Move 4, RF, PBS
Mag Mortar		(10)30	40	60	1×SV2	–	Blast D10, Move 3, Large, OH, Special Munitions, Breaching, Cumbersome
Scavenged MHS		30	40	80	5×SV3	–	Move 4, Medium, RF, PBS
Scavenged HMC		30	60	120	1×SV7	–	Massive Damage, Move 3, Large
X-Howitzer		(20)50	100	250	1×SV2	–	Blast D8, Large, Move 3, No Cover, OH, Special Munitions, Cumbersome

Tools and Manipulators Stats

Standard Weapon	----- Range -----			Shots	Attacks	Special
	Effv	Long	Extr			
NuHu Stave	10	20	30	3×SV3	3×SV6	Blast, No Cover
Lectro Lash	Hand-to-hand only			–	3×SV1	–
Maglash	10	–	–	1×SV1	2×SV1	–
Tool Appendages	Hand-to-hand only			–	2×SV1	–

weapons due to their maintenance and parts overhead, preferring their more rugged mag weaponry.

Weapons range from the plasma pistol, regarded as the ultimate handgun in most factions, through to the standard infantry weapon of the advanced factions – the plasma carbine – up to the potent plasma bombard.

The **plasma carbine** is capable of multiple modes of operation, combining hard-hitting, focused fire at range and a rapid scatter at closer distances, giving it a distinct advantage over similarly sized mag weapons except at extreme ranges. In many infantry squads this is often supplemented by the **plasma lance** which is like the carbine but has heavier coils calibrated to operate in a further mode: the lance (anti-tank) mode, though at the cost of accuracy. Heavier, hardened versions of the plasma carbine and plasma lance with tips have been extended and hardened with an hi-strength suspensor field shaped for penetration and the rest of the weapons are physically reinforced: in hand-to-hand combat, the Krasz can treat their plasma carbine and lance as a hand weapon but other panhumans find the weapons difficult to lift, let alone wield, so find them of no benefit.

Isorian marksmen are given a **plasma rifle**, a longer-range, infantry-portable plasma weapon with a fixed focusing lens and technology that allows the deadly Isorian IMTel to

penetrate and exploit weaknesses in enemy combat shards through a modulation in the ionisation beam before the plasma ignites. It is particularly of use in picking off threats to the infiltration squad from supporting weapons and light vehicles, as well as negating the capabilities of enemy buddy drones. The Isorians equip their Tsan Ra troopers with larger versions of the plasma carbine called a **plasma duocarb** – almost a support weapon in its own right but one which can only be carried by Tsan!

The plasma cannon is calibrated to deliver a single very strong pulse, for which an especially long plasma coil is required. The plasma light support gun – often abbreviated to PLS – is the ultimate in rapid firing infantry support weapons and is the mainstay of Concord and Isorian weapon drone units. It is easily recognised by its hefty plasma coil and substantial size as well as the characteristic double vane barrel that houses the necessary magnetic containment generators. Multiple instances of the weapon mounted in combinations with other power-draining weaponry can result in plasma fade.

Plasma carbines are sometimes mounted side by side on personal skimmers and specialist vehicles to provide a highly flexible, anti-infantry weapon for the IMTel nations. Though costly and requiring substantial power, the twinned plasma

Plasma Weapon Stats

Standard Weapon	Mode	----- Range -----			Shots	Attacks	Special
		Effv	Long	Extr			
Krasz Assault Carbine	Scatter	20	30	–	2×SV0	–	RF
	Focused	20	30	50	1×SV2	1×SV2	–
Krasz Assault Lance	Scatter	20	30	–	2×SV0	–	RF
	Focused	20	30	50	1×SV2	1×SV2	–
	Lance	20	30	–	1×SV4	–	Inaccurate, Breaching, Choose Target
Plasma Carbine	Scatter	20	30	–	2×SV0	–	RF
	Focused	20	30	50	1×SV2	–	–
Plasma Duocarb (Tsan only)	Scatter	20	30	–	2×SV1	–	RF
	Focused	20	30	50	1×SV3	–	–
Plasma Lance	Scatter	20	30	–	2×SV0	–	RF
	Focused	20	30	50	1×SV2	–	–
	Lance	20	30	–	1×SV4	–	Breaching, Choose Target, Inaccurate
Plasma Pistol		10	20	30	1×SV2	1×SV2	–
Plasma Rifle		20	30	80	1×SV2	–	Choose Target, Exploit
Exploit. Any hit from the plasma rifle can be allocated to an enemy buddy drone whether or not a Lucky Hit is scored. The hit itself is not normally a Lucky Hit (unless a one is rolled, of course!), so must otherwise undergo any rerolls as normal. If not allocated to a buddy drone, a hit from the plasma rifle is allocated according to the normal rules for hit allocation (see 'Shooting' in the Antares rules).							
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special (all Crew 2, Res 11)
Plasma Cannon		30	40	80	1×SV7	–	(Fade for some versions – see lists)
Plasma Light Support		30	40	80	3×SV3	–	RF, PBS, Power Drain
Twin Plasma Carbines	Scatter	20	30	–	4×SV0	–	RF, PBS, Power Drain
	Focused	20	30	50	2×SV2	–	PBS, Not RF
Heavy Weapon		Effv	Long	Ext	Shots	Attacks	Special (all Heavy, Crew 3)
Plasma Bombard		50	100	200	1×SV9	–	Large, Move 4 (Fade for some versions – see lists)

carbines have the advantage over the mag repeater of having a mode that provides greater armour penetration.

The plasma bombard is the largest and most powerful mobile plasma weapon and uses multiple-coils to generate an extraordinarily potent pulse of energy. They are constructed with multiple plasma coils, which loop together, a design that is necessary to preserve the integrity of the coils.

Almost all plasma weapons designed outside the IMTel nations suffer from the Fade rule. The individual army lists have the relevant stats for such weapons.

Fractal Weapons

Fractal weapons use molecular resonance to break apart solid material. Although slow to develop full power, once locked on to a target, then can easily break apart buildings, machines and other constructs. They are not very practical weapons on a mobile battlefield where targets are likely to be in motion, so are primarily used for attacking static defences or for urban or shipboard actions attacking fixed defences, bulkheads, buildings, etc. They are most likely to be operated by specialist engineering teams.

A fractal cannon is sometimes called a Demolitions and Breaching Cannon (DBC) and is the basic fractal weapon. Boromite frag borers (mining machinery) have roughly the same capability once modified for battlefield use.

Fractal bombards – also known as fractal disintegrators – are the largest fractal weapons used in terrestrial warfare and are essentially siege weapons. Boromite heavy frag borers have comparable capability once retuned for battlefield use.

Virai also use their mining tools as weapons. Like the Boromites, once adjusted for battlefield use they have effectively the same capability as military fractal weapons.

GRENADES

Small explosive charges or microgrenades are used in combat, for demolition, sabotage and as mines, and are also projected by small launchers such as x-slings. The charges may be no larger than a pebble, are often flat like a coin and can be carried in a small, harness-attached dispenser of twenty or more grenades.

- Grenades can be used to shoot where they have a ranged Shots stat and strike in hand-to-hand fighting where they have an Attacks stat.
- Grenades with a ranged shots stat and minimum range of '0' can also be used for point-blank shooting during an assault.
- Grenades can also be used to lay mines and for demolitions, as described below.
- Grenades can be fired by an x-sling. Indeed, the standard load for an x-sling is a plasma grenade so the x-sling gains the 'Compound SV' special rule by default.

Mines and Minefields

Grenades can be set as mines. The unit setting mines must make a **Fire** Action but does not otherwise shoot: the Fire Action is taken up with placing charges. Place a mine marker within 1" of the unit's formation (any suitable marker will do).

A unit equipped with grenades can set any number of mine markers in this way during a game, but a marker cannot be set within 5" of mine markers already placed by either side.

Detonating Mines

The player who set the mines can detonate them at any time if an enemy unit makes any Action, Reaction, consolidation or any other movement within 5" of the marker. Resolve the effect of detonating mines before completing the target's Action/Reaction.

The mines inflict D5 hits. The player detonating the mines must divide these hits as evenly as possible amongst all units, friend or foe, that have any model within 5" of the mine marker, though probes need only receive one hit each. The hits on each unit are allocated in the same way as normal shooting hits at the SV of the grenades creating the minefield, including pins and any Compound SV, except there are no Lucky Hits or Dud Shots as there is no Acc test.

For example, a three-strong unit of Ghar Battlesuits passes through a plasma grenade minefield and their opponent decides to trigger the mines. They roll a 4 on the D5, causing 4 hits on the command squad. As there are only three models, two of these compound into a single SV2 hit whilst the other two are normal hits at SV1. Because of the SV2 hit, the Battlesuits pick up a pin – were it not for this, they would still be heavily armoured (a Res save of 11) and only pick up a pin if they failed a Res save.

Once a mine marker has been detonated it is removed and there is no further effect.

Demolitions

Grenades can be used as demolitions charges against walls, doors and any obstructions agreed to comprise such before the game. The procedure is exactly the same way as laying mines (see above), except that the charges can be detonated at any time by the player laying them.

The number of hits is determined in exactly the same way as for mines, and all successful hits are compounded into a single hit (Compound SV). If the compounded strike value (SV) is sufficient to overcome the target's threshold SV then it takes the SV value as damage points.

If grenades have the **Breaching** Special Rule then the total is inflicted as damage points regardless of whether the threshold is reached or not.

Breaching and Thrown Grenades

Grenades can also make ranged breaching attacks against a wall, door or other obstruction. This is resolved as shooting

Fractal Weapons Stats

Support Weapon	---- Range ----			Shots	Attacks	Special (Res 11, Crew 2)
	Effv	Long	Extr			
Fractal Cannon/Frag Borer	20	30	50	1×SV4+3	–	Fractal Lock, Breaching SV 5+4, Transport Space 2
Heavy Weapon	Effv Long Ext			Shots	Attacks	Special (Res 13, Crew 3, Large)
	Effv	Long	Ext			
Fractal Disintegrator/ Heavy Frag Borer	50	100	200	1×SV5+3	–	Breaching SV7+4, Fractal Lock, Move 3, Cumbersome

Grenade Stats

Grenade	---- Range ----			Shots	Attacks	Special (Res 11, Crew 2)
	Effv	Long	Extr			
Fractal Charge	5	–	–	1×SV3	1×SV3	Breaching, Compound SV, Hazardous HtH
Implosion Grenade	5	–	–	1×SV2	1×SV2	Breaching, Compound SV
Plasma Grenade	5	–	–	1×SV1	1×SV1	Compound SV

against another unit as normal. Compound SV weapons may compound their successful attacks.

If the total SV of a grenade attack is sufficient to overcome the target's threshold SV then it takes the SV value as damage points. If the SV is insufficient to reach the necessary threshold there is no effect unless the grenades have the breaching rule, in which case damage points are inflicted regardless of the total.

In the case of thrown grenades we can imagine some bouncing off walls and being ineffective compared with carefully placed charges.

Damage to Nearby Units

Whether throwing or setting demolitions charges, if there are units within 1" of an obstruction that is being targeted, any hits scored are divided equally amongst those units as well as being applied against the obstruction. This is similar to shooting at buildings but applies only to units within 1" of the target and regardless whether the unit is in front of or behind the obstruction or wall.

This may mean the effect of the breaching attack is much reduced!

Grenade Types

Plasma grenades are the most commonly carried kind of grenade. They consist of a small charge that can be thrown by hand, projected from a dispenser, set as mines or employed for demolitions. They are also fitted with powerful micro-suspensors that give them limited homing ability once close enough to a target, what limited intelligence they have allowing them to distinguish friend from foe.

Implosion grenades are used by engineer units to breach bulkheads or blast away rocks without creating the kind of debris left by an explosion. Grenades implode, taking surrounding matter with them, reducing it to a hyper-compressed state.

Fractal charges are used almost exclusively for breaching actions against fixed defences or to gain egress through spacecraft hulls and bulkheads. They operate on the same principles of focused molecular resonance as other fractal weapons and are also commonly used in tunnelling and demolitions work.

SPECIAL MUNITIONS

Magnetic launchers are versatile weapons that can shoot different kinds of ammunition designed to distract or hinder the enemy, to obscure part of the battlefield, to create temporary cover from enemy fire, and so on. Different forces favour the use of different special munitions, including munitions unique to some races or factions. The types listed below are common to most forces of the Antarean Nexus.

Special Munitions Rules

Whilst special munitions each have a different effect, the rules common to most are given here.

Declare Munition

The type of special munitions used must be declared by the shooting player along with the target unit or point, before any 'to hit' roll is made and before any reactions are made by nearby targets.

Turn-to-Turn

Some special munitions have an effect that endures from one turn to the next. They are designed to work with larger launchers, such as X-launchers and X-howitzers. These munitions are indicated as turn-to-turn in the descriptions below.

Turn-to-turn special munitions are used to target an area of ground or other point on the battlefield rather than a unit of troops. When shooting a turn-to-turn munition you must nominate the point on the battlefield that is to be targeted. Place a suitable marker to show the target spot. Line of sight (LoS) is calculated in the usual way, but instead of shooting at an enemy unit your target is the nominated point. A target point that is out of the shooter's LoS can be still be targeted using the blind fire rules, as for other OH shooting.

Roll Acc to hit as for other OH shooting. Should the shot go off target then the marker is repositioned as for other OH shooting. If a hit is scored, or if the shot goes off target, position the marker to show where the shot has landed. This marker is left from turn to turn until it expires, the munition continuing to exert its influence during the course of the battle.

Unless stated otherwise, turn-to-turn munitions have a 3" radius of effect measured from the centre of the marker.

During the turn end phase, once all order dice have been returned to the bag, a test is made for each turn-to-turn munition marker on the battlefield. Each player tests for each of their own markers. Roll a D10: on a score of 1–5 the munition continues to work and the marker is left in place; on a roll of 6–10, the munition has expired and the marker is removed.

Immediate

Some special munitions have an effect that is worked out immediately and have no effect thereafter. These munitions are indicated as immediate in the descriptions below.

Some immediate effect munitions are shot directly at an enemy unit whilst others shoot OH and use the standard OH template to determine if they hit their target. When the munition hits the target its effect is worked out immediately.

Affects

This states the units or shots that are affected by the munitions, such as enemy only or units from either side. By default, units have to enter or start within the area of effect, or must have their shots pass through any part of the area of effect. Some

unit types are immune to munitions and these are mentioned in a separate 'Immune' line.

Special Munition Types & Effects

Arc

Arc is a kind of point defence. When an Arc shell lands it generates an intense energy sink that sucks in energy from the surrounding area.

- Special Munitions Type: Turn-to-turn
- Affects: All direct fire shots, from either side
- Any shot that passes through the area of the arc must test to determine if it is caught by the arc and nullified. Roll for each shot. Where different weapons are being used make sure you roll either roll distinct dice or roll separately where necessary. On a roll of 1–5 the shot passes through the arc as normal; on a roll of 6–10 the shot is deflected or caught by the arc and automatically misses. Make the test before rolling Acc to hit, and then roll to hit with those shots that make it through the arc.
- Overhead shots are affected if the aiming point lies within 3" of the marker. Otherwise, OH shots can be drawn over the arc area without penalty because their trajectory goes over the top of it.
- Any shot that passes through two or more areas of arc must test for each in turn to find out how many shots make it through.
- Arc munitions negate the effect of other active turn-to-turn markers on the table including other arc munitions. If a munition lands within the area of an arc it is destroyed and has no effect. If an arc munition lands and its area of effect touches any part of a marker already on the table then the existing munition is destroyed and its marker removed. Note that only turn-to-turn munitions are affected in this way, not those that have an immediate effect.
- If an Arc lands within the radius of effect of another Arc, then both are destroyed.

Blur

Blur shells radiate spatial distortion making it difficult for units caught within the affected area to identify targets accurately. It relies upon a variant of graviton manipulation technology - the same base technology that underlies hyper-compression.

- Special Munitions Type: Turn-to-turn
- Affects: All units, from either side
- Any units affected suffer a random Acc penalty each time they shoot. Before working out the affected unit's shooting, roll a D3 and deduct the score from the unit's Acc value, e.g. on a roll of a 2, reduce the Acc value of an average squad to 3 rather than 5.
- If a unit is within the radius of effect of two or more blur markers then roll a D3 for each and apply the biggest penalty.

Grip

Grip shells generate a hyperlight mesh, a maze of mass sinks that triggers whenever someone or something attempts to move through it. This has the effect of slowing down or stopping a unit moving altogether.

- Special Munitions Type: Turn-to-turn
- Affects: All units, from either side
- Grip affects movement, whether resulting from an action, reaction or other reason such as a consolidation move

following combat. A unit that begins its move within the radius of effect of a grip marker must take and pass an agility (Ag) test. If this is failed the unit cannot move at all that action; if the test is passed the unit can move, but its pace is reduced by half.

- Units affected must halt and test immediately to determine if it must stop moving completely this turn or halve the remainder of its move.
- A unit affected by grip and difficult terrain takes the test for grip first, then any tests for moving through terrain. If a unit's move is reduced by both, then reduce its pace proportionately: for example, if halved through grip and halved again through terrain then the unit moves at quarter pace.

Scoot

Scoot shells broadcast a sub-harmonic pulse that affects the nervous systems of living creatures - it cannot affect machines - rendering targets temporarily incapable. Against drones and the well-armoured vehicles of the advanced Antarean nations it is useless, but against more primitive machines that rely on human crew it can be highly effective.

- Special Munitions Type: Turn-to-turn
- **Units subject to scoot:** Living creatures, including all infantry, mounted, weapon team, beast, humongous beast and equivalent units, from either side who start their activation or reaction within the area of effect.
- **Units immune to scoot:** vehicle units, even where they have a crew, except for primitive vehicle units that are Scramble Proof (such as Ghar vehicles).
- Affected units can only be given a Run or Down order, even if on Ambush.
- Similarly, affected units can only make a reaction with a Run or Down order, even if on Ambush.

Scrambler

Scrambler or scramble shot is the name given to a kind of energy field dispersant. The shell explodes showering the immediate area with aggressive nanites called nanophages. These tiny but devastating machines target the opposing nanosphere compromising its ability to generate and conduct energy. Nanophages use up all their energy quickly before they are overcome by the nanosphere's defences, but whilst they are active they wreak havoc with defensive energy fields.

Scrambler only affects enemy models: it does not affect friends. Scrambler does not affect models that have the scramble proof special rule (for example Ghar vehicles and flitters are so primitive they can't be affected - they're scramble proof!).

Models are affected if the centre of their base lies within the area of effect, or if any part of the body of the model lies within the area in the case of models that are generally treated in that fashion.

- Special Munitions Type: Turn-to-turn
- Armour bonuses and capabilities from **all** armour fields/projectors are nullified. This includes, but is not limited to, the bonuses and capabilities (such as going Down or Damage Chart adjustments) from worn armour fields such as reflex, HL, phase armour, impact cloaks/webs or HL boosters, and those from vehicle projected armour such as phaseshift shields: **no** functionality of such projected armour fields will operate.

- Drones, humongous beasts and vehicles have their Res value reduced by 2 (-2 Res) whilst they remain affected, reflecting the weakening of their armour fields.
- Buddy drones cease to function whilst affected. They are not otherwise harmed and can move along normally with their parent unit, but are rendered useless.
- If the model is a probe then it can neither move nor function at all whilst affected: it is simply paralysed and does nothing when its unit receives an order.
- If a model lies within the radius of effect of two or more scramblers then it is only affected once: penalties are not cumulative.

Slingnet

Hand-held mag weapons can sometimes be equipped with slingnet ammo. This is a small calibre version of the suspensor net ammo used by larger launchers. Although it utilises the same technology it is much less powerful than the standard suspensor net and is only effective against lightly armoured targets. Slingnet has the following rules.

- Special munitions type: Immediate;
- Has no effect on a unit that would not normally be pinned by a hit at SV0 (therefore has no effect on units that never take pins such as probes);
- Is Inaccurate and Unwieldy.
- Can be used for direct or overhead shooting and in hand-to-hand, depending on the capabilities of the weapon (direct only for x-slings; direct or overhead for micro-x).
 - If fired in direct fire mode, is resolved in the same way as any other direct fire shot (only apply a single penalty if the weapon is Inaccurate, as well).
 - If fired OH, is resolved using the blast template as for a standard OH blast shot.
 - In hand-to-hand, the launching weapon must have a direct fire mode capable of shooting at range 1”.
- Slingnet inflicts no damage, so no Res test is taken by the target.
- A susceptible target hit by **one or more** slingnet rounds in a single bout of shooting or hand-to-hand suffers **+1 pin** irrespective of the number of slingnet hits inflicted – that is, if a unit would normally suffer 1 pin from being hit, it takes 2.
- A slingnet hit cannot raise a target's pin total beyond a **maximum of 4 pins**; that is, if it already has four pins, then slingnet cannot inflict its extra pin – in cases of doubt, apply the pin for being hit first and the slingnet pin last.
- Slingnet cannot inflict more than one extra pin in any single bout of shooting or hand-to-hand combat.
- If two or more targets are hit by the same OH shot then each target takes a pin for being hit and only one target (shooter's choice) takes the additional pin.

Note that in hand-to-hand, a hit from slingnet merely adds its extra pin, not two pins, as there are no automatic pins for being hit in hand-to-hand.

Suspensor Net

A net shell emits a strong suspensor pulse creating a temporary suspensor net that constrains the target physically, suppresses mental functions - whether biological or machine - and does not directly inflict casualties on a target. Given the dispersal of the suspensor net, net shots are unpredictable in their effect and are a useful, supporting ammunition type rather than a means of destroying enemy outright.

Targets hit by net ammo are pinned by a suspensor net. There is a finite limit to the pins inflicted depending on the strength of the pulse: a target that is already pinned will not necessarily be affected further by a net shot. As a result, net ammo is most effective when used against targets that have either zero or very few pins.

- Special Munitions Type: Immediate
- Affects: all units under Blast template (use the standard round OH Blast template).
- A unit hit by a net shot suffers no damage from those hits, and no Res test is taken. The target does not take an automatic pin because it has been hit. Instead, the hit **raises** the number of pins on the unit to a randomly determined value depending on the weapon used: Support Weapon inflict D3+1 pins; Heavy Weapons inflict D5+1 pins.
- Irrespective of the pins on the unit(s) hit, their total number of pins is raised to the value rolled if this is greater. If the value rolled is equal to or less than the number of pins already on the unit then no pins are inflicted and the hit has no further effect.
- If two or more units are caught by a net shot, divide the pin value equally between all the units that can take pins as for blasts. Units that cannot take pins, such as probes, are ignored for purposes of allocating pins between multiple units.
- Targets that would normally force an Acc re-roll, such as down infantry and fast running bikes, half the pin value rolled and round down, as for other blast effects.

For example, a target with two pins is hit by a Suspensor Net from an X-Launcher. The 'damage' roll is D3+1, the dice coming up with a 2 for a total of 3. The number of pins is raised to three in total, adding one pin to the unit. Had the target already had three pins, the shot would have had no effect.

TECHNOLOGY

This section covers the technological artefacts, kit, items, upgrade modules and equipment that is common across many factions in the Antares universe. Specialist items for each faction can be found in that faction's own supplement or free background PDF.

The entries each have their own type reflecting their usage in the game:

- **Equipment models** are shown as a separate model within the unit and can be targeted by lucky hits. **Personal Armour** is worn or embedded on an infantry, beast or similar model to grant an increase in personal protection.
- **Upgrade Modules** are optional additions to a unit or model, sometimes costed as such in the Army Lists. They cannot be targeted separately.
- **Symbiotes** are modelled separately but are used to represent additional capabilities of a combined model, say a NuHu and its nano-symbiote. They cannot be affected separately from the model to which they are in symbiosis.

The other descriptions here are typically technology central to everyday life in the Antares universe and are provided for information and background.

ARMOUR

There are several different forms of armour used in Antarean space, almost all of which operate on the principle of a tough, composite body shell over which is generated one of a number of different armour fields. These fields convert energy to sink-mass or light and can be seen on the reflex armour detailed below, in the intelligent and reactive hyperlight armour used by the PanHuman Concord and in the phase armour used by the Isorian Senatex (details with their army lists). Similar technology used in close-combat are the Impact Cloaks and Webs sold and used by the Freeborn.

Reflex Armour

Type: Personal Armour

Used by many of the non-IMTel civilisations, a reflex shield generates a modular-permeable low density hyperlight armoured envelope that extends around the individual wearing it. Reflex shields absorb energy, stopping physical objects as well as pure energy-based weapons by converting kinetic energy into a mixture of light and sink-mass. This limits their effectiveness because sink-mass itself poses dangers that are relative to the mass of the enclosure. Basic reflex shields are the most common of all armours and are found throughout Antarean space.

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

Impact Cloaks

Type: Personal Armour

Reflex armour can also be extended by a carrier medium in the form of Impact Cloaks. These take the form of robes, cloaks or coats that carry the armour field. They are only useful in hand-to-hand fighting where their properties enable them to be used as physical shielding. Impact cloaks are most often worn by Freeborn, but can also be worn by leaders in other societies where the presence, expense and practicality of an impact cloak makes a statement of authority.

An Impact Cloak adds +1 to a wearer's Res in hand-to-hand combat but suffers the same as Reflex armour when exposed to special munitions that nullify such armours, such as Scramble munitions.

Impact Web

Type: Personal Armour

The Impact Web comprises a thin webs of conductive material that can be used as a field matrix by an additional field generator. It is effectively a form of Impact Cloak but without the – rather ostentatious, to Algoryn eyes – flowing cloaks used as a matrix by the Freeborn.

An Impact Web adds +1 to a wearer's Res in hand-to-hand combat but suffers the same as Reflex armour when exposed to special munitions that nullify such armour shields.

The bonus from Impact Web and Impact Cloaks is in addition to any bonus from other armour fields. For example, an individual equipped with both Reflex Armour and an Impact Cloak would have a bonus of +2 Res in hand-to-hand combat.

HL (Hyperlight) Booster Module

Type: Upgrade Module

HL Boosters or often just 'boosters' absorb the sink-mass generated by armour fields, enabling them to operate at higher efficiencies. The modules are built into personal skimmers, so it is only when a rider or operator merges his armour field with the device that these boosters come into play.

A hyperlight booster adds an additional Res bonus of +1 to any model already equipped with field-generating armour such as hyperlight or reflex. This does not stack with an HL boost from any other source.

For example, Concord interceptor bikes have HL Boosters and their riders wear hyperlight armour giving a further +1 to their Res value when mounted: at ranges of 10" or less they have a Res of +2, at greater than 10" they have a Res of +3, and against blast hits they have a Res of +4.

Resharded Armour

Type: Personal Armour

Concord Hyperlight and Isorian Phase armour relies on the presence of an advanced IMTel or a complex bio-silicon nanosphere to operate its advanced functionality. The Freeborn recondition such armour with a new, effectively inert nanosphere which they use for their own commanders or trade to mercenaries.

Resharded armour physically resembles the armour from which it was originally derived but has the following capabilities:

- At ranges of up to 10", the armour provides a +1 armour bonus to Res;
- At ranges beyond 10", the armour's intelligence can react better to incoming fire so provides a +2 armour bonus to Res;
- In both cases, the armour is provided by a kinetic or hyperlight field around the armour, so is nullified by special munitions such as Scramble.

Kinetic Barriers and Batter Shields

Type: Upgrade Module or buddy

Kinetic barriers and batter shields are types of protective energy barriers that protect troops from enemy fire. **Kinetic barriers** are linear defences used by many Antarean factions; kinetic or **batter shields** are those projected from a batter buddy using a batter template to denote their position. All have similar rules.

Specific differences for each type of energy barrier are explained below. Except where a scenario states otherwise, the following rules apply to all such protective energy barriers.

Shots that cross from the outside to the inside of one or more of these barriers suffer an Acc penalty of -2. When working out if shooting is affected by this penalty, apply the rule where most of the shooters must draw LoS through the shield as for intervening, obscuring terrain.

Otherwise, the barriers:

- are activated automatically;
- present no impediment to sight or movement – units can draw LoS through the barrier from the inside or outside and can move through it freely;
- have an inside, where the defenders are, and an outside, where the enemy are likely to be;
- offer no protection to OH shots or to shots from shooters on high ground as the shots fly over them;
- accumulate their Acc penalties with any others from intervening terrain but not with other energy barriers;
- do not apply in PBS as attackers will have to penetrate the barrier to attack defenders on the inside.

Batter Shields

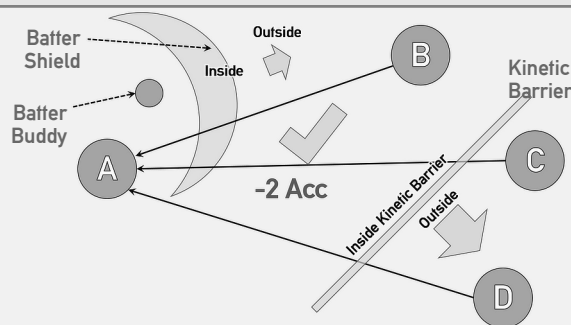
A batter shield is represented using a batter shield template (available on the Antares template sprue with OH marker and special munitions markers, or see the appendices to this supplement). The concave side of a batter shield template is the inner side; the convex the outer side.

Refer to the section on buddy drones for details on batter buddies.

16: BATTER SHIELDS AND KINETIC BARRIERS

Shooting from B, C or D to suffers a -2 penalty to Acc when shooting at A due to shooting through one or more protective energy barriers from the outside.

A shooting at B, C or D has no Acc penalty as it is shooting from the inside of the batter field.



Kinetic Barriers

Generally speaking, the use and deployment of kinetic barriers is something that is specific to individual scenarios. Most often the outside face of a kinetic barrier is the one with markings or etched symbols but this should be established when setting up the barriers

The following rules specifically apply to kinetic barriers:

- The kinetic barrier is represented by a transparent template up to 8" long fastened within a base.
- The kinetic barrier's base(s) includes an integral power source. This base can be targeted and shot at, potentially destroying the power source and therefore the barrier itself. The projector has Res 8, is Small and is itself protected by the kinetic barrier.

Fixed Emission Hyperlight Envelope

This is one of the standard forms of protection given to the vehicles and drones produced by many of the advanced factions in Antarean space. It is used to boost the protection offered by the underlying, nano-bonded, composite shell armour. Whilst this composite skin is sufficient to protect the occupants of a vehicle or frame of a drone against most light weapon fire, heavier munitions require a fixed-emission hyperlight envelope to be generated. The hyperlight envelope converts energy to a mixture of light, heat and sink-mass which can be more easily absorbed by the drone or vehicle. The advantage of having fixed emission hyperlight envelopes is that individual hyperlight cells can be generated to surround each crew member, offering them substantial protection.

In practice, the composite skin together with the fixed emission hyperlight envelope results in a base Resist stat for vehicles of around 8-11, depending on the strength of the generators.

Disposable hyperlight envelopes are also used to deliver combat vehicles to the surface of a planet. The envelope is typically destroyed as it absorbs the energy of the impact, but the package – a combat drone, for example – almost always arrives safely and without a scratch.

In general, such armour is not impacted within the game other than by Scramble shells, so is here for information only.

Reactive Kinetic Shielding

This is an extension to the basic fixed emission armour envelope used by many vehicles in Antarean space. It consists of a reactive field anchored on the underlying composite

armour to absorb the energy of incoming attacks. Whilst these are very effective when protecting machines or resilient constructs, the resultant impact stresses on the underlying structure are unable to be withstood by living occupants so a fixed-emission hyperlight envelope is used instead (or in addition) to absorb the recoil generated by the kinetic shielding.

Whilst the bonus can be variable, reactive kinetic shielding typically adds +2 to the Resist stat for most vehicles when combined with the underlying composite skin and a fixed emission hyperlight envelope or reflex armour on transport vehicles. The exact bonus for each vehicle is stated in its army list entries. When used on its own to protect equipment or drones, the strength of the shielding merely depends on the capability of the generators and the ability of the drone and equipment to take the stresses generated.

Otherwise, reactive kinetic shielding is not impacted within the game other than by Scramble shells, so is here for background purposes only.

EQUIPMENT

This covers common equipment, occasionally represented by a separate model on the table but mostly as an integral upgrade to a vehicle, drone or other model.

Auto-Workshop

Type: Equipment model

An auto-workshop is a compact mobile workshop used by Boromite Engineers and Virai to maintain, repair and sometimes to modify all kinds of technologies including weaponry, vehicles and other machines. Auto-workshops generate a cloud of constructive nano-drones or micro-bots that work to diagnose and repair damaged or failing machinery.

- The workshop is represented by a model on a standard sized base, included with the unit as part of its equipment.
- The unit can activate the workshop when it is given an order and makes any action (not reaction), even if to go Down following a failed order test or being forced Down as a result of a trigger die. The workshop cannot be activated in any other way.
- When the workshop is activated, it immediately affects every friendly vehicle, drone, weapon team and machine mounted unit within 5" of the unit using the workshop. If the unit carrying the workshop has any pins then it affects its own unit too.
- Every affected unit that has one or more pins rolls a D10. On the score of a 1-5 the workshop does the job and one pin is removed from the unit; on a score of 6-10, the workshop fails to complete its task for that unit.

Breaching Kit

Type: Upgrade Module

Breaching equipment is used for forced entry or to destroy a wall. Such equipment is used by civilian rescue services as well as in combat and can be carried by a general-purpose drone, sometimes called a Breaching Drone, but can also be carried by field engineers. The exact content depends on the technology of the faction using it: IMTel nations typically include a range of suspensor field projectors and manipulators, structural sensors, basic infiltration technology and

compressed equipment that can be readily unpacked for the use of nearby squads. The compressed equipment consists of plasma cutters, powered jacks or rams and, if all else fails, explosives.

Breaching kit can be used to open or create accesses through doors, partitions and sometimes walls. Squads within 5" of the drone carrying the Breaching Kit gain the following benefits:

- Placed explosives add +1 to their total SV after being Compounded.
- A +1 Breaching bonus for breaching or destruction tests. This includes any test (including Acc) to shoot at, or place charges against, buildings, walls or doors, and Str tests to physically demolish structures.
- +1 SV is added to any shooting against a building, wall or obstruction. This means that a unit within 5" of the Breaching Drone receive both a +1 Acc bonus and a +1 SV bonus when targeting buildings or vertical obstructions.

Nano-Symbiote

Type: Symbiote Equipment Model

In civilian life, NuHu have no need for added protection. They are linked to the vast sensory shard that is the local IMTel, with all its inputs, monitoring, intelligence and predictive capability. Further, they live where they will, protected as appropriate for the environment not just by physical means but by the vast numbers of nanite factories that surround them and are at their beck and call.

In the field, it is a different matter entirely. Here, NuHu are exposed to dangerous weapons, have a much-reduced nanosphere and might even have to resort to the capabilities of isolated combat shards. Without the near-infinite resources of a sophisticated nanosphere, NuHu must take a nano-symbiote to protect themselves.

A nano-symbiote is a highly specialised drone that contains a sophisticated suite of medical, life support, defensive, control and communication nanotechnology that helps the NuHu stay alive and remain in command of the combat shard to which it is assigned. The nano-symbiote:

- Is a separate model on the table top but cannot be targeted separately from the NuHu and what affects the NuHu affects the symbiote and vice versa. They should be considered as one model – we often mount the pair on a single, 40mm base.
- Projects a hyperlight, resharded or phase field around its NuHu as appropriate to the NuHu's origin giving the normal benefits of such armour.
- Acts as an HL Booster for the NuHu, adding +1 to the armour bonus.

Self-Repair

Type: Integral or Upgrade Module

Most vehicles and weapon drones have, or can carry a self-repair unit appropriate to its level of technology. A model with the self-repair rule can attempt to fix damage it has acquired during a battle, as follows:

- The player declares the unit is making a self-repair and gives the unit a Rally order. The unit must make and succeed at a Rally action, removing pins as normal.
- Once the successful rally action is complete, the vehicle or drone may attempt one system repair to a malfunctioning weapon, drive immobilisation, armour, or other damaged

system. The player declares which one of these systems is undergoing repairs.

- If the unit has no pins, the repair is automatic, otherwise the unit make a Co check, subtracting pins as normal: on success, the malfunctioning system is repaired; on failure the repair is proving time consuming and is not successful.

Subverter Matrix

Type: Module attached to drone

Primarily developed to combat the Isorian IMTel, the subverter matrix is an indispensable part of the C3's equipment but a similar module is a vital component of Freeborn battlefield technology. Its role is to identify and subvert hostile combat shards that are reliant on advanced technology and machinery by absorbing and remodelling their nano connectivity. To some extent the subverter matrix is a militarised version of the technology that allows the IMTel to spread and harmonise its collective consciousness throughout the nanosphere.

Subverter matrices are often fitted to light, general purpose (GP) drones instead of conventional armaments.

Although specific enemy units are targeted by the Subverter these are mere conduits by which the subverter matrix worms its way into the opposing combat shard. Loss of order dice will mean that a player has to decide which units to give orders to and which to leave without, but this is entirely up to the player. Just because a unit is targeted by the subverter matrix doesn't affect its ability to be given orders.

The effect of the subverter matrix is to steal order dice from the opposing army and place them aside where they become contested at the end of the turn. The following rules govern this attack:

- The matrix targets enemy units within 15" containing vehicles, machine mounts, weapon drones, probes, equipment and buddy drones.
- The model making the attack doesn't need LOS to the target.
- The subverter automatically attacks every time the unit carrying it makes an Action or Reaction, including an enforced Action following a failed order or after an event die. Make the unit's Action first and then work out the results for the matrix.
- Scramble Proof units are immune to the effects of subverters.
- Individual probes targeted by the subverter matrix are destroyed. No test is made and no order dice is contested as a result.
- Non-probe units targeted by the subverter matrix must make a Co check. If more than one unit is affected the player owning the subverter decides the order in which to test. Units with buddy drones test once no matter how many drones they have, as do units that qualify as targets on more than one count.

Subverter Test (Co) Result

Result	Effect
Pass	No effect
Fail	The opposing player must take one of their order dice from the dice bag and place it aside where both players can see it. The dice is contested. If there are not enough order dice remaining in the bag then order dice that are already in play must be removed instead, the player whose unit is affected deciding which to take.

At the **Turn End Phase**, in the Special Effects Segment (2.4), if all an army's subverters are unable to interact with other units, such as by being destroyed, compacted or transported, all the contested dice they forced to be put aside are returned to the bag. Otherwise, once all recovery tests have been made and other dice returned to the bag, make a test for every contested order dice. It is possible for both sides to have contested order dice, in which case test for each.

- Work through all the contested dice one at a time, both players rolling a D10 for each. If the owning player wins (low wins!), the order die goes back into the dice bag, otherwise the order die remains contested.
- Place any dice that are won back by their owner into the dice bag for use in the following turn.

Contested dice are not used during the forthcoming turn and a further test is made at the end of that turn.

Transport Pods

Transport pods are capsules attached to a drone or vehicle enabling it to carry goods or other occupants. Most commonly they are sealed to provide a protective environment for the contents or occupants and to provide a skin over which the more advanced forms of armour can form a protective field. Many pods have built-in compactors to compress equipment and smaller items of cargo, whilst others are built to carry compactor crates or cargo containers for goods that cannot be compacted. Military pods can also be equipped within individual hyperlight field generators to protect the occupants.

Transport pods come in a wide variety of capacities. The most visible transport pod is the composite armoured pod used in drone vehicles such as the Concord's T7 class, general purpose, transport drone seating up to ten individuals.

The number of individuals a transport pod can carry is given by the Transport special attribute as mentioned in the Core Rules. Otherwise, the exact nature of the method of transport has limited impact on the game and is given for background purposes only – it tends to be the surrounding armour that is more important!

Suspensor Modules

The advanced civilisations of Antarean space use structural suspensor technology to build drones and other vehicles that hover in the air above the ground surface. Many types of liquid or fissured terrain that would be impassable to a typical 21st century vehicle are easily traversed by a suspended Antarean vehicle.

Suspended models treat a variety of terrain as open ground.

Antarean Vehicles

Unless otherwise stated we assume that all kinds of Antarean drones, vehicles, bikes, equipment and weapons are

suspended. If a vehicle does not have Suspended propulsion, then this is stated as a special rule for that vehicle: for example, Ghar vehicles are not suspended because they are crawlers and have the special rule Cumbersome.

BUDDY DRONES

Buddies or buddy drones are small equipment drones that accompany units of various kinds. They float effortlessly upon suspensors and are extremely adept at keeping pace with their parent units. There are many different kinds of buddy drones, for example **spotters**, **batters** and **medi-drones**.

We refer to buddy drones as ‘buddies’ to distinguish them from drone type units. A drone is simply an intelligent and self-sufficient machine, whether within a human or alien society, or even forming societies of their own. Drones of all sizes are a common element of advanced Antarean societies from humble delivery drones to gigantic spacecraft.

BUDDY RULES

Buddies are equipment and for the most part they follow the standard rules for equipment models within a unit. All buddies follow these rules except where some specific exception applies.

- Buddy models are **equipment** and are not counted as members of their unit, for example when it comes to calculating numbers for break tests.
- Separate buddy models are classed as small for the purposes of transport capacity.
- When moving a unit that includes buddies, move all the other models in the unit first so that they make a formation and then move buddies back into formation with them. There is no need to measure the moves of buddy models.
- Buddy models can be rearranged in formation whenever their unit makes an action or reaction of any kind even if that is to fire, go down, rally or go into ambush, where the unit itself does not move. If a buddy is outside unit cohesion distance it must be rearranged into formation when its unit makes such an action or reaction.
- Buddy models cannot be counted as models for unit cohesion purposes, even for other buddies. Rarely, a unit could end up with too many buddies to maintain cohesion – where this is the case, players should try the best they can to retain unit cohesion. Note that even when based separately, symbiotes are considered part of the model with which they are in symbiosis so can be counted for cohesion purposes.
- Buddy models can pass freely through models in their own unit, through other models and unit formations from either side, as well as through any terrain that is not impassable.
- Buddy models are ignored for working out line of sight (LoS) for shooting either to or from the unit. LoS can be drawn through buddy drones from either side as if they were not there.
- Buddy models are ignored when measuring between units.
- Buddies are equipment models and therefore can’t be targeted by enemy shooting or engaged in hand-to-hand fighting. In hand-to-hand fighting they can be moved aside where it is convenient to do so, so long as they remain in formation. Hits cannot be allocated to buddies except for a lucky hit from shooting or a lucky strike in hand-to-hand fighting. This is standard for equipment models in a unit.

Which buddy models?

Antares 2 has different uses and approaches for some buddy drones and has drawn on many lessons from play in *Beyond the Gates of Antares, version 1*. As a result, some buddies have changed role, or are more common, or have been removed completely.

To support this, some of the probe and buddy models in the Skytrex webstore have retained their old name as it is appropriate for their new role, such as with hound probes. Others have been retained but assigned a new role, such as with HL booster buddies.

These model descriptions should be considered a guide, however: there is no one way of implementing a buddy drone across the millions of world connected to *Antares*. During playtesting for *Antares 2*, for example, players have been using *BtGoA*’s shield buddies as batter buddies because they look like they have a shield around them!

Other probes and buddy models such as synchroniser buddies or nano-probes can be shifted into similar roles for particular species or units. In the end, it doesn’t really matter what each buddy or probe looks like, as long as players are consistent and tell their opponents what each buddy model represents.

- A buddy is automatically destroyed if a hit is allocated to it. No Res test is taken and the model is removed once all damage has been resolved and casualties removed. A buddy that confers a benefit to its unit continues to provide that benefit until the model is removed, i.e. only once all damage on the unit has been resolved.
- If a unit falls casualty its buddies are removed along with the last member of the unit in the same way as for other equipment models.
- A hit on any of a unit’s buddy models does not result in a pin on the unit.
- Buddies can be destroyed or rendered temporarily ineffective by certain kinds of weapons or equipment as specified in the rules for those things. For example, scrambler munitions and Ghar disruptor weapons.

Buddy Modules

Rather than have lots of buddy models floating round the table, some players may wish to implement buddy functionality as an equipment modules inside a vehicle or special, scenario-specific unit such as a turret drone. These are **buddy modules** rather than buddy drones and must be specifically stated as such (though we should point out that integrated equipment such as an HL Boosters are not buddy modules).

Buddy modules are identical to other buddies and are subject to the same rules except they do not move separately. For example, they can still be targeted separately by a lucky hit or a special rule and if the only object destroyed by an attack do not result in a pin on the vehicle or drone carrying them. Damage to them should be recorded separately, perhaps on a unit tracking card or sheet.

COMMON BUDDY DRONES

The following are the most frequently encountered buddy drones in Antarean space. Individual factions have their own, specialised buddy drones which are dealt with in that faction's handbook or army book.

Batter

A batter is a small defensive buddy drone that projects an invisible kinetic energy shield called a **batter shield**. A batter shield can deflect or absorb incoming attacks, 'batting' away missiles and deflecting energy shots. Refer to page p.17 for how batter shields operate.

- The template is positioned with the convex side facing away from the batter, with no part of the template more than 5" from the batter model.
- The template can be repositioned at any time the batter model is, or can be, repositioned.

Booster (HL Booster)

A booster increases the effectiveness of a unit's hyperlight based armour by absorbing sink-mass generated by the hyperlight reaction to a hit. This enables human-sized armour encasements to function more effectively without running the risk of crushing or knocking over their wearers.

Larger kinds of machines including personal transports such as bikes, drones and vehicles have built-in, shield booster modules that can deal with rapidly shifting mass effects. Booster buddy drones do not affect such models because they are boosted already!

- A booster buddy affects the armour bonus of all the models in an infantry unit, beast unit or weapon team equipped with generated field armour (reflex, hyperlight, resharded, impact, phase and similar).
- A booster buddy also affects the bonus of all the models in a mounted unit if they have generated field armour and if they do not already include a hyperlight booster as an equipment module.
- Boosters are not cumulative: if a unit has one or more boosters all affected models add +1 to their Res for all tests.

Camo

Camo buddies disgorge nano-dampeners reducing a unit's energy signature and projecting a soft-light imago that disrupts visible light round about them. They are often attached to infiltration units.

- The camo-field has an area of effect of 5" radius based on the camo buddy but is limited to the unit to which the buddy is attached: to be protected by the camo-field, models in the unit must be within this area.
- If the unit is **Down** then it cannot be targeted at ranges of more than 10" from the camo buddy.
- If the unit is **Down**, OH shots from more than 10" from the camo buddy are classed as blind fire if they target a point within the area of effect. This also applies if the unit goes down as a reaction to such OH fire.
- If the unit uses the **Go Down** reaction to **direct fire** shooting from more than 10" away then it can no longer be targeted by enemy shots – the shots are wasted.
- A scout probe can compromise a camo buddy's effect if it moves to within 10". See Scout Probes p.26.

Compactor

Compactor buddies are capable of carrying a generous material load in a stable compressor field. Compactors are commonly employed as a means of transporting equipment up to a certain size.

Compactor technology facilitates the transportation of bulky or heavy materials and is one of the key technologies of the Antarean Nexus. Not everything can be safely compressed in this way, some materials resist compression entirely, and compactor drones are sufficiently intelligent to distinguish and reject anything unsuitable. As well as other compactor drones, unsuitable subjects include living creatures and munitions or materials liable to explosive de-compaction.

A common function of these buddies is to provide a unit with alternative kinds of equipment. For example, Concord Interceptor squads use compactors to transport support weapons into action. The bike riders compact their bikes into the compactor buddies and swap out their light support weapon, to serve as crew for the weapon. When necessary, they can swap the weapon back for their bikes if they need to move quickly.

Compactor Carrying Capacity

A compactor buddy can carry one of the following:

- all of a mounted unit's bikes,
- a weapon team unit's support weapon and buddies,
- a weapon drone unit of up to three models complete with any associated buddies, or
- an entire probe unit.

A compactor buddy cannot be compacted and cannot carry another compactor buddy.

Models carried by the compactor are kept off table and their order dice are not included in the dice bag. Instead, order dice are kept aside until units are unloaded. The player must make it clear which compactors are carrying which units.

Compactor Load/Unload

Compactors can load or unload when their unit makes an action or reaction. This includes a down action following a failed order test. They always do so at the **end** of all interactions associated with the unit's action/reaction (such as assault or shooting) as follows:

- Units that are mounted on bikes or comparable machines can dismount or remount. Dismounted riders are treated as the equivalent infantry types.
- A compactor drone that carries a weapon team's support weapon can load or unload the weapon. When the weapon is loaded the unit becomes the corresponding infantry type.
- A compactor drone carrying a weapon and accompanying a bike mounted unit can swap the unit's bikes for weapon at the same time. For example, a bike-mounted unit could run into position and at the end of its move load up its bikes and unload its support weapon, the bike riders dismounting to crew their weapon as a weapon team.
- A compactor drone carrying an entire unit can unload the unit within 1-5" of the compactor's own unit. It must unload the unit into a position the models could reach from the compactor over open ground and without crossing an obstacle or moving through difficult terrain.

- A unit unloaded from a compactor buddy is immediately given a Down order using its own order die, except when the unit cannot be given such as order (such as probes), in which case give the unit an order it can receive in the priority Down → Rally → Run.

Destroyed Compactors

Anything carried by a compactor is invulnerable whilst it remains loaded. However, if a compactor is destroyed anything carried is automatically unloaded. If such forcibly unloaded equipment is part of a compactor-dependent, exclusive option for that unit (e.g. bikes or a support weapon), the unit must decide which it wishes to make use of from that point on and equipment that is not utilised is lost.

Gun

Gun buddies are small armed drones whose role is to act as guardians or sentries. They are commonly armed with a plasma carbine, but any standard weapon is a possibility depending upon the force to which they belong.

- A gun buddy can shoot when its unit shoots and at least one member of the unit itself can draw LoS to the target.
- A gun buddy must be able to draw LoS to the target to shoot, in the same way as a member of the unit itself. In this respect gun buddies are an exception to the normal rule that LoS is not drawn from a buddy drone.
- The unit's range to the target is measured from a member of the unit and not from a gun buddy, even where a gun buddy is closer to the target. The gun buddy shoots at the same measured range as the unit as a whole.
- If gun buddies are armed with weapons that have two or more fire modes, such as plasma carbines, all shoot using the same mode as troops belonging to the unit where they are similarly armed.
- Gun buddies shoot with the same Acc value as the members of the unit to which they belong. If the unit includes models with differing Acc values the gun buddy shoots with the highest.

Medi-

A medi-buddy or medi-drone is a mobile medical buddy that is able to administer immediate emergency care and which is often included in units of troops, especially command units.

- Medi-buddies can only attend models that represent living creatures from infantry, weapon team, beast, mounted and humongous beast units. They can attend mounted units that ride machines as we assume they attend to the riders. Medi-buddies cannot attend models that represent machines including weapons, equipment, drones and vehicles. A medi-buddy can attend any living creature in your force regardless of species, on the basis that it can access whatever information is needed to do so.
- An attended friendly unit within 5" of one or more medi-buddy models, including the buddy drone's own unit, can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise fails a Res test and suffers damage.
- Medi-buddy re-rolls can be added to re-rolls from medi-probes and medics, so an attended unit within range of a medi-buddy, a medi-probe and a medic gets a re-roll for three models. No individual model can re-roll Res more than once regardless of the number of medi-buddies in attendance, as only a single re-roll is allowed.

A note on Homer Buddies

A homer emits a transmat modulation signal that can be used as a temporary transmat node to allow a larger transmat array to pluck a unit from a planet's surface. Tiny homer signal generators are placed into the skulls of critical personnel or attached to the neural cores of important drones. For all homers, the range is limited compared to a fixed array, and as the modulation signal can collapse mid-transport, it is a relatively risky method of transmat teleportation.

Homer buddies only feature as unit equipment in scenarios where they are required and rules for their use are included with the scenarios

Homers can be disguised, sent to a specific location and their signal picked up from a transmat in low planetary orbit: troops are then transmatted to or from the signal location. In mortally wounded individuals or critically damaged drones, the homer and an area around it can be 'snatched' by a receiving transmat in low orbit.

Due to their disguise and rarity, we encourage players to use any spare buddy drones or disguised equipment as homer drones as and when they are required!

- Attended Humongous Beasts gain the Ace special rule, instead. They do not increase any Ace rating they may already have, even if under the effect of multiple medi-buddies, medi-probes or medics.

Spotter

Spotters are the most common type of buddy drone. Spotters relay information from their sensors directly into a unit's combat shard, acting as an 'eye in the sky' for the unit itself. They can also share information with other spotters and their combat shards.

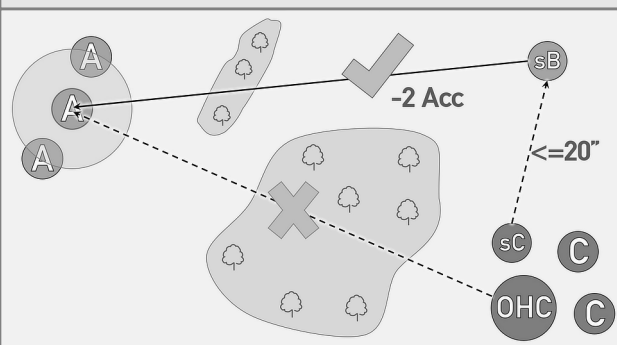
- **Spotter Re-rolls.** If a unit has one or more spotter drones it can re-roll one miss each time it shoots so long as at least one spotter drone has LoS to the target. In this respect spotters are an exception to the normal rule that LoS is not drawn from a buddy drone.
- **OH Spotting.** If a weapon is shooting overhead (OH) it counts as having LoS to the target so long as the unit's

17: EXAMPLE – PATCH SIGHTING OVERHEAD SHOTS

No member of C has line of sight to unit A, so OH weapon OHC cannot fire. However, scout probe or spotter buddy sB is within 20" and has obscured (Acc -2) LoS to a model in unit A.

so...

Using a patch from spotter buddy sC to scout probe sB allows OHC to fire at A with sB's LoS and Acc penalties (for a total of -3: -2 LoS from sB to A and -1 for OH fire from OHC).



spotter buddy has LoS to the target, even if the shooter does not. This is an exception to the rule that buddies are normally ignored when working out LoS. It enables OH weapons to fire from concealed positions using their spotter and to re-roll misses where their spotter has LoS to the target (the Spotter Re-roll, above).

- **OH Patch Sighting.** If a weapon is shooting overhead (OH) and the crew or wielder lack LoS to the target, then its unit's spotter buddy can observe the target by patching to any other friendly spotter or scout probe within 20". If the patched spotter or scout has LoS to the target then the shooter counts as having LoS to the target too. The spotter re-roll doesn't apply when patch sighting because the unit's own spotter doesn't have LoS to the target. Refer to diagram 17 overleaf for an example of patch sighting.

When patch sighting, the spotter/ scout pair merely need to be within 20" and not be in LoS of each other.

PROBES

Probe units are made up of small drones that we refer to as probes to distinguish them from other small and often identical drone models such as buddies. The difference between buddies and equivalent probes is that buddies always accompany other units as equipment, while probes form independent units on their own.

Probes hover and zip across the combat zone at high speed, gathering and feeding information into the force's tactical shard or performing a specialised task in coordination with the force as a whole. Probe units are called 'probe shards' to indicate their unique status and rules.

Several forces have probe units with specific capabilities, outlined in their army lists. These may introduce exceptions and additions to the general rules for probes given here.

PROBE RULES

Except where specified otherwise the following rules apply to all probe units:

- Probe shards are exempt from the rules for formations. Each model moves and acts independently and does not have to keep within a set distance of any other model in the shard.
- A probe shard has a single order die in the dice bag like a regular unit. When the shard is given an order, all models in the unit make their action one after the other, in any sequence the player chooses. The order die can be placed with any of the models in the shard to indicate it has received its order.
- A probe shard can only be issued a Run order: no other orders are ever given or applied. Probes move when given an order, and any applicable rule is resolved as described for the probe type.
- Probe shards never take pins from any source for any reason. This also means they do not take order tests.
- A probe's size is small.
- Probes can move over or through other models from either side and are exempt from the gap rule, allowing them to move within 1" of other models or into touch where required.
- Other units from either side are not constrained by the presence of probes and can move over or through them, and are exempt from the gap rule in respect of them, allowing other models to move within 1" or into touch with probes where required.
- Probes have a move rate (M) of 10, unless stated otherwise, and always move at their 2M run rate, i.e. 20" by default.
- Probes move through all terrain as if open ground except for impenetrable terrain, or as agreed by the players when arranging terrain.
- Probes can be targeted and shot at if desired (see below), but probes can also be ignored when shooting, allowing shooters to draw LoS over or through probes without penalty.
- Probes cannot make Reactions of any kind.

- Probes cannot make assaults and cannot be assaulted; they never take part in point-blank shooting or hand-to-hand fighting even where they are moved into touch with enemies.
- Probes never take break tests and cannot be broken.
- Probes can be destroyed or rendered temporarily ineffective by certain kinds of weapons or equipment as specified in the rules for those things. For example, scrambler munitions and Ghar disruptor weapons.
- Probes forced to disembark from a destroyed transporter are dealt a Run order rather than a Down order as is usual for units forced to disembark in this fashion. Although dealt a Run order, probes forced to disembark are not allowed to do anything other than move 1M to escape the wrecked transport. They also cannot move in touch with or affect other units as a result of their unique rules when forced to disembark.

Shooting At Probes

A unit can choose an individual probe as a target, although they are notoriously difficult to hit being small targets.

If probes are placed within unit cohesion distance (1") of each other, they are targeted and shot at as if they were a single unit in formation. In such a situation, hits are distributed among all the probe models that make up the 'formation'.

If probes are placed into touch with a unit, then they can also all be targeted and shot at as if they were a single unit, and hits scored are distributed among all the probe models in touch or within unit cohesion distance. This can potentially score hits on more than one probe unit if probes from different units are touching the same enemy.

Probes normally operate individually, which means an enemy can only target and shoot one model at a time. However, if you 'mob' probes together they clearly present a single target; this is most often the case where a unit is being circled by a host of targeter probes.

This can be used to an advantage, such as when placing a scout probe next to a hound probe, forcing hits on the pair to be distributed between them. This can increase their survivability dramatically as it forces an enemy to focus fire on the probes in formation!

Probe Stats

Probes do not need a complete set of stats because they never need to check stats in most situations. Aside from a move rate, the only stat probes need is therefore resist (Res). If a probe is otherwise obliged to test a stat it does not have, it will pass any test required on any roll other than a 10.

COMMON PROBES

The following are the most frequently encountered probes in Antarean space. Individual factions may have their own, specialised probes which are dealt with in their faction handbook or army book.

Hound Probe

Hound probes have one purpose and that is to hunt down and destroy enemy probes. They do this by tracking the opposing probe's nanosphere or sensor trail. Once they locate a target they quickly home onto it and release a charge of nanophages from stasis. These very aggressive phages self-destruct almost immediately, frequently forcing the hound probe to explode as well as disintegrating its target.

- A hound probe can target an enemy probe (including an enemy hound probe) or buddy by moving into touch with it and the player stating it is exploding and releasing its nanophages.
- When the nanophages are released, the hound probe, its target and all enemy probes with any part of their base within unit cohesion distance (1") of the hound probe or its target are destroyed.
- A single enemy buddy whose base is within unit cohesion distance (1") of the exploding hound probe is also destroyed. The owner of the hound probe chooses the buddy to destroy when there is more than one such target.

Medi-Probe

A medi-probe is a medi-buddy operating as part of a probe unit rather than as a buddy attached to a unit.

- Medi-probes can attend models that represent living creatures from infantry, weapon team, beast, mounted and humongous beast units. They can attend mounted units that ride machines, we assume they are attending the riders themselves. Medi-probes cannot attend models that represent machines including weapons, equipment, drones and vehicles. A medi-probe can attend any living creature in your force, regardless of species, on the basis that it can access whatever information is needed to do so.
- Any attended friendly unit within 5" of one or more medi-probe models can re-roll one failed Res test each time it is shot at, fights hand-to-hand, or otherwise fails a Res test.
- Medi-probe re-rolls can be added to re-rolls from medi-buddies and medics, so an attended unit within range of a medi-buddy, a medi-probe and a medic gets a re-roll for three models. No individual model can re-roll Res more than once regardless of the number of probes, buddies or medics in attendance, as only a single re-roll of any fail is allowed.
- Attended Humongous Beasts gain the Ace special rule, instead. They do not increase any Ace rating they may already have, even if under the effect of multiple medi-buddies, medi-probes or medics.

Scout Probe

A scout probe is a spotter buddy operating as part of a probe unit rather than as a buddy attached to a unit. As such it is free to wander over the battlefield. A scout probe can act as a second pair of eyes for nearby spotter buddies, allowing overhead firing weapons to patch site through it.

The following rules apply.

- **OH Patch Sighting.** If a weapon is shooting overhead (OH) and the crew, spotter buddy or wielder lack LoS to the target, then its unit's spotter buddy can observe the target by patching to any other friendly spotter or scout probe within 20". If the patched scout probe has LoS to the target then the shooting unit counts as having LoS to the target as well.
- **Direct Patch Sighting.** If a scout probe is within 10" of an enemy unit protected by a camo buddy then it can patch sight to any friendly spotter buddies within 20" and the camo buddy's effect is nullified for these units. This means the target can be shot at from ranges of greater than 10", although the target will still count as down assuming it has a down order. See Camo Buddy p.22.

A scout probe can only patch through to a unit's spotter buddy and not to further scout probes - it is not possible to link a series of scout probes together to observe a target at some remote distance from the shooter.

Targeter Probe

Targeter probes feed information into the combat shards of friendly units and guide shooting onto an enemy target. As spies in the sky they are a most unwelcome presence and are able to direct shooting with lethal accuracy.

Targeter probes:

- can mark a single enemy unit by moving into touch with any model in that unit. The unit remains marked whilst the targeter is in touch. If the unit or targeter moves away, or if the marked model is removed as a casualty, the unit ceases to be marked. Any number of targeters can mark a unit.
- can mark a single friendly unit by moving into touch with any model in that unit. The unit remains marked whilst the targeter is in touch. If an enemy unit assaults the marked unit then the enemy unit is considered marked by the targeter as described above for purposes of point blank shooting.
- can mark the aim point of friendly OH fire if within 1" of an aim point on the ground.

Any shots at a marked unit or marked aim point gain a bonus to the shooter's Acc:

- OH shots gain +1 Acc regardless of how many targeters are marking the target.
- Direct fire shots gain +1 Acc for each targeter marking the unit up to a maximum of +3.

Targeter probes are never hit by shooting directed against the unit they are marking. They have enough sense of self-preservation to get out of the way in the nick of time.

Targeter probes that are marking a unit can be shot at by that unit, or by other enemy units if they can draw LoS to at least one probe. If more than one probe is marking the same unit then any hits scored are allocated between all the targeters marking the unit.

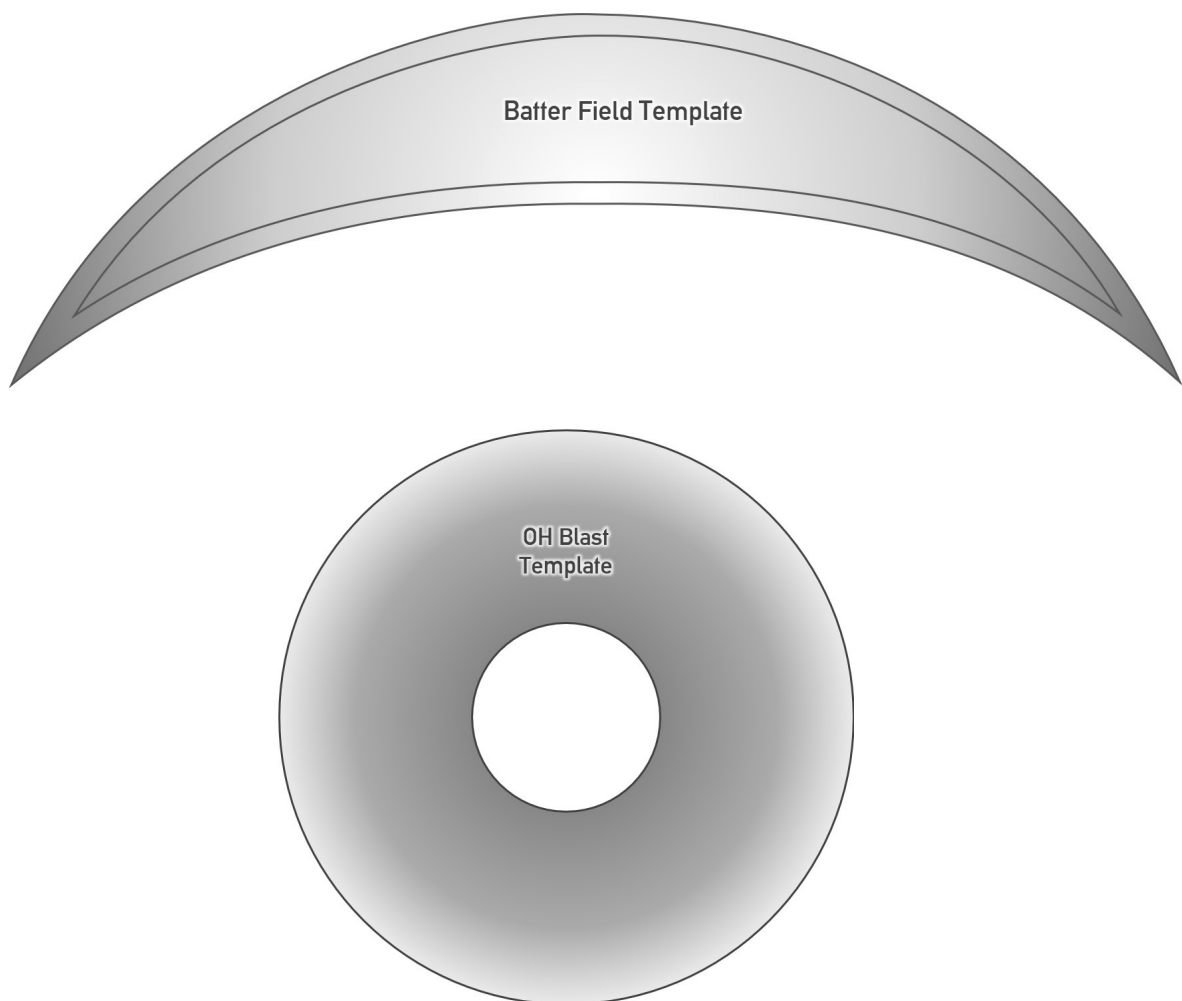
APPENDIX

TEMPLATES

We offer some photocopy and cut-out templates for the batter shield and the OH template.

The batter field should be 154mm wide and the OH blast 3" in diameter. Printing this page off without size reduction should produce templates of the correct size.

Of course, other templates are available from Skytrex!



COMMON WEAPON REFERENCE

Standard Weapon	Mode	— Range —			Shots	Attacks	Special
		Effv	Long	Extr			
Compression Carbine		10	30	50	1×SV3/2/1	—	No Cover
Krasz Assault Carbine	Scatter	20	30	—	2×SV0	—	RF
	Focused	20	30	50	1×SV2	1×SV2	—
Krasz Assault Lance	Scatter	20	30	—	2×SV0	—	RF
	Focused	20	30	50	1×SV2	1×SV2	—
	Lance	20	30	—	1×SV4	—	Inaccurate, Breaching, Choose Target
Lectro Lash		Hand-to-hand only			—	3×SV1	—
Mag Gun		20	30	60	1×SV1	—	—
Mag Pistol		10	20	30	1×SV1	1×SV1	—
Mag Repeater		20	30	—	2×SV0	—	RF
Maglash		10	—	—	1×SV1	2×SV1	—
Micro-X Launcher	Direct	20	30	—	1×SV1	—	As shots OR Slingnet
	Overhead	(10)20	30	50	1×SV0	—	OH, Blast D4, No Cover OR Slingnet
	Overload	20	30	—	1×SV3	—	Inaccurate
NuHu Stave		10	20	30	3×SV3	3×SV6	Blast, No Cover
Plasma Carbine	Scatter	20	30	—	2×SV0	—	RF
	Focused	20	30	50	1×SV2	—	—
Plasma Duocarb (Tsan only)	Scatter	20	30	—	2×SV1	—	RF
	Focused	20	30	50	1×SV3	—	—
Plasma Lance	Scatter	20	30	—	2×SV0	—	RF
	Focused	20	30	50	1×SV2	—	—
	Lance	20	30	—	1×SV4	—	Breaching, Choose Target, Inaccurate
Plasma Pistol		10	20	30	1×SV2	1×SV2	—
Plasma Rifle		20	30	80	1×SV2	—	Choose Target, Exploit
Tool Appendages		— HtH only —			—	2×SV1	—
Underslung X-launcher	Direct	5	10	20	1×SV1	1×SV1	Grenade OR Slingnet
	Overhead	(5)10	20	30	1×SV1	—	Blast D3, Grenade OR special including Grip, Blur or Arc
X-Sling	Direct	10	20	—	Spec	Spec	Inaccurate, Unwieldy; Spec: As Grenade OR Special munitions
	Overhead	(5)10	20	—	Spec	—	Spec: Grenade SV/stats
Support Weapon		Effv	Long	Extr	Shots	Attacks	Special (all Crew 2, Res 11)
Compression Cannon		20	40	80	1×SV8/5/3	—	Fade, No Cover
Fractal Cannon/Frag Borer		20	30	50	1×SV4+3	—	Fractal Lock, Breaching SV 5+4, Transport Space 2
Mag Cannon		30	50	100	1×SV5	—	Massive Damage
Mag Light Support (MLS)		30	50	100	3×SV2	—	RF, PBS
Plasma Cannon		30	40	80	1×SV7	—	(Fade for some versions – see lists)
Plasma Light Support		30	40	80	3×SV3	—	RF, PBS, Power Drain
Scavenged Mag Cannon		30	50	80	1×SV5	—	Massive Damage, M5 and Ag 6 as crawler
Scavenged MLS		30	50	80	3×SV2	—	RF, PBS
Twin Mag Repeaters	RF	20	30	—	4×SV0	—	RF, PBS
	Single	20	30	—	2×SV0	—	PBS, Not RF
Twin Plasma Carbines	Scatter	20	30	—	4×SV0	—	RF, PBS, Power Drain
	Focused	20	30	50	2×SV2	—	PBS, Not RF
X-Launcher		(10)30	60	120	1×SV1	—	Blast D5, No Cover, OH, Special Munitions
Heavy Weapon		Effv	Long	Extr	Shots	Attacks	Special (all Crew 3, Res 13)
Compression Bombard		30	80	150	1×SV10/7/5	—	Fade, Large, Move 4, No Cover
Fractal Disintegrator/ Heavy Frag Borer		50	100	200	1×SV5+3	—	Breaching SV7+4, Fractal Lock, Large, Move 3, Cumbersome
		50	100	250	1×SV7	—	Large, Massive Damage, Move 3
Heavy Mag Cannon (HMC)		50	100	250	1×SV7	—	Large, Massive Damage, Move 3
Mag Heavy Support (MHS)		30	50	100	5×SV3	—	Medium, Move 4, RF, PBS
Mag Mortar		(10)30	40	60	1×SV2	—	Blast D10, Move 3, Large, OH, Special Munitions, Breaching, Cumbersome
Plasma Bombard		50	100	200	1×SV9	—	Large, Move 4 (Fade for some versions – see lists)
Scavenged MHS		30	40	80	5×SV3	—	Move 4, Medium, RF, PBS
Scavenged HMC		30	60	120	1×SV7	—	Massive Damage, Move 3, Large
X-Howitzer		(20)50	100	250	1×SV2	—	Blast D8, Large, Move 3, No Cover, OH, Special Munitions, Cumbersome
Grenade		Effv	Long	Ext	Shots	Attacks	Special
Fractal Charge		5	—	—	1×SV3	1×SV3	Compound SV, Breaching, Hazardous HtH
Implosion Grenade		5	—	—	1×SV2	1×SV2	Compound SV, Breaching
Plasma Grenade		5	—	—	1×SV1	1×SV1	Compound SV
Special Munitions	Summary of effect						
Arc	Turn-to-turn; 3" radius; Direct fire shots through effect miss on 6–10; nullifies other munitions						
Blur	Turn-to-turn; 3" radius; Units in effect suffer -1D3 penalty to Acc						
Grip	Turn-to-turn; 3" radius; Units within or moving within must take an Ag test and on failure, halt						
Scrambler	Turn-to-turn; 3" radius; Nullifies armour fields, buddies, probes; -2 armour on drones, vehicles, humongous beasts						
Scout	Turn-to-turn; 3" radius; Living creatures & Scramble Proof starting in area can only use/react with Run or Down						
Suspensor Net	Instant; Blast template; 3" radius; Raises pins to 1D3+1 (Support weapons) or 1D5+1 (heavy weapons), divided equally amongst units hit – halve pins on targets that force rerolls of hits						

COMMON SPECIAL RULES QUICK REFERENCE

Ace [n]	n defaults to 1. Add +/- 'n' to Damage Chart results after attacker's modifications.
Agile [(weapon)]	Use Ag instead of Str in HtH - if weapon is stated, only when using stated weapon.
Army Option/AO()	Receive one stated army option and have access to more of that option.
Assault	Model can initiate an Assault even if of a type not normally permitted to do so.
n Attack(s) [<weapon>/SVx]	Model has n strikes in HtH at strike value x or using the stated weapon.
Auto Workshop	When unit activated, friendly vehicle, drone, weapon team and machine mounted unit within 5" recover one pin on a roll of 1–5 on D10.
Blast [Dn]	A hit inflicts Blast damage. If Dn specified, it indicates the die type to roll for actual hits after a successful shot or strike.
Breaching [SVx [+y]]	Weapon ignores a structure's damage threshold; if stated, inflicts damage x against structures, increasing by y or by damage stated on weapons 'Shots' damage if the weapon has Fractal Lock (see below).
Choose Target	The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode.
Command [n"]	n" defaults to 10". Friendly units within n" can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits into one with an SV of the total SV from all those hits.
Critical Fade	As for Fade but the model also receives a pin for each Acc test fail of a 10.
Cumbersome	Suffers an additional pin on failing Agility Tests.
Fade	On Acc Test roll of 10, weapon fails: turn unit's current order to Down; if already Down, turn/draw MOD to Down.
Fast	Can retain Run order and move before dice draw in following turn; opponents hits must be rerolled.
Follow [n"]	n" defaults to 5". Can instruct friendly unit in n" to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow-er; on fail, both units go Down. Pins removed as for normal Order Tests.
Fractal Lock	On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on next shot)
Frenzy	HtH attack roll of a 10 automatically hits another beast in the same unit.
Hatchling Brood n	(<i>Boromite</i>) The model carries n Hatchling Swarms that appear only in Assaults and disappear when the Assault is resolved.
Hazardous HtH	HtH attack roll of a 10 automatically hits another member of the same unit.
Heavy	Weapon. Requires 3 crew; shoots only on Fire order with no bonus; unless stated is No PBS, Res 13, M4, Large.
Hero [n"]	n" defaults to 10". Friendly units within n" can use model's Init stat for Init-based tests.
Hit & Run	Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting.
Infiltrator	If deployed on-table, may: make a free, pre-game Run; place a minefield in own half of table.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Loyal Bodyguard	Model with Command or Follow in same unit can reallocate hits or Ag saves before Lucky Hits are allocated.
Massive Damage	On a hit, subtract one from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
Medic/Medi-	Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1.
MOD n	Unit has n Order dice.
No Cover	Targets hit by shot gain no cover bonus to Res saves.
Not RF	Multiple shot weapon does not count as shooting in RF mode.
Nucleus	Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks.
PBS	Support or Heavy weapon can shoot in PBS.
Power Drain	If two or more weapons with Power Drain shoot at same time, then both are subject to Critical Fade (above).
Riders n	Can carry n medium-sized models on exterior shell that appear only in Assaults and disappear when the Assault is resolved.
Sacrificial Buddy	After all hits are allocated, before Compound-ing, can remove a buddy in unit instead of the hit.
Savage Strike	Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9.
Scramble Proof	Not affected by scrambler munitions.
Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
Small	-1 to opponent's Acc (note that all models may draw LoS over smaller units).
Sniper	If scenario allocates table edges or halves, can deploy within 20" of table edge, even with no other deployment.
Subdue	If weapon or model's opponent is killed, it can be declared incapacitated; infantry or beast units in contact with Subdue-d target at the end of their move can carry target (no Sprint allowed).
Support	Weapon rule. Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Suspensored	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
Symbiote	Separate model considered part of parent and must stay within 1" at all time; cannot be targeted separately.
Tough [n]	n defaults to 1. Model may reroll n failed Res saves.
Transport n	Can transport n medium-sized models.
Transport Space n	Occupies n spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Unwieldy	Attack from weapon/mode suffers -1 to Hand-to-hand tests.
Wound [n]	n defaults to 1. Model can take n hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.

INDEX

Affects	13	Stats	12	plasma carbine	11
Arc Special Munitions	14	Frag Borer	12	plasma duocarb	11
Armour		Grenades	12	plasma lance	11
Fixed Emission Hyperlight		Demolitions	12	plasma rifle	11
Envelope	17	Mines and Minefields	12	Stats	11
HL Boosters	16	Grenades (Category)	6	Point Blank Shooting	8
Impact Cloaks	16	Grip Special Munitions	14	Power Drain	7
Impact Web	16	Gun Buddies	23	Probes	25
Reactive Kinetic Shielding	17	Hazardous HtH	8	Hound Probe	26
Reflex	16	Heavy Frag Borer	12	Medi-Probe	26
Resharded	17	Heavy Weapons	5-6	move	25
Attacks	6	Acc	6	Rules	25
Auto-Workshop	18	crew	5	Scout Probe	26
Batter Buddy	22	Move, M	6	shards	25
Batter Shields	17	Res	6	Shooting At	25
Blast	6	size	6	Stats	25
Blur Special Munitions	14	HL Booster	16, 18	Targeter Probe	26
Booster Buddy	22	HL Booster Buddy	22	Range	6
Breaching	6	Hound Probe	26	Reactive Kinetic Shielding	17
Thrown Grenades	12	Immediate	13	Reflex	16
Breaching Kit	18	Impact Cloaks	16	Resharded (Armour)	17
Buddy Drones	21	Impact Web	16	Scavenged weapons	10
Buddy Modules	21	Implosion Grenade	13	Scoot Special Munitions	14
Rules	21	Inaccurate	8	Scout Probe	26
Camo Buddies	22	Kinetic Barriers	17	Direct Patch Sighting	26
Direct Patch Sighting	26	Krasz Assault Carbine	11	OH Patch Sighting	26
Carrying Capacity, Compactors	22	Krasz Assault Lance	11	Scrambler Special Munitions	14
Choose Target	7	long range	6	Self-Repair	18
Compactor Buddies	22	Mag Weapons	9	shards	25
Carrying Capacity	22	Stats	10	Shots	6
Destroyed	23	Manipulators	10	Slingnet Special Munitions	15
Down order on unloading	23	Stats	11	Special Munitions	8, 13
Load/Unload	22	Massive Damage	8	Affects	13
Compactor Load/Unload	22	Medi-Buddies	23	Arc	14
Compound SV	7	Medi-Probe	26	Blur	14
Compression Weapons	9	Micro-X Launcher	10	Grip	14
Stats	9	Mines and Minefields	12	Immediate	13
Crew		Detonating	12	recovering	13
Heavy Weapon	5	minimum range	6	Rules	13
Critical Fade:	7	Move, M	8	Scout	14
Demolitions and Grenades	12	Nano-Symbiote	18	Scrambler	14
Nearby Units	13	Net (Suspensor)	15	Shooting	13
Destroyed Compactors	23	No Cover	8	Slingnet	15
Detonating Mines	12	Not RF	8	Suspensor Net	15
Direct fire bonus	26	NuHu	10, 18	Turn-to-Turn	13
Direct Patch Sighting	26	stave	11	Special Rules	
effective range	6	NuHu stave		Blast	6
Exploit	11	stats	11	Breaching	6
extreme range	6	OH Patch Sighting	24, 26	Choose Target	7
Fade	7	OH shots bonus	26	Compound SV	7
Fixed Emission Hyperlight Envelope	17	OH Spotting and Spotters	23	Critical Fade:	7
Fractal Cannon	12	PBS	8	Fade	7
Fractal Charge	13	Plasma Grenade	13	Fractal Lock	7
Fractal Disintegrator	12	Plasma Rifle	11	Hazardous HtH	8
Fractal Lock	7	Exploit	11	Inaccurate	8
Fractal Weapons	12	Plasma Weapons	10	Massive Damage	8
				Move, M	8
				No Cover	8

Not RF	8
PBS	8
Power Drain.....	7
Special Munitions	8
Symbiote.....	8
Nano-Symbiote.....	18
Spotter Buddies	23
Spotter Re-rolls	23
Standard Weapons	5
PBS	5
Subverter Matrix.....	19
Test Result.....	19
Support Weapons	5
crew	5
Move.....	5
PBS	5
size	5
Suspensor Modules	19
Suspensor Net Special Munitions	15
Targeter Probe.....	26
marking aim points	26
marking enemy units	26
marking friendly units.....	26
Thrown Grenades.....	12
Tool Appendages	10
stats	11
Tools.....	10
Stats	11
Transport Pods	19
Twinned Weapons	6
Unwieldy.....	8
Weapon Categories	5
Grenades.....	6
Heavy Weapons	5
Standard Weapons.....	5
Support Weapons.....	5
X- Weapons	
Stats	10
X-Howitzer	10
X-Launcher	10
X-Sling.....	10