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Your combat shards have anticipated the enemy's intentions enabling you to block his move this time.

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Superior Shard

The combat shards of both sides are in constant competition to accumulate data and out-think their opponents.

At the **start of the turn,** you can **remove 1** of your **opponent's Order Dice** from the bag.

This dice **isn't used that turn** and is returned into the bag at the start of the following turn.

You can only use one per turn.

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Well Prepared

Success comes from good preparation, study of the enemy, and understanding your own capabilities.

If you take any single **re-roll** you can add +2 to the value tested against.

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Get Up!

Leadership is a vital factor in combat and a determined, inspiring leader can make all the difference in the heat of battle.

When making a **Recovery Test** you will **succeed** on the roll of **anything but a 10** regardless of the value you would normally have to test against.

A **roll of a 10** is **still a fail** and no pin markers are removed as standard.

Marksman

Fire accuracy is not just down to training but also the effectiveness of a unit's combat shard – eliminating wasted shots and ensuring maximum effectiveness.

If you **shoot** with a unit and **don't like the result,** take all the shots again regardless of whether they hit or miss. Whatever result you **roll,** this **second time** stands with no further re-rolls allowed.

Extra Shot

Good fortune is not just a matter of luck – time and resources spent maintaining equipment and training troops always pays off.

If you score a **Lucky Hit** with any shot you **can make one more shot** with that model using the same weapon with exactly the same score required to hit the same target.

It cannot be used with Fractal Lock or special effects dependent on particular order.

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Countershard +2

The combat shards of both sides are in constant competition to accumulate data and out think their opponents – man or machines.

You can attempt to deny a IMTel dice usage as soon as opponent declares their use. **Each player rolls D10** and **add +1 for each NuHu** in their army. You can also add the bonus of this card.

If your **result is higher than your opponent**, put the IMTel dice aside and put back in the bag at the start of the next turn.

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Pull Yourself Together!

Good training strengthens the bonds of loyalty between units.

At the end of the **Turn End phase**, during the Special Effects activities, you can expend this card to **remove 1 pin** from one unit.

You can only use one per turn.

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Countershard +0

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Countershard +1

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Countershard +3

The combat shards of both sides are in constant competition to accumulate data and out think their opponents – man or machines.

You can attempt to deny a IMTel dice usage as soon as opponent declares their use. **Each player rolls D10** and **add +1 for each NuHu** in their army. You can also add the bonus of this card.

If your **result is higher than your opponent**, put the IMTel dice aside and put back in the bag at the start of the next turn.

IMTel Boost — Passive effect

The IMTel Dice can be used for one of the following options:

IMTel Bonus: Take the IMTel Dice from the bag before any single roll. Add +1 to a target number.

Evasive Tactics: Declare your just-drawn dice as your IMTel Dice and put it aside.

IMTel Recovery: You can roll another Recovery test at the start of a new turn.

If you end a turn with more non-IMTel units than IMTel units, you lose the IMTel Dice for the rest of the game.

Distort Stability

The Algoryn are used to dealing with the perils of Ghar technology and have protocols in place to limit the space-time distortion associated with their technology.

If you draw one of **your Order Dice after** drawing the **Ghar Distort Dice**, you can immediately **return your** own dice to the bag and force **another draw.**

This cannot be played in conjunction with, or after, a Block!

Hive Summons

Architectors are as reliant on their drones for survival as their drones are on them for command.

You can **re-roll an Arrival Test** of a **non-architector Virai unit**.

This new result stands and cannot be subject to another Hive Summons.

This cannot be used if the army loses all its Architectors or if an Architector is not present on the table.

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Courage Under Fire

Algoryn are obedient to the urgings of their commanders and are well-trained to overcome the deleterious effects of enemy action.

Add +2 to a unit **Co** stat before rolling when making a **Recovery Test**. On a pass, **remove 2 pins** irrespective of the score.

A roll of a **10 is still a fail** with no pin markers being removed.

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Stoic

Algoryn have a strong respect for their superiors that strengthens obedience.

Before acting on a **command unit's order**, even if it is to go Down, you can immediately **remove a pin** from a single friendly Algoryn **unit within command radius** of the activated commander model.

You cannot use this card if the commander of the command unit has fallen casualty.

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Well-laid Shot

The Algoryn weapon teams are superbly trained to make the best of what they have available, sometimes patching together information from a multitude of sources to successfully target an enemy against bewildering odds.

You can **re-roll a single-shot support weapon** or **heavy weapon** to hit roll, **even if it is a 10 or a hit.**

You cannot re-roll a re-roll and this cannot be re-rolled.

Distort Resistance

The Ghar are used to the effects of their own polluting technology and its spatial distortion effects.

If you draw **your order dice** immediately **after a Distort Dice** (even if it is across a turn end), you can **replace your own dice** into the bag and retake the dice **draw again.**

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BEYOND THE GATES OF ANTARES

QG Interference

At the **beginning of turn**, **designate one enemy unit** and **take an opponent's dice** from the bag (this is not a draw so other effects cannot alter this dice).

The opposing player must give an order to the unit and **takes an order test** with an additional **penalty of −2.** On success, the unit carries out their action as normal, otherwise goes **Down.**

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