BEYOND THE GATES OF ANTARES™

ANTARES BASE ONE

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Contents

Rules Introduction

Antares Base One is a free version of the *Beyond the Gates of Antares* game that covers the basic rules in an easy to follow format. It is designed as a taster for the full game and as an accessible introduction to the *Antares* game system.

FORCES

A battle is fought between two players. Each player controls an army of models, referred to as a force. A force can vary in composition, but typically comprises between six and seven units in this basic game (in the full game forces can be practically any size). A unit typically comprises an infantry squad of about five models, a support weapon and its crew, or a single vehicle.

See the Samples Forces section for sample armies and more about selecting a force to play (page 33).

ORDER DICE

To play *Antares* you will need a set of distinctly coloured Order Dice for each army. For example, one side might have red dice and the other green dice.

At the start of the game each player takes one Order Dice for every unit in his force.

TEN-SIDED DICE

The *Antares* game uses ten-sided dice numbered 1 to 10 (D10s). You will need about a dozen D10s. It is helpful to have a few of different colours although not essential. Note that some ten-sided dice have a 0 rather than a 10 on one side. This is still a 10!

You will also need a few ordinary six-sided dice numbered 1 to 6 (D6s).

Other dice that will prove useful are three-sided and four-sided (D3s and D4s) as in the *Antares* dice set from Warlord Games. If you don't have any of these dice, improvise by rolling a D10 or D6 until you get a number within the target range.

MEASURING

A tape measure marked in inches is used to measure distances (for example, ranges for weapons and moves for squads).

In most cases, measurements between models are made between their base edges. In some cases we measure from the weapon that is shooting, or to the body of the target. For example most large vehicles don't have bases, so when shooting at a vehicle we measure to the body of the model instead.

PIN MARKERS

When units are hit by enemy fire they take pins. We use a pin marker to keep track of the number of pins on a unit. The more pins a unit has, the harder it is for it to do anything and the less effectively it fights.

STATS

Different models have different game statistics or 'stats'. Here's an example of the stat values for a typical or 'average' human trooper arranged into a stat line.

Unit	Ag	Acc	Str	Res	Init	Co	Special
Human	5	5	5	5(7)	7	7	–

Agility (Ag). The Agility stat is used when making movement based tests such as moving through difficult terrain.

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

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

Resist (Res). The Resist stat is used to defend against enemy attacks. If the Res stat has a second number in brackets, this shows the Res stat including the default bonus from any armour. Armour bonuses can vary depending upon circumstance so are shown separately (see page 20).

Initiative (Init). The Initiative stat is used when making reactions (full game only).

Command (Co). The Command stat is used when testing to activate a unit and in other situations to check its ability to fight on.

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

STAT TESTS

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

Roll a D10. If the number rolled is equal to or less than the tested value, the test is passed. If the number rolled is greater than the tested value, the test is failed.

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

THE RULE OF 1s AND 10s

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

As well as passing the test a roll of 1 often triggers a bonus result. As well as failing the test a roll of 10 often triggers a penalty.

THE RULE OF RE-ROLLS

Sometimes a player is allowed to re-roll a failed test. In some situations a player may be obliged to re-roll a successful test.

When re-rolls are allowed or necessary, the re-rolled result stands and cannot be re-rolled again. Even where a tester is entitled to a re-roll for two or three different reasons, only a single re-roll is permitted. You cannot re-roll a re-roll!

Isorian Nhamak SC Light Support Drone with plasma light support

Unit Types

All units are defined as one of the following **types**. These types are referenced throughout the rules, e.g. all weapon drones share a common damage result chart.

INFANTRY

Infantry units are made up of humans or human-sized aliens or machines together with their equipment. Equipment often includes small attached drones that we call 'buddy drones'.

A Concord Strike Squad together with its buddy drone

WEAPON TEAMS

A weapon team unit comprises a separate support or heavy weapon and a number of crew models, for example a plasma cannon and its operators. Weapon teams often include buddy drones as well. There are two different kinds of weapon team.

Light weapon teams are smaller, lighter and more mobile support weapons. They require a crew of two to operate at full effectiveness.

Heavy weapon teams are larger, weightier and less mobile but more powerful heavy weapons. They require a crew of three to operate at full effectiveness.

A Boromite X-Launcher Weapon Team

MOUNTED

Mounted units represent humans or aliens riding machines or creatures, such as bikes or locomites, together with their equipment, often including buddy drones.

WEAPON DRONES

A weapon drone unit comprises one or more drones usually armed with support weapons. Some forces favour the use of drones over human weapon teams, but both perform a similar role. Weapon drones often include smaller buddy drones just like infantry units.

Concord Light Support Drones

BEASTS

A beast unit typically comprises a number of human-sized creatures, often under the control of a handler. In the rules, beasts are treated exactly the same as infantry; if a rule applies to infantry it also applies to beasts.

A Lavamite Squad with its Boromite handler

Concord Interceptor Command Squad

VEHICLES

In most cases vehicle units comprise a single vehicle together with its crew if it has one. Some smaller vehicles come in units of two or more, but this is unusual. Vehicle units often include buddy drones too.

Concord C3M4 Combat Drone

PROBES (FULL RULES)

Probe units are small aerial drones that roam the battlefield either to gather information, to act as observers, or to guide combat units to their targets. Probes are fairly common, but they introduce various exceptions to the basic rules so we won't cover them here – see the full *Antares* rules for more about these units.

Targeters are typical probe units – their job is to guide shooting onto enemy targets.

HUMUNGOUS BEASTS (FULL RULES)

A humungous beast unit is the living equivalent of a vehicle – a creature as big as a vehicle! Such creatures can have their own crew that controls them, and many carry weapons too. Humungous beasts are sufficiently rare and unusual that we won't cover the rules for them here – see the full *Antares* rules for more about these units.

COMMAND UNITS

Command units are any of the unit **types** described above with the addition of a commander model where appropriate. Most of the Command units in the game are infantry or mounted units, but a Command unit can be any of the types described above. Commanders have special rules and usually have superior stats as well.

Humungous Beast units are not common and the notable example is the Boromite Brood Mother

MODEL BASES

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

Larger models often come with 40mm round bases or 50mm x 20mm 'pill bases' depending upon their shape. For example, Ghar Troopers and Algoryn Intruder Scout Skimmers.

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

UNIT FORMATIONS

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

Where a unit includes equipment, such as a support weapon or buddy drone, these models are also arranged into and form part of the unit's formation.

A unit of two or more vehicles is also arranged into formation, but in their case the distance between models can be up to 3" rather than 1".

COMPROMISED FORMATIONS

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

THE GAP RULE

Units must keep **more than 1"** apart except where specifically allowed to move into touch. This applies to all the models in the unit including equipment.

The gap rule keeps things clear during play, so we can see at a glance which models belong to which units. There are some exceptions to the rule, for example units fighting hand-to-hand combat.

Algoryn Hazard Command Squad

The Turn

ORDER DICE INTO DICE BAG

You will need one order dice for each unit in your force. Your order dice and those of your opponent must be different colours; for example you might have red order dice and your opponent blue.

Take all the order dice for each side and put them in a dice bag (any container that you can draw the dice from will do). In each turn follow the **turn sequence**.

1. Orders phase:

1. **Draw.** Draw an order dice from the dice bag and hand it to the player it belongs to.

2. **Allocate Dice.** The player chooses one of his or her units and gives it an order. Place the order dice next to the unit to show this.

3. **Order Test.** If necessary, the player takes an order test to determine if the unit follows the order.

4. **Action.** The player works out the unit's resulting action.

5. **Repeat.** Back to *1. Draw*. Once all eligible units have received their orders, the dice bag is empty and the orders phase ends – move to the turn end phase.

2. Turn End phase:

The order dice are gathered up and returned to the dice bag except:

1. **Down.** Units that have a Down order must pass a recovery test to remove their order and return it to the dice bag.

2. **Ambush.** Units that have an Ambush order can choose to retain the order from turn to turn if the player wants.

3. **Run (Full Rules).** Fast units that have a Run order can choose to retain the order from turn to turn if the player wants. The rules for this are covered in the full *Antares* rules set.

Ghar Wrecker

DESTROYED UNITS AND ORDER DICE

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

REACTIONS (FULL RULES)

When a unit makes an action, enemy units are allowed to try and react immediately in some situations. An enemy's reaction is worked out either before, after or at the same time as the unit's own action depending on the type of reaction involved. The rules for reactions are covered in the full *Antares* rule set, but we shall cover two important reactions as part of these basic rules: go down and ambush. See page 28.

EXTRA ORDER DICE (FULL RULES)

Some units have not one but two or even three order dice, and are able to take two or three actions in every turn. In this basic game we'll assume that all units have just one order dice for now. We'll deal with some specific exceptions and discuss how to deal with them later. To begin with all units have one order dice.

Orders

A unit can be given one of the orders indicated on the order dice.

ORDER		Summary of action
1.	*Fire*	Shoot without moving.
2.	*Advance*	Move and shoot.
3.	*Run*	Move quickly without shooting.
4.	*Ambush*	Wait for a chance to react.
5.	*Rally*	Lose D6 pin markers.
6.	*Down*	Go down so the unit is more difficult to hit.

FIRE

The models in the unit shoot their weapons at their chosen target. The unit does not move. See Shooting on page 15.

ADVANCE

The unit can move and shoot its weapons. Units don't have to move when given an advance order, but must complete any intended movement before shooting. Units armed with some kinds of weapon may be disallowed from moving and shooting at the same time, and can therefore either move or shoot when given an advance order. See Moving on page 12 and Shooting on page 15.

RUN

The unit speeds up its move, but cannot shoot its weapons. See the rules for Moving on page 12.

AMBUSH

The unit does not move or shoot. Instead, the unit maintains its position and waits for the enemy to approach so it can react when it gets a chance. See the rules for Reactions on page 28.

RALLY

The unit does not move or shoot. Instead, the unit pauses for breath and gets ready for the following turn by shedding pins. See The Rally Order on the following page.

DOWN

The unit does not move or shoot. Troopers hit the dirt and keep their heads down as far as possible, making maximum use of whatever shelter is available. This makes troops harder to hit. See Forced Re-Rolls of Hits on page 19.

ORDER TESTS

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

If a unit has one or more pins it is **pinned** and cannot act upon its order automatically. After placing the order dice next to the unit, the player must take an **order test** to see if the order is acted upon.

The order test is taken against the unit's Command stat with a modifier of -1 for each pin on the unit. E.g. a Command stat of 9 with 2 pins equals a modified value of 7.

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

A world in ruin! Another world falls to the Ghar.

Freeborn prepare to defend their secret base camp in a jungle clearing

Roll a D10 and compare the result with the tested value. If the dice roll is equal to or under the tested value, the result is a pass. If the roll is more than the tested value, the result is a fail.

Pass. A unit that passes an order test removes one pin and then executes the order it has been given.

Bonus Test Pass. On the D10 roll of a natural 1, the test is passed regardless of the score required and the unit removes **two** pins before executing the order it has been given.

Fail. A unit that fails an order test removes one pin and then makes a *down* action rather than the order intended.

Penalty Test Fail. On the D10 roll of a natural 10, the test is failed regardless of the score required and the unit goes down, but **no** pins are removed.

THE DOWN ORDER (RULE EXCEPTION)

If you order a unit *down*, no order test is taken even if the unit has pins. The unit goes down automatically without testing, but it does not lose a pin because it has not taken an order test.

RECOVERING DOWN ORDERS

Units that end their turn with a down order don't automatically return their order dice to the dice bag. In the turn end phase, a **recovery** test is taken for each down order dice in play as follows.

Test against the unit's Command stat modified for pins in exactly the same way as described for order tests.

Pass. If the recovery test is passed, remove one pin and return the order dice to the dice bag.

Bonus Test Pass. On the D10 roll of a natural 1, the test is passed regardless of the score required and the unit removes **two** pins before returning the dice to the dice bag.

Fail. A unit that fails an order test removes one pin and the down order is left in place. The unit remains down for the following turn and will then test again in the next turn end phase.

Penalty Test Fail. On the D10 roll of a natural 10, the test is failed regardless of the score required; the down order is left in place and **no** pins are removed.

THE RALLY ORDER (RULE EXCEPTION)

When you take an order test to *rally* **ignore pin modifiers** to the unit's Command stat.

If the order test is passed, the unit removes one pin because it has been given an order **and** it removes an additional D6 pins because it has rallied. I.e. the unit loses D6+1 pins in total.

Bonus Test Pass. If a 1 is rolled for the order test, the unit removes an additional pin as usual for a bonus test pass. I.e. the unit removes D6+2 pins.

AMBUSH ORDERS

Units that end their turn in ambush can retain their order **or** return the order dice to the dice bag. This is entirely the player's choice. See Reactions – Ambush on page 28.

Moving

When a unit is given an advance or run order, each model can move up to the maximum distance allowed.

When models move they are free to turn to face any direction so long as no portion of the model moves further than it is allowed.

Models move at the standard move rate shown on the chart below unless they have the fast or slow special rule, in which case they move faster or slower as shown.

Action	Standard Move Rate	Fast Move Rate	Slow Move Rate
Advance M	5"	10"	2½"
Run 2M	10"	20"	5"
Sprint 3M	15"	30"	7½"

MOVING AND THE GAP RULE

Although units have to keep more than 1" apart as already explained, when models move they are allowed to move within 1" of other friendly units so long as they end their movement more than 1" away.

Models cannot approach to within 1" of enemy units as they move except where specifically allowed, such as during hand-to-hand fighting.

MOVING THROUGH

Models in the same unit can pass freely through each other as they move. We assume they move at the same time and don't get in each other's way.

Models belonging to infantry units can pass freely through other infantry units from their own side (i.e. models from different units can pass through each other so long as both are infantry).

Otherwise, models cannot move though other models or through impassable terrain, and will have to go around.

MOVING BUDDY DRONES

When moving a unit that includes a buddy drone, move all the other models in the unit first so that they make a formation, and then move buddy drones back into formation with them. There is no need to measure the move of a buddy drone – it just keep pace with its unit.

Buddy drones can pass freely through models in their own unit and through other units from either side when they move.

MOVING SUPPORT AND HEAVY WEAPONS

Weapons models in a weapon team are moved in the same way as the human models in their unit. They move the same distance as their crews and move at the same time.

An Algoryn expeditionary force deploys upon the ice flows ready to repel the enemy

Shooting through cover reduces the chance of these Boromites being hit

THE SPRINT RULE

When a unit makes a run action, models normally move at double pace which we call a 'run move' or '2M' for double move.

Infantry, beasts and mounted units are allowed to make a faster **sprint** when making a run action if the player wants. Regardless of their type, units that have the *large* special rule are not allowed to sprint unless they also have the *fast* special rule. A sprint is a triple move or 3M, i.e. up to 15" for units that move at the standard rate.

The player must state that the unit is sprinting when the run order is given and **before** measuring the distance or moving the unit.

EXHAUSTION

If a unit makes a sprint it risks becoming exhausted at the **end** of its move. Once the unit has finished its move it must test its **agility** (Ag). Take the test in the standard way by rolling a D10 and comparing the result against the unit's Agility stat.

Pass. The unit is not exhausted and no penalty is suffered.

Bonus Test Pass. If the test is passed on the roll of a 1, the unit can be moved a further bonus distance equal to its Ag value if the player wishes. If the unit moves this bonus distance, it is automatically exhausted at the end of the move as if it had failed the test.

Fail. The unit is exhausted and suffers **one pin**.

Penalty Test Fail. If the test is failed on a roll of a 10, the unit suffers **two pins** due to exhaustion.

A sprint is a useful move if you want a unit to move fast, but at the risk of taking pins which will make things more difficult when it comes to the unit's next action.

OBSTACLES

An obstacle is something like a wall, fence, a row of rocks, a row of vegetation, or another kind of linear barrier. Obstacles should be more than 2" long and no more than 2" wide including a base if included. A typical obstacle is between 6" and 8" long.

MOVING OVER OBSTACLES

Apart from heavy weapon teams, units with an advance order can move over obstacles without penalty so long as they have enough movement to cross completely.

Apart from heavy weapon teams, units with a run order can only cross an obstacle if they take and pass a test against their Agility stat upon reaching the obstacle.

Pass. The unit completes its move without penalty.

Bonus Test Pass. On the roll of a 1, the unit finds a gap in the obstacle – mark the spot. Any other unit can cross at this point without testing, including a heavy weapon team.

Fail. The unit halts upon reaching the obstacle.

Penalty Test Fail. On the roll of a 10, the unit also takes a pin.

MOVING FROM A DEFENSIVE POSITION

Apart from heavy weapons teams, if a unit has taken up a defensive position behind an obstacle, then it can move over it without taking an Agility test. See page 24.

HEAVY WEAPON TEAMS

Heavy weapon team units cannot cross an obstacle with a run order unless moving through a gap as noted above.

Heavy weapons teams must take and pass an Agility test to cross an obstacle with an advance order. This is the same as for other units making a run.

EXCEPTIONS (FULL RULES)

In the full *Antares* rules there are exceptions for special kinds of units. For example, Ghar crawler vehicles find it more difficult to traverse obstacles than other kinds of vehicle. Weapon teams also suffer penalties if they are understrength, making it harder for them to cross obstacles. Probes, on the other hand, can cross obstacles without penalty. These special cases and exceptions are covered in the *Antares* rulebook and are not considered in the basic rules.

AREA TERRAIN

Areas of terrain must be delineated by a base or by bounding scenery arranged around its edge. Areas of terrain should be larger than 2" x 2" to distinguish them from obstacles and are more typically 6" to 8" across.

MOVEMENT CATEGORIES FOR TERRAIN

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

Open terrain can be moved through as if it were open ground and no test is taken or penalties applied.

Difficult terrain means that an Agility test is required to move into or through the terrain, which might result in a penalty of some kind.

Impassable just means impassable. A unit cannot move through it. In the full rules some types of terrain may be impassable to some types of units and not others, but we won't consider these exceptions in the basic rules.

DIFFICULT TERRAIN

An Agility test is taken when a unit attempts to move into an area of difficult terrain, or if it starts its move in difficult terrain.

A model is considered to be moving into or through difficult terrain if any part of its base enters the terrain area. For units where the body of the model is used for measurement rather than a base, the model is in difficult terrain if any portion of its body enters the terrain area, e.g. a vehicle.

Make the test as soon as the unit attempts to move through the feature or at the start of its move if already within it. Test against the unit's Agility stat.

Pass. The unit can complete its move into and through the feature without penalty.

Bonus Test Pass. On the roll of a 1, the unit has found a path through the feature and need take no further difficult terrain tests whilst it remains within the feature.

Fail. The unit can complete its move, but is reduced to half pace.

Penalty Test Fail. On the roll of a 10, the unit does not complete its move and comes to a halt instead.

TERRAIN AND LARGE MODELS

If a unit includes any models with the **large** special rule then all the models in the unit are affected by difficult terrain as follows.

Pass. The unit can complete its move into and through the feature at half pace.

Bonus Test Pass. On the roll of a 1, the unit completes its move without penalty.

Fail. The unit does not complete its move and comes to a halt instead.

Penalty Test Fail. On the roll of a 10, the unit comes to a halt and also takes 1 pin.

TERRAIN AND BUDDY DRONES

A unit's buddy drones are not affected by terrain and can move freely through any kinds of terrain so long as they keep in formation with their unit after movement is complete.

TERRAIN MODIFIERS (FULL RULES)

Some kinds of difficult terrain are more difficult to move through and therefore impose an Agility penalty on the testing unit. There are also various specific exceptions or special rules that apply to certain models or troop types, as already noted for obstacles. This is covered in the full *Antares* rules.

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

Shooting

Troops armed with ranged weapons can shoot when given an **advance** or **fire** order. All models shoot once except where stated otherwise, e.g. troops armed with *rapid fire* weapons.

Models are turned to face a target when they shoot. Vehicles that have turrets or weapon systems they can direct towards a target need only turn the turret or weapon system to face the target.

HEAVY WEAPONS

Heavy weapons can only shoot with a **fire** order. A heavy weapon team or a vehicle armed with a heavy weapon can still make an *advance* action and shoot with any non-heavy weapons it carries, but it cannot shoot its heavy weaponry.

TARGET

Shooting is worked out unit on unit. Nominate the enemy unit to shoot at. All the models in the shooting unit shoot at the same enemy unit. Any models that are unable to shoot at that target for whatever reason do not shoot at all.

In the case of a weapon team, the crew can either shoot their team weapon or they can shoot individually with any personal weapons they carry such as pistols or carbines. The whole unit has to do one or the other, even if it has more crew than required to operate its team weapon.

VEHICLES WITH MULTIPLE WEAPON SYSTEMS (EXCEPTION)

If a vehicle has more than one weapon system and is given a **fire** order, it can shoot each weapon system at a different target. For example, it could shoot a plasma cannon at an enemy vehicle and a plasma light support gun at an enemy infantry unit. This rule only applies when given a fire order. If the same vehicle is given an advance order then it must shoot at the same target with all weapons that can do so.

In the full *Antares* rules this same exception also applies to humungous beasts and to other multi-armed weapon drone units. However, these are unusual or rare units and we do not need to consider them here.

LINE OF SIGHT (LOS)

A model that is shooting must be able to see at least one model in the target unit. We call this having clear line of sight or LOS. Models that don't have LOS can't shoot except for some special exceptions as noted under Overhead Fire on page 21.

A model has LOS if a straight uninterrupted line can be drawn over the playing surface from the centre of its base to the centre of the base of at least one model in the target unit. If the target is a vehicle or weapon drone, or any model with the large special rule, the shooter is allowed to draw LOS to a model's body and not just the centre of its base assuming it has one.

You can't shoot through one model to hit another! LOS is blocked if it passes through the base area of another model from either side, or through the body of a vehicle or weapon drone (this is because these often have bodies larger than their base or they lack bases altogether).

You can't shoot through another unit to hit one beyond! LOS is blocked if it passes through the formation of another unit.

You can't shoot through hills or other solid terrain! LOS is blocked if the target is out of sight because there is a 'hill', other rising ground or a solid object such as a building in the way. In these cases, a shooter's sight is judged from the model's head or position of any sensors for a vehicle or drone.

You can't shoot through really thick vegetation, rocks or other dense terrain between you and your target! LOS is blocked if there is an intervening area of dense terrain between the shooter and the target. See Intervening Terrain on the following page.

You can shoot through light vegetation, scattered rocks and similar terrain between you and your target... but only so much! LOS is blocked if there are two intervening areas of light terrain/obstacles between the shooter and the target. A model can draw LOS through one intervening area of light terrain or obstacle, although a penalty is incurred for doing so. See Intervening Terrain on the following page.

LOS AND BUDDY DRONES

Buddy drones are treated as items of equipment and are not considered viable targets. LOS can be drawn through buddy drones from either side as if they were not there.

If shooters can only see a unit's buddy drone and cannot see any other models in the unit, there is no LOS and the unit is not a viable target.

Some buddy drones carry weapons, in which case individual drones must be able to draw LOS to a target to shoot in the same way as the actual members of the unit. However, if the only models in the unit that can draw LOS are buddy drones then the unit does not have LOS. At least one member of the unit must have LOS into order to shoot.

LOS AND WEAPONS ON VEHICLES

When shooting with a vehicle or weapon drone draw LOS by sighting along the barrel. A weapon drone must also be also to draw LOS from the centre of its base in the same way as trooper models. This just means a weapon drone must be able to see its target and must be able to bring its weapon to bear as well.

LOS AND WEAPON TEAMS

When shooting with a weapon team draw LOS by sighting along the barrel of the weapon. At least one crew member must also be able to draw LOS from the centre of his base in the same way as other trooper models. Weapon crew can always draw LOS over their own weapon – their own weapon does not block their LOS to the target!

When shooting at a weapon team, a unit has LOS to the target if it can draw LOS to the weapon and/or any of its crew. Shooters can always draw LOS to crew models over the team's weapon – a weapon does not block LOS to its own crew.

LOS AND LARGE MODELS

Models that are significantly larger than a regular human are indicated by the **large** special rule. This applies to all vehicles including bike-sized mounts, heavy weapons and various other bulky models. See the Large special rule on page 31.

When drawing LOS to or from large models any other regular sized units within the shooters' LOS can be ignored. This means LOS can be drawn over the top of, or through, units of regular sized models as if they were not there.

OCCUPIED TERRAIN

We draw a distinction between features that lie between shooters and their target, which we call **intervening** terrain, and features occupied by shooters or their target, which we call **occupied** terrain.

If models are positioned within terrain or directly behind an obstacle then they **occupy** that terrain feature and can see and be seen through or over it. Models occupying terrain will benefit from cover making then harder to kill.

Imagine the occupied feature isn't there when working out LOS to or from models within terrain or directly behind obstacles.

INTERVENING TERRAIN

Areas of terrain and obstacles that lie between the shooters and their target are called **intervening** terrain.

Shooters can draw LOS through one piece of intervening terrain if it is either an area of **light terrain** or an **obstacle**. This will make it harder for shooters to see and therefore harder to score hits on the target.

Shooters cannot draw LOS through intervening **dense terrain** or over a second intervening **light terrain** area or **obstacle**. These features block LOS entirely.

LOS AND HIGH GROUND (FULL RULES)

In the full *Antares* rules we make allowance for units shooting from elevated positions such as high ground or from tall buildings. To keep things straightforward, we won't cover these rules here.
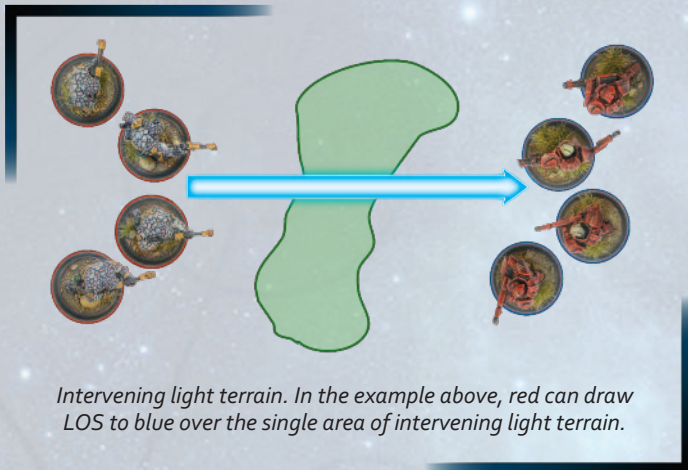
Intervening light terrain. In the example above, red can draw LOS to blue over the single area of intervening light terrain.
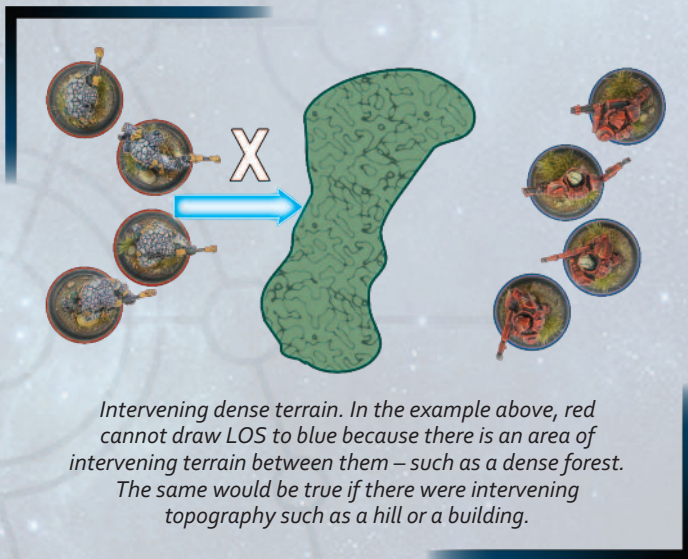
Intervening dense terrain. In the example above, red cannot draw LOS to blue because there is an area of intervening terrain between them – such as a dense forest. The same would be true if there were intervening topography such as a hill or a building.
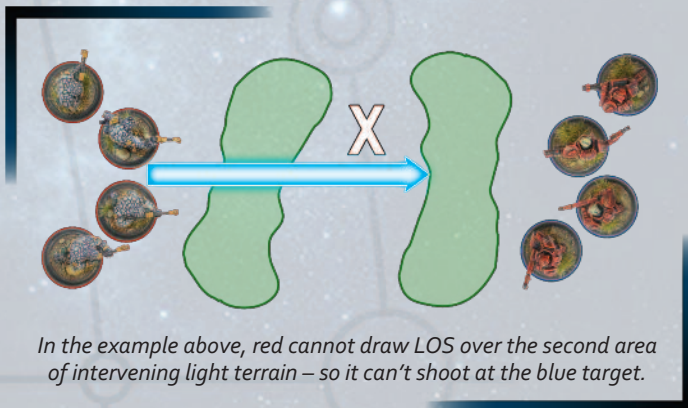
In the example above, red cannot draw LOS over the second area of intervening light terrain – so it can't shoot at the blue target.

MEASURE RANGE

In the *Antares* game we don't measure the range for each model shooting. Instead, measure the distance between the shooting unit and the target unit. Measure the distance between the closest models in the two units: the closest model that is shooting to the closest target model to which it has LOS. This is the range for the whole unit and all shooting is calculated at this range. Note that this means models can sometimes shoot at greater distances than their individual 'range' – this is entirely intentional!

Measure from base-edge to base-edge except where target models have the large special rule, in which case measure to their bodies if closer (this is because many large models don't have bases or their bases are smaller than they are).

If shooting with a support or heavy weapon, measure from the weapon itself rather from its crew. If the weapon is vehicle mounted then measure from the position of the weapon on the vehicle.

DECLARE WEAPONS/SHOOTING MODES

Some models have more than one weapon. More commonly, some troopers carry a weapon capable of firing in different modes, e.g. plasma carbines.

A model armed with more than one weapon can choose to use either, but can only shoot with one weapon at a time, e.g. an X-sling or a plasma pistol.

If a unit carries weapons capable of two or more fire modes, then all the models armed this way must shoot using the same fire mode, e.g. plasma carbines shooting *scatter* mode.

NUMBER OF SHOTS

Weapons always shoot once unless specified otherwise. Some weapons have two, three or more shots each time they fire. These are described as **rapid fire** weapons and are indicated with a special rapid fire value, RF2, RF3, RF4 and so on, showing the number of shots when they fire.

Some weapons are described as **twinned**. These are usually vehicle-mounted weapon systems that combine two identical weapons together. Twinned weapons fire with twice the number of shots.

ROLL TO HIT (ACCURACY TEST)

To determine if a shot strikes its target make a test against each model's **Accuracy** stat (Acc). Where convenient, it is easiest to roll all the dice at once. If different individuals require a different dice score to hit then either split the dice rolling into batches or use differently coloured dice to represent their shots.

An accuracy test is made the same way as any other D10 dice test. Rolls equal to or under the required score will pass and rolls of more than the required score will fail.

Pass. The shot has hit.

Bonus Test Pass. If the score is a 1 then the shot hits regardless of the score required and is a **lucky hit** – see the following page for more about lucky hits.

Fail. The shot has missed.

Penalty Test fail. If the score is a 10 then it is a miss regardless of the score required and a **dud shot** – see following page for more about dud shots.

Boromites move into the attack

Hansa and Bo contemplate their next move...

ROLL TO HIT MODIFIERS

A shooter's accuracy (Acc) stat is modified as shown on the Accuracy Modifiers table.

ACCURACY MODIFIERS

Modifier Type	Situation	Modifier
Pinned	Each Pin on shooting unit	-1
Range	Long	-1
	Extreme	-2
Intervening Terrain	Obstacle	-1
	Light Terrain	-2
Aimed Fire	Shooting with a Fire order	+1
Rapid Fire	At long or extreme range	-1
Building	Target occupies building	-1
Overhead Fire	Overhead	-2
Weapon Teams	Each crewman short	-1
Heavy Weapon	Heavy weapon out of arc	-2

Pin: For each pin on the shooting unit deduct 1 from its Acc.

Range: Weapons have *effective*, *long* and *extreme* ranges that vary depending upon their type. If a unit is shooting with different weapons, some may be at different range bands and these rolls will need to be taken separately.

Intervening Terrain: This penalty applies to the shooter's Acc where they draw LOS over an intervening obstacle or through intervening light terrain. We apply this penalty to **all** the shooters if there is intervening terrain between **most** of the target models and **most** of the models that are shooting. If most of the shooters don't draw LOS over the intervening terrain to most of the target, then no penalty applies. If it's exactly 50/50

then apply the penalty – the target gets the benefit of the doubt! See page 16 for an example of intervening terrain.

Rapid Fire: Weapons with the rapid fire rule get two, three or more shots depending upon their RF value. At effective range there is no penalty, but at longer ranges shots suffer a modifier of -1 Acc.

Building (Full Rules): If the target unit occupies a building then shooters suffer a -1 Acc modifier. The rules for buildings are covered in the full *Antares* game.

Aimed Fire: A unit making a **fire** action gets a +1 modifier to its Acc, which we call its aimed fire bonus.

Some weapons don't get the aimed fire bonus even when shooting with a fire action. This includes all weapons shooting **overhead** and all **heavy weapons**.

Overhead fire: this -2 Acc modifier applies to all overhead (OH) shooting. See Overhead Fire on page 21.

Weapon teams: If a weapon team no longer has enough crew members to operate at full efficiency then its Acc is reduced by -1 per missing crew member. Remember, light weapon teams require two crew and heavy weapon teams need three crew to operate fully effectively.

Heavy Weapon out of Arc: If a heavy weapon must turn by more than 90 degrees to face a target it suffers the penalty shown. This is described as 'out of arc'.

LUCKY HITS AND DUD SHOTS

Any roll of a 1 to hit is a **lucky hit**. When allocating hits to models in the target unit, lucky hits are always allocated first and are allocated by the player who scored the lucky hit. See Allocate Hits on the following page.

Any roll of a 10 to hit is a miss and a **dud shot**. Dud shots fail to shoot altogether or are so wildly off target or otherwise ineffective that they can never be re-rolled. Dud shots cannot be re-rolled even where the unit is otherwise entitled to a re-roll of a miss for whatever reason.

FORCED RE-ROLLS OF HITS

In some situations a unit is especially difficult to hit. Where this is the case, the shooter is obliged to re-roll any hits scored and only those results that hit a second time count as hits. For example, a unit shoots at an infantry unit that is **down** and scores 3 hits. Those 3 hits are rolled again and 2 of the rolls are successful. The target takes 2 hits.

If shooters are entitled to re-roll misses for whatever reason (for example if they have a spotter probe) then any re-rolls of **misses** must be taken first to establish the number of initial **hits**. Remember, re-rolls can never be re-rolled again, but in this case we are talking about two different things: re-rolls of misses first and re-rolls of hits afterwards.

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

Down Targets. Hits must be re-rolled if the target is an **infantry**, **beast** or **weapon team** unit that has a current **down** order.

Fast Running Targets. Hits must be re-rolled if the target has the **fast** special rule and has a current **run** order.

Sprinting Targets. Hits must be re-rolled if the target is shot at whilst engaged in a **sprint**. This can only happen whilst the sprint is taking place, for example during an assault as explained later.

ALLOCATE HITS

Each hit scored must be allocated to an individual model within the target unit. Take all the dice that have scored hits and place them next to individual models to show which have been hit.

Hits must always be spread as evenly as possible among viable targets within the unit. A model is a viable target if one or more shooters can draw LOS to it.

Lucky hits are always allocated first and are allocated by the player who scored the lucky hit. The player whose unit has been shot at allocates all remaining hits.

Hits on weapon teams are allocated to the crew and to the weapon itself. Remember that weapons do not block LOS to the crew operating them.

Buddy drones are not normally viable targets and hits are not allocated to them, but they can be allocated a lucky hit if the shooter wishes. See Hits on Buddy Drones, below.

Once a model has a hit allocated to it LOS can be drawn over that model or through the formation to other unit members behind it. This is fairly obvious in practice (the model in front always gets hit first!)

Where shooters are firing a mix of weapon types this can affect the following resist roll as different modifiers might apply. This is why it is a good idea to use different coloured dice when rolling to hit with different kinds of weapons. The same coloured dice can be used to allocate hits and to take any resist rolls required. Any models that are viable targets can be hit by any of the shooters.

Note. As players gain experience they quickly learn to recognise situations where it is possible to dispense with allocating hits using dice. This might be because all subsequent resist rolls are the same, or because the obligation to spread hits evenly dictates how hits are placed anyway. This speeds up play, but still allows for allocation when it makes a difference.

ROLL TO RESIST (RESIST TEST)

Resist tests are taken once all hits on the target have been allocated. To resist a hit, the player whose model has been struck takes the dice placed next to the model and rolls it.

If the score is equal to or under the model's **resist** (Res) value the test is passed. If the score is greater than the model's Res value the test is failed.

Pass. The model is unharmed.

Bonus Test Pass. On the roll of a 1, the test is passed regardless of the score required.

Fail. The model falls casualty and is removed as 'dead', unless it is a weapon drone, vehicle, humungous beast or heavy weapon, in which case roll on the appropriate **damage chart** for that type (see page 23).

Penalty Test Fail. On the roll of a 10, the test is failed regardless of the score required.

HITS ON WEAPONS IN WEAPON TEAMS

Light support or heavy weapon models included in a weapon team always test their Res against a value of 10 without further modifiers. I.e. only a 10 will fail.

HITS ON BUDDY DRONES

Only lucky hits can be allocated to buddy drones. It is up to the shooter whether to do this or not. Buddy drones that are hit in this way are automatically destroyed without a Res test.

A Boromite mag light support team stands guard over a mine shaft

ROLL TO RESIST MODIFIERS

A model's Res stat is modified by the following table to determine the Res value. Where identical models require the same roll, it is convenient to roll all the dice together. Where different scores are required it is roll separately, in batches, or to roll differently coloured dice, as the players find most convenient.

RESIST MODIFIERS

Modifier Type	Modifier
Resist bonus of target's armour	+Resist Bonus
Cover bonus of occupied terrain	+Cover Bonus
Strike value (SV) of shooter's weapon	- Strike Value (SV)

CASUALTIES

In some cases models may be entitled to re-roll a Res test for whatever reason, in which case make the test again (e.g. a model with the **Leader** special rule).

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

HEAVILY ARMOURED TARGETS

If a target has a Res value of greater than 10 once all modifiers are taken into account then it is a **heavily armoured target**. When taking a Res test for a heavily armoured target, only rolls of a 10 will fail. Further rules apply to heavily armoured targets as noted in the appropriate rules sections.

COVER AND COVER BONUS

In the full *Antares* rules there are different degrees of cover and different kinds of terrain, some of which have their own special rules. In this version of the rules we will consider only two degrees of cover.

+1/+2 COVER

+1 cover comprises vegetation or other fairly 'soft cover' that is unlikely to offer substantial protection from powerful weapons.

+2 cover comprises rocks, walls or other 'hard cover' that offers substantial protection even from quite powerful weapons.

These two grades of cover should be easily distinguishable and if players are in any doubt it is necessary to decide what level of protection applies before the game begins.

OCCUPIED TERRAIN

A model is within cover if the centre of its base lies within a terrain area that offers a cover bonus. Models that lack a base are within cover if more than half the model's body lies within the terrain area.

The blue unit occupies an area of 'scrub' cover – although some blue models are partially within the area, the centre of each model's base lies within the cover so each blue model is considered to be within cover.

OBSTACLES – DEFENSIVE POSITIONS

If a model is placed behind an obstacle so that it touches it, then that model and any other models in the same unit within 1" of the obstacle are in cover from any enemy drawing LOS over the obstacle.
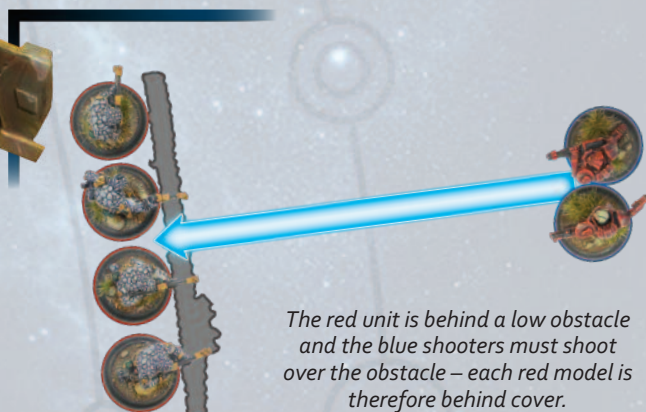
The red unit is behind a low obstacle and the blue shooters must shoot over the obstacle – each red model is therefore behind cover.

COVER FROM OVERHEAD SHOTS

Models get **no cover bonus** when hit by a shot from overhead. The shot falls onto the unit from above and negates any cover it might have.

LARGE MODELS AND COVER

Models that have the **large** special rule get **no cover bonus** because they are considered to be too big to shelter effectively within cover.

DRAWING LOS THROUGH COVER

A unit can always draw LOS through or over its own cover without incurring a penalty to its own Acc. Similarly, an enemy can always draw LOS over a target's cover without incurring an Acc penalty. The target will receive a bonus to it Res test instead.

PINS FROM SHOOTING

If a unit is shot at and hit then it suffers 1 pin. It takes 1 pin regardless of the number of hits caused. Place this pin on the unit once the results of hits have been worked out.

HEAVILY ARMOURED TARGETS

If the unit is a heavily armoured target (i.e. the Res score required is **greater** than 10) then the unit does not suffer pins from hits unless it also fails a Res test.

MULTIPLE PINS (FULL RULES)

Some weapons and munitions cause more than 1 pin when they hit. These are dealt with in the full rules.

BLASTS

Some weapons have a blast effect and they are indicated in the weapon stats with the **Blast** special rule. These weapons have a blast value of D4, D6, D8 and so on.

Roll for the shot to hit the target (Acc test). If the Acc test is successful, roll the dice indicated to see how many hits are scored. The hits scored are allocated between the models in the unit in the usual way.

If a blast scores a lucky hit then the shooter allocates the **first** hit scored and the player whose unit has been struck allocates the rest.

DOWN UNITS AND BLASTS

If a target forces re-rolls of hits, usually because it is down (see page 19), then with blasts instead of re-rolling hits, **halve** the total number of hits scored and round down. E.g a D4 blast rolling 3 would score 1 hit (halved to 1½ and rounded down).

OVERHEAD FIRE (OH)

Weapons that lob a shot high into the air, like modern mortars and howitzers, have the special rule OH, which means they only shoot in this way. Most OH weapons are also blast weapons that cause multiple hits.

OH weapons have a minimum range and cannot engage targets if the distance to the target measured in the standard way falls within this range.

Concord Heavy Support Team with X-Howitzer

If a unit includes shooters with OH weapons (such as a leader armed with an X-sling) always shoot with these before other weapons; this is because it makes it easier to allocate hits evenly upon the target.

When firing with an OH weapon, the round template is used. This template comes with the *Xilos Horizon* and *Strike on Kar'A Nine* starter sets and is available separately. We have provided a cut-out template which you can use to make your own on page 53.

ROLL TO HIT (ACC TEST)

Take the special round OH template and place it with the centre of the template over the centre of a model in the target unit. The shooter doesn't need LOS to the model selected, only to the unit itself, and any model in the unit can be selected as the aiming point.

Make the Acc test in the usual way, applying the modifiers already described. Note that OH weapons always suffer a modifier of -2 to their Acc and do not benefit from the +1 for aimed fire.

Pass. Direct hit. The shot has landed on target and the unit is hit.

Bonus Test Pass. If the score is a 1 then the shot hits regardless of the score required and is a **lucky hit**.

Fail. The shot lands off target, but it might still hit the unit fired at or possibly other units nearby. See Off Target on the following page.

Penalty Test fail. If the score is a 10 then it is a miss regardless of the score required and a **dud shot**.

ALLOCATING HITS FROM OVERHEAD BLASTS

Most OH weapons have a blast effect and cause multiple hits as determined by a dice roll. When allocating hits from these blasts, hits must always be allocated to models under the OH template before any hits are allocated to other models in the unit. Any/all models in the unit can be hit, but models under the template are always hit first.

OH LUCKY HITS AND DUD SHOTS

If a lucky hit is rolled, the shooter places the **first** hit and the player whose unit has been hit places the rest. However, even with a lucky hit, hits must still be allocated to models under the template before they are allocated to other models in the unit.

Dud shots have no further effect and don't go off target as described below. Dud shots cannot be re-rolled, even where a shooter is otherwise entitled to a re-roll.

OFF TARGET

If an OH shot misses on any roll other than a 10, the shot has gone **off target**.

To represent this, roll a D10 and move the template in the direction shown by the face of the dice as pictured below.

Use the arrow-shaped top face of the D10 to determine directions.
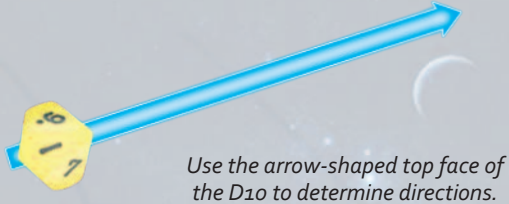
If the shot is an **advance** action, move the template the distance shown by the dice roll (D10") +1" for each pin the shooter has.

If the shot is a **fire** order, move the template half the distance shown by the dice roll (D5") +1" for each pin the shooter has.

Once the template is in position, units are hit if the template lies over the centre of any model's base. Weapon drones, vehicles and humungous beast units are hit if part of the model's body lies at least under the template.

Work out hits on the unit as already described for direct hits. If a template hits more than one unit then divide any hits scored between them as evenly as possible.

BLIND FIRE

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

Units attempting blind fire must be given a **fire** order. Take the template and place it anywhere within range of the weapon.

Roll a D10. On any roll other than a 1, the shot has missed completely and is ignored (the equivalent of a dud shot).

On a roll of a 1, the shot has landed somewhere near. Move the template off target by D10", +1" for each pin on the shooting unit. Resolve any hits on units beneath the template in the usual way.

MOD UNITS (FULL RULES)

In the full *Antares* game many vehicles have more than one order dice. These are called multiple order dice units (MOD units). Most MOD units have 2 order dice. The following summary includes all the rules needed to use MOD units in this version of the game.

If a unit has multiple order dice it can be given more than one order during the turn. Just place the order dice beside the unit as they are played as you would with any order dice. The unit is always taking the action resulting from its most recent order. E.g. if a unit goes down with one order and is then given a fire order, it is firing and not down. There is no restriction on what orders can be given. A unit could repeat the same action twice, or follow one action with another, and so on.

At the end of the turn make recovery tests for each down order separately, removing a pin for each test in the usual way, and carrying over any down orders that fail to recover into the following turn.

MOD vehicles can lose order dice as a result of a roll on the vehicle damage chart.

If a damage roll results in a vehicle losing a MOD dice, take a dice out of the dice bag if any remain. If not remove the most recently placed dice. A MOD cannot lose its last dice in this way.

A MOD vehicle can be forced down as a result of a roll on the vehicle damage chart. If a damage roll results in a vehicle going down, take a dice out of the dice bag if any remain. If not, turn the most recently placed dice to down.

Algoryn Armoured Infantry prepare to defend a jungle line against an imminent attack

DAMAGE CHARTS

If a **weapon drone**, **vehicle**, **humungous beast (full rules)** or **heavy weapon** fails a Res test, make a further damage roll on the appropriate damage chart.

Heavily Armoured Targets

If the required Res roll is greater than 10 then the target is a heavily armoured target. A 10 will still fail, because 10s always fail, but the subsequent damage rolled is halved from D10 to D5.

Massive Damage Weapons

If a weapon has the Massive Damage special rule, instead of making one damage roll make two rolls and use the highest score. If a double is rolled then add +1 to the total, e.g. double 7 = 8.

Weapon Drone Damage

D10	Result
1	Take 1 additional pin and go down.
2	Take D3 additional pins and go down.
3	Take D3 additional pins and go down. Immobilised.
4	Take D3 additional pins and go down. Weapon malfunction.
5	Take D6 additional pins and take a break test – destroyed if failed, go down if passed.
6-10	Destroyed.

Vehicle Damage

D10	Result
1	No effect.
2-3	Take 1 additional pin.
4-5	Take 1 additional pin and go down.
6	Take D3 additional pins and go down. MOD units lose 1 order dice.
7	Take D3 additional pins and go down. Immobilised. MOD units lose 1 order dice.
8	Take D3 additional pins and go down. Weapon malfunction. MOD units lose 1 order dice.
9	Take D6 additional pins and take a break test – destroyed if failed, go down if passed. MOD units lose 1 order dice.
10	Destroyed.

Heavy Weapon Damage

D10	Result
1	Take 1 additional pin and go down.
2	Take D3 additional pins and go down.
3-5	Take D3 additional pins and go down. Weapon malfunction.
6-10	Destroyed.

Extra Pins

These additional pins are added to any pin caused by the hit and are cumulative. I.e. if a vehicle has to make three damage rolls, it could suffer multiple pins as a result.

Down

If the unit has not yet been given its order dice, take one from the bag and give the unit a down order. If it has already been given its order dice, turn the dice to down.

Immobilised

Once immobilised a model cannot move. It can still continue to shoot and can turn to face a target as it does so. If it belongs to a larger unit, it is destroyed if the other models move out of formation abandoning it.

Weapon Malfunction

The target's weapon is rendered useless; if the target has more than one weapon system the one with the highest Strike Value is affected. The target can still continue to move and fight with whatever other weapons it has.

Break Test

After applying all damage results take a Break Test (see page 27. Only ever take one break test regardless of the number of results that call for it.

Assaults

An assault occurs where an infantry, beast or mounted unit moves into contact with an enemy unit. Assaults involve point-blank shooting as the attacker approaches the enemy, followed by hand-to-hand fighting. In this basic game other kinds of unit cannot make an assault. In the full *Antares* game some other kinds of unit may be allowed to make an assault in some situations, e.g. humungous beasts.

MOVING INTO THE ASSAULT

A unit attempting an assault must be given a **run** order. The player must announce that the unit is attempting an assault and must nominate the enemy unit that is being assaulted. The assaulting unit does not need LOS to its target.

Units attempting an assault move at run rate (2M) or they can choose to sprint (3M) if permitted to do so. Sprints must be announced before the unit moves and the sprinting unit tests Ag at the end of the move in the usual way (see page 13).

When a unit makes an assault each model must attempt to move into touch with an enemy. The 1" gap rule is suspended when making an assault. Each assaulting model's move ends as soon as it touches an enemy. Buddy drones are ignored and can be moved aside to allow room where convenient.

If at least one model in the unit can move into touch with an enemy model then the assault move is successful and **all** the models in both units will fight regardless of whether they are touching or not.

If the assaulting unit fails to reach at least one enemy model, the assault has failed. The unit has just made a run action and must end more than 1" from any enemy (gap rule).

MOVING OVER TERRAIN AND OBSTACLES

If necessary, assaulting units must make any tests for entering or moving through difficult terrain or crossing obstacles and abide by the results.

A unit already in a defended position behind an obstacle can cross it without making a test and without penalty.

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

THE ASSAULT

An assault is worked out in two separate stages. First, both sides work out **point-blank shooting**. Secondly, both sides work out **hand-to-hand fighting**.

REACTIONS TO ASSAULTS (FULL GAME)

In the full *Antares* rules, units that are being assaulted can attempt to react, but we won't consider these options here.

Boromites confront Algoryn in dispute over mining rights...

POINT-BLANK SHOOTING

During an assault both sides shoot can point-blank as the units close, assuming they are appropriately armed. This is worked out once the units have moved into touch. Both sides shoot simultaneously, so work out the shooting for both units before removing casualties and placing any pins.

If the unit that is being assaulted is **down** it can still shoot point-blank, but it shoots after the enemy have shot and after any casualties are removed and pins placed, and after it has taken a Break Test, if necessary.

Only models armed with **standard** or **hand weapons** take part in point-blank shooting. However, some units have special rules that allow them to make point-blank shots even though they lack these weapons – for example, lavamites spit super-heated magma.

Weapons with a minimum range of 10" or greater cannot shoot point-blank. The targets are too close.

No specific order is required for units to make point-blank shots, and a unit that has been attacked can shoot point-blank regardless of whether it has received an order already that turn.

All point-blank shooting is worked out as if shooting with an **advance** action. I.e. treat shots as from a unit with an advance order and not a fire order.

If the assaulted unit is within or behind **cover** then the usual Res cover bonuses apply for point-blank shooting.

Forced re-rolls apply as for other shooting. If the assaulting unit is sprinting, it will benefit from the forced re-roll for shots against sprinting targets. Similarly, if the assaulted unit is down, it will benefit from the forced re-roll if normally allowed to do so.

If one side shoots before the other, any consequent break test required is taken immediately, before the opponent shoots back. Where shooting is simultaneous take any break tests required for either side as necessary once all shooting is complete. If any unit is broken as a result, it is removed and the assault is over. See Break Tests on page 27.

FAST UNITS BREAK OFF

If all the models in a unit have the **fast** special rule and the unit has a current **run order**, the player can choose to **break off** from an assault after point-blank shooting has been worked out.

If combat is broken off then the assault ends and both sides must consolidate as described later (see page 26).

When consolidating from a broken off combat, the fast unit that is breaking off moves first and is allowed to move through the opposing enemy unit as if it were not there. This enables fast mounted units, such as Concord Interceptor bikes, to smash through an enemy unit by making an assault and moving through it.

HAND-TO-HAND FIGHTING

All models taking part in the assault on both sides fight. Individual models do not have to touch an enemy to fight.

Models strike once in hand-to-hand fighting unless they have multiple attacks as a special rule or carry weapons that confer multiple attacks. For example, models equipped with lectro-lashes strike three times.

Hand-to-hand fighting is worked out simultaneously for both sides unless one side is down, in which case the down unit fights after its opponents and after casualties have been removed.

ROLL TO HIT (STRENGTH TEST)

Hits from hand-to-hand fighting are resolved by testing against the combatant's Strength (Str) value. Roll a D10 for each attack to determine if it strikes the opposing unit. As with shooting, it is convenient to roll all dice together where this makes no difference, or divide the strike into different batches or use different colours if attackers are armed with different weapons.

Pass. The attack has hit.

Bonus Test Pass. If the score is a 1 then the attack hits regardless of the score required and is a **lucky hit** – see the following page for more about lucky hits.

Fail. The attack has missed.

Penalty Test fail. If the score is a 10 then it is a miss regardless of the score required and a **dud blow** – see the following page for more about dud blows.

Strength Modifiers

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

STRENGTH MODIFIERS		
Modifier Type	Situation	Modifier
Assaulting	The unit is making the assault during the first round of fighting	+1
Winning	The unit won the previous round of a follow on combat	+1
Hand Weapon	The model is armed with a hand weapon	+1

Assaulting: This applies during the first round of fighting when a unit makes an assault.

Winning: In the full *Antares* game rules, this applies to the unit that won the previous round during follow on combat. Follow on combat is not considered here.

Hand Weapon: This applies to any model that is fighting using a hand weapon, e.g. any pistol.

Freeborn Command Squad

Iso-drone
(Isorian pattern)

LUCKY HITS AND DUD BLOWS

Any roll of a 1 to hit is a **lucky hit**. When allocating hits to models in the opposing unit, lucky hits are always allocated first and are allocated by the player who scored the lucky hit.

Any roll of a 10 to hit is a miss and a **dud blow**. Dud blows fail to connect altogether or are so ineffective that they can never be re-rolled even where the unit is otherwise entitled to a re-roll for whatever reason.

Both lucky hits and dud blows are effectively the same as already described for shooting.

RE-ROLLS OF HITS AND MISSES

There are no forced re-rolls of hits in hand-to-hand for units that are down, fast units that are running, or units that are sprinting. However, in some situations models may be entitled to re-roll misses when attacking or to force re-rolls of hits on their opponents. In these cases, take any re-rolls of misses first to establish the total number of hits, and then take any re-rolls of hits that are necessary. This is essentially the same as for shooting.

ALLOCATE HITS

Hits are allocated in the same way as described for shooting except as given below. Note that it doesn't matter which models are touching which enemies or which models have LOS. Hits are allocated evenly between all the models in the unit, and any hit can be allocated to any target.

In hand-to-hand fighting, hits are never allocated to **weapons** in a weapon team unit. This is different to shooting where hits are always allocated to the weapon as well as its crew.

If a hand weapon causes **blasts**, make the Strength test to strike and if successful roll the number of blast hits shown on the weapon's profile. For example, an X-Sling has a blast of D3. Allocate these hits on the unit exactly as you would any others. In the case of a lucky hit, the attacker places the first hit then the player whose unit has been struck places the rest.

ROLL TO RESIST (RESIST TEST)

The Res test and removal of casualties is the same as for hits from shooting except as noted below. Models that refer to a damage chart when they fail a Res test must make the necessary roll. Models that fall casualty are simply removed. Models can be entitled to re-roll Res tests in hand-to-hand fighting in the same way as for shooting, e.g. if they have the special Leader rule.

Armour bonuses apply to the Res test in hand-to-hand fighting, but note that some armours are more or less effective in hand-to-hand fighting compared to shooting.

Cover bonuses don't apply to the Rest test in hand-to-hand fighting because the combat is assumed to have breached any cover.

Strike Values. If models are armed with a hand weapon, use its Strike Value as a Res test modifier in hand-to-hand fighting. Otherwise models have a SV of 0 unless they have a special rule that gives a higher SV for hand-to-hand attacks. For example, lavamites have a SV of 2 when they attack.

ADD PINS

Remove any casualties after both sides have fought and add a pin to each unit for every casualty it has suffered in hand-to-hand fighting.

If a unit is of a type that suffers pins as a result of damage inflicted from a damage chart, such as a weapon drone or vehicle, then add the number of pins specified on the chart. Add these pins to the unit after both sides have fought.

ASSAULT RESULTS

If all of a unit is killed during an assault, there is no need to work out the result. The surviving unit has won!

The side that has the greatest number of **pins** once hand-to-hand fighting is finished is defeated.

Defeated infantry, beasts, mounts and weapon teams must take a break test and abide by the result. See **Break Tests** on page 27.

Defeated weapon drones and vehicles don't have to take a break test. This is because they take break tests as a **damage test** result instead. Defeated weapon drones and vehicles must **consolidate** as described below.

DRAWS

If both sides have the same number of pins then both are defeated and both make a break test where required to do so.

AUTOMATIC BREAKS

If a unit has accumulated pins equal to or more than its Command stat, no test is necessary and the unit is automatically broken and removed from play. This applies regardless of the result or unit type, i.e. even a vehicle that wins an assault will be destroyed if it is auto-broken. See Break tests on page 27.

CONSOLIDATE

Surviving units consolidate their position and must complete their move more than 1" away from any enemy – i.e. the gap rule applies.

Defeated units consolidate first. Roll randomly to decide which unit consolidates first in the case of draws.

The consolidation move is a normal move (M) made as if an advance order had been given to the unit. This happens automatically following combat, regardless of any order the unit has, and no order is required to make the move.

FOLLOW ON COMBATS (FULL RULES)

In the full *Antares* rules we allow victorious units to press their advantage by fighting a further round of combat rather than consolidate. This won't be considered here.

Break Tests

Break tests are a specific kind of Command test made to determine if a unit is capable of fighting on effectively.

Weapon drones and **vehicles** that suffer damage on a damage chart, rather than falling casualty when they fail a Res test, only take break tests as directed on their damage chart. They **never** test in other situations (see page 23).

Infantry, **beasts**, **mounts** and **weapon teams** take break tests as described below.

WHEN TO TEST

A unit must take a break test in the following situations.

When shot at with one or more pins per model. A break test must be taken if a unit is shot at and hit by an enemy unit inflicting one or more pins, and if it has at least one pin for every model in the unit once casualties are removed and pins placed. E.g. if a unit of four models has 4 or more pins.

Half casualties. A break test must be taken if a unit is shot at and hit by an enemy unit taking one or more casualties as a result, and has suffered at least half of the models it started the game with as casualties in total. Take the test after adding any pin(s) for the hits taken.

For example, if a unit of 5 men is shot at and suffers 2 casualties no break test is triggered. If the same unit is shot at and takes another casualty then a break test must be taken..

When defeated in hand-to-hand fighting. A break test must be taken by a unit that has been defeated in hand-to-hand fighting.

When it comes to the number of models in a unit, don't count buddy drones or other equipment such as the weapon in a weapon team. I.e. for weapon teams just count the crew.

Often a unit will have to take a break test on more than one count, e.g. if it has more pins than models and suffers half casualties. In these situations just take one test.

TAKING A BREAK TEST

A break test is a test against the unit's **Command** (Co) stat modified for pins in the same way as an order test. Roll a D10 and make a standard test.

Pass. The unit passes the test and there is no further effect.

Bonus Test Pass. On a roll of a 1, the test is passed regardless of the score required, and if the unit is pinned it also removes one pin.

Fail. The unit fails the test and is either destroyed or forced down (see below)

Penalty Test Fail. On the roll of a 10, the test is failed regardless of the score required and the unit is destroyed.

A unit that is testing following defeat in hand-to-hand fighting is always **destroyed** if the test is failed.

A unit that has suffered **more than half** of the models it started the game with as casualties is destroyed if the test is failed.

Units that are destroyed are removed from the game in the same way as units destroyed in combat.

A unit that has suffered **no more than half** of the models it started the game with as casualties is **forced down** if it fails a break test. See below.

Units Forced Down

If a unit is forced down as a result of a failed break test, give it a down order. Draw an order dice from the dice bag if the unit doesn't already have an order. Turn its dice to down if it has.

If a unit is already down then it remains down and gains an additional pin.

Automatic Breaks

A unit which has at least as many pin markers as its raw command stat is automatically destroyed. This applies to all units, including units that otherwise only take break tests from damage results.

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

Ghar Assault and Outcast Squads

Reactions

In the full *Antares* game, units are allowed to react to enemy actions in some situations. Reactions available include, go down, stand and shoot, escape, firefight, dash to cover and ambush.

Most of these reactions require the unit to pass a reaction test against the unit's Initiative stat. These basic rules will only consider two reactions: **go down** and **ambush**, for which no reaction test is required.

GO DOWN

A unit that is targeted by enemy shooting can react by going down if it does not have an order already.

As soon as the shooting player declares his target, the player whose unit is being shot at must declare his unit is going down. A down order dice is taken from the dice bag and the unit makes an immediate down action.

Going down is a useful response to being shot at for units that benefit from a forced re-roll of hits when down.

AMBUSH

A unit can only make an ambush reaction if it has already been given an ambush order.

A unit can spring an ambush if an enemy unit moves within its field of fire. The player declares that the unit is springing an ambush, and the opposing player must halt the unit at the ambusher's preferred point, taking note of any distance moved so far.

The ambushing unit turns its order dice to a **fire** order and works out shooting in the usual way for a fire action. Once it has fired, casualties are removed, pins placed and any consequent break test taken, after which the target unit completes its action with whatever models survive.

A unit cannot spring an ambush against an enemy unit that is making an assault, either against itself or against any other friendly unit. The assaulting unit is judged to be too close to your own side to be engaged by ambush shooting.

GIVING UP AMBUSH

A unit that is already in ambush can give up its ambush dice and go down as if it had no order (see above). In the full rules, ambushing units can also give up ambush to make any other reaction.

RETAINING AMBUSH

A unit can retain its ambush order from turn to turn if the player wishes (see The Turn on page 9). This enables units to start a turn on ambush and spring an ambush on any enemy units moving within their LOS.

OTHER REACTIONS

In the full game, reactions are a useful way of responding to situations, allowing units to run to cover when shot at or to return fire, for example. These further reactions are not needed to learn the game, and players should refer to the full *Antares* rules for details.

Boromites mass for the attack supported by a heavy frag borer

Arms and Equipment

The *Antares* game includes rules for a full variety of equipment, including many different kinds of weapons. This version of the game provides only those rules needed to use the units in the sample forces on the following pages.

Where rules only apply to individual units or armies, they are included on the force sheets rather than given here. The following rules are common to most forces and it would be tedious and take up lots of space to put them with the force lists too.

ARMOUR

Infantry, beasts, mounted units and weapon team crews are likely to be protected by armour. In the *Antares* game, most armours are force fields or energy fields on one kind or another.

Armour adds a bonus to the wearer's Resist stat as already explained in the rules. For some armours, this bonus varies depending on the range and type of attack. To save looking this up all the time, in the unit stats armour is indicated by a dual Resist stat like this 5(7), where 5 is the basic stat of the model and 7 is the value include the default bonus for armour. The default bonus is used most of the time – but not always for all armours, as described below.

- **Reflex Armour +1.** Adds +1 to Resist e.g. 5(6). Simple!

- **Impact Cloak +1 reflex bonus hand-to-hand.** If a model with reflex armour also wears an impact cloak, it gets a further +1 Res bonus in hand-to-hand fighting only. So, even though its stat is given as 5(6) it adds a +1 in hand-to-hand fighting making a total of 7.

- **HL Armour or Hyperlight armour +2 default.** Adds +2 to Resist by default e.g. 5(7). **But** HL armour works less well at short ranges, so only add +1 to Resist at ranges of 10" or less. **Except** HL armour works very well against blast hits, so against all blast hits add +3 to Resist regardless of range. This means HL armour actually adds +1, +2, or +3, but in the majority of situations the value is +2.

- **Phase Armour +2 default.** This is a kind of HL armour unique to Isorians. Add +2 to Resist 5(7) by default. **But** Phase armour works less well at short ranges – so only add +1 to Resist at ranges of 10" or less in the same way as for HL armour. In addition, if the unit is shot at, it can make a down reaction even if it already has an order dice. Just flip the dice to down.

- **HL Boosters +1.** Some units are equipped with HL boosters, which boost all HL, Phase or Reflex armour Resist bonuses by a further +1. If listed as equipment carried by the unit, this bonus is included in the stat – e.g. 5(8) in the case of HL armour with a booster.

- **Ghar Battle Armour.** Ghar battle armour is a combination of nested metalised shells and magnetic shielding. Ghar battle armour raises a Ghar's Res stat

from 5 to 12, i.e. 5 (12). Although this sounds great, this type of armour requires a hugely plasma generator to provide the energy required, which brings its own problems, as we shall see.

BUDDY DRONES

Buddy drones are an important part of the *Antares* game. In the full rules there are many types, including medi-drones to administer emergency medical care, booster drones that enhance a unit's armour, borer drones which can excavate temporary defences, camo drones that hide away the unit they belong to, and so on. In this version, we shall consider two of the most common and important drones: the spotter drone and the batter drone.

SPOTTER DRONES

If a unit has one or more spotter drones then it can re-roll one missed shot so long as the spotter drone model can draw a LOS to the target. The player can re-roll any failed Acc test and the re-rolled result stands regardless of whether it is a pass or fail.

If a unit has an overhead firing weapon (such as an X-launcher) then it has LOS to its target so long as its spotter drone has LOS to the target. It doesn't matter whether the weapon or crew have LOS or not, the unit has LOS so long as the spotter drone can see. Remember – a buddy drone can't be targeted by the enemy, so this enables an overhead firing weapon to stay safely out of sight whilst its spotter drone 'spots' for it.

If a unit is blind shooting an overhead weapon (see page 22) then it can improve its chance of hitting by using its spotter drone to **patch sight** through another friendly spotter drone. If there is a friendly spotter drone within 20" of the unit's own drone, and if that friendly spotter drone has LOS to the target, then the unit has LOS to the target by 'patch sighting' and the shot doesn't count as blind shooting. In such a case, the unit won't benefit from a re-roll to hit from its spotter though, because its own spotter doesn't have LOS to the target.

LoS penalties for the shot are taken from the spotter to which the fire has patch sighted.

Ghar Outcasts Weapon Team with disruptor cannon

BATTER DRONES

A batter drone projects a curved batter shield that 'bats away' incoming fire and makes it harder for the enemy to shoot through. This shield is represented by the curved template that comes with the starter sets or on a separate sprue together with the overhead template, and we have provided a cut-out version so you can make your own on page 53.

The shield template is placed on the table and remains in play so long as the batter shield is also on the table. The template must be placed wholly within 5" of the drone with the outer convex side away from the drone. When the drone moves the template must be repositioned. If the unit is given an order, the template can also be moved regardless of whether the drone moves or not.

The shield template is no impediment to LOS. Imagine it is invisible. LOS can be drawn through it as if it were not there.

If an enemy unit draws LOS from the convex side to a target on the other side of the template then it suffers a -2 Acc penalty. This is in addition to any penalty that might apply for intervening terrain. Although the template is not terrain, we

apply the same general rule for deciding whether to apply the Acc penalty: if most of the shooters have to shoot through the template to hit most of the models in the target, then the penalty applies. Where equal numbers have to shoot through the template, the benefit of the doubt goes to the target and the penalty is applied.

Batter shields don't work at all against overhead shooting because these shots plunge straight down upon the target, avoiding the batter shield altogether.

Models positioned within the template itself ignore the batter shield – they can shoot through it and shots against them are not penalised.

Models positioned on the inner concave side of the template can shoot through it without penalty. I.e. the batter shield protects models behind it not those in front of it!

A batter shield protects any and all units behind it, and not just the unit to which the drone belongs. This means that a unit with a batter shield can protect other units behind it in many situations. For example, an infantry unit advancing alongside a combat drone with a batter shield.

LEADERS AND COMMANDERS

In the full *Antares* game, leaders and commanders have one or both of the rules given below, and some will have additional rules which won't be covered here.

LEADER

Most units have leaders as indicated by the special rule **leader** shown on their stats. If a leader fails a Res test then the dice can be re-rolled, except as noted below.

If a leader is a vehicle, a weapon drone or any model that rolls on a **damage chart** when it fails a Res test then it cannot re-roll a failed Res test, but can re-roll the result on its damage chart instead.

Only one failed Res test can be re-rolled at a time from shooting or hand-to-hand fighting. In the full version of *Antares*, some leaders are allowed more re-rolls, but for now a single re-roll will suffice.

COMMANDER

Command units include commanders who have both the leader and **command** special rule. Commanders have higher Command stats than ordinary leaders. Any friendly unit within 10" of a commander can use the commander's Command stat to take any command test, for example an order test, a recovery test, or a break test. The testing unit must still apply any modifiers to the tested value as it normally would, but it uses the commander's Command stat instead of its own.

LARGE TARGETS

Some models have the **large** special rule, which just means they are unusually massive compared to an ordinary trooper – for example, a vehicle, a bike or other mount, a heavy weapon and so on.

When drawing LOS to a large model, it is not necessary to be able to draw LOS to the centre of the model's base. Some large models do not need bases, and others are substantially bigger than the bases they are on, so instead it is only necessary to draw LOS to the model's body. This is covered by the rules for shooting.

When drawing LOS to or from large models, any non-large units between the shooter and target can be ignored. I.e. you can shot over the top of them. This is also covered in the shooting rules.

Large targets get no Resist cover bonuses for terrain when shot at. They are either too big or too clumsy to take advantage of cover in this way. This is described in the shooting rules too.

Large models are not allowed to sprint unless they are also **fast** as described in the rules for moving, and/or if they have the **rapid sprint** special rule on their stat line. The rapid sprint special rule applies to Boromite rock steeds, for example, and is described in the force lists for Boromites.

Large targets testing for moving into and through difficult terrain have their own result chart, which makes it harder for them to move through difficult terrain compared to other models. See the rules in the section on moving.

Isorian phase troopers explore an alien landscape

WEAPON STATS

Details for weapons are given as part of the Force Lists in the format shown below.

Type of Weapon	Range			Strike Value	Special
	Effective	Long	Extreme		
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2

- **Shooting Modes:** A unit equipped with plasma carbines can use one of two modes: the longer ranged, hard hitting single shot, or the shorter ranged rapid firing scatter. All models in the unit must shoot using the same mode.
- **RF2.** Rapid Fire 2. When using scatter mode a plasma carbine fires two shots.

Type of Weapon. Weapons are defined as hand weapons, standard, light support weapons and heavy weapons in the game. Grenades and special munitions are included in the full *Antares* game – we shall ignore them for now.

Fire modes. The plasma carbine has two fire modes: single shot and scatter. The unit can use either mode when it shoots, but all models in the unit use the same mode where they can. Most weapons have only one fire mode, but some have two or even three.

Range. The range is given in inches for effective, long and extreme range. Remember range is always measured unit to unit between the closest models. If shooting at long or extreme range, apply the necessary Acc modifiers. Some weapons have a minimum range – they can't shoot at targets if the range is less than the minimum range. This is shown as 10-30" where 10 is the minimum range and 30 the maximum effective range.

Strike Value (SV). The weapon's SV is deducted from the target's Resist value when making a Resist test. The higher the SV, the more deadly the weapon.

Rapid Fire (RF). If a weapon or fire mode has the RF special rule this means it shoots more than once as shown by the RF number. So, the plasma carbine in scatter mode shoots twice

(RF2) which means you get two shots. RF3 is three shots, and so on.

Overhead. This means the weapon shoots overhead. Weapons or fire modes with this special rule can only shoot overhead. See the rules for Overhead Fire (page 21).

Blast. This means that when the weapon passes its Acc test 'to hit', it scores not one but multiple hits as shown by its Blast number. For example, Blast D4 means roll a D4 to see how many hits are scored. See Blasts on page 21.

Attacks. The Attacks special rule applies to weapons and also to some creatures and it means they make more than one strike in hand-to-hand fighting as indicated by the Attacks number. E.g. Attacks 2 means the model gets to make two attacks. If models don't have this special rule, or don't carry weapons that confer it, they only make one attack in hand-to-hand fighting.

Other Special Rules. The special rules described above apply to practically all the armies. They are given here to save writing them out multiple times in every force list. Other special rules that only apply in one or two cases are given on the force lists instead. Further special rules that apply to more specialised and unusual armaments are covered in the full *Antares* game, for example compression weapons, fractal weapons and special munitions.

Sample Forces

The sample forces have been selected to take players through the basic rules without introducing further complication at this stage. Most of the forces are six units with suitable reductions or additions to reflect the broad abilities of each. A selection of stats and rules for further units has been included at the end, mostly to give players an idea of the further content in the full rules. You can add or substitute these units for the sample force if you wish.

In the full *Antares* army lists, the same units have further weapon and equipment options or upgrades. Most units can be expanded to include more troops, and the availability of different types of units is dictated both by a force selector and by points values for units, options and upgrades. In some cases our sample forces lack specific weapons included in the full version of *Antares* because this would involve introducing

further rules and explanation, which we wish to avoid at this stage. Players wishing to explore the full range and potential of the Antarean armies are directed towards the rulebook itself and to the free online army lists.

The sample forces are ideal for demonstrating the game fairly quickly and provide enough variety to explore the basic mechanics and many of the subtleties of game play. It is suggested that sufficient terrain be included to allow infantry to move from cover to cover, with some blocking terrain such as solid hills or bluffs to interrupt LOS over open ground. If demoing the game on a very small table – as is so often the case – then consider reducing all weapons to effective range only, as this allows for some manoeuvre before the shooting starts and does away with the modifiers for long- and extreme-range shooting.

Concord Force

The PanHuman Concord is the largest and most advanced of the civilisations of Antarean space and its forces are amongst the most sophisticated and powerful. Concord forces typically make a lot of use of drone units and infantry are equipped with plasma weaponry and hyperlight armour. Its military is the Concord Combined Command otherwise known as C3.

C3 STRIKE COMMAND SQUAD

Infantry Command Unit

Unit: C3 Strike Command Team	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Commander: plasma carbine, X-Sling, HL armour	5	6	5	5(7)	7	9	Command, Leader
2 x Strike Trooper: plasma carbine, HL armour	5	6	5	5(7)	7	8	–

Equipment

• 1 x Spotter Drone

C3 STRIKE SQUAD

Infantry Unit

Unit: C3 Strike Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Strike Leader: plasma carbine, X-Sling, HL armour	5	5	5	5(7)	7	8	Leader
4 x Strike Trooper: plasma carbine, HL armour	5	5	5	5(7)	7	8	–

Equipment

• 1 x Spotter Drone

This is a Concord C3 Strike Force with six units and hence six order dice

Concord X-launcher team target Algoryn defences

C3D1 LIGHT SUPPORT DRONE

Weapon Drone Unit

Unit: Concord Plasma LS Drone	Ag	Acc	Str	Res	Init	Co	Special
3 x Weapon Drone with plasma light support gun	7	6	1	8	8	8	–

Equipment

- 1 x Spotter Drone
- 1 x Batter Drone

C3D2 MEDIUM SUPPORT DRONE

Weapon Drone Unit

Unit: Concord Medium Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Weapon Drone with plasma light support	7	6	1	10	8	8	–

Equipment

- 1 x Spotter Drone
- 1 x Batter Drone

C3 SUPPORT TEAM WITH X-HOWITZER

Weapon Team Unit

Unit: C3 X-howitzer Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Strike Trooper Crew: plasma pistol, HL armour	5	5	5	5(7)	7	8	Large, Slow
1x Spotter Drone	–	–	–	–	–		–

Equipment

- 1 x X-Howitzer

Type of Weapon	Range Effective	Range Long	Extreme	Strike Value	Special
Hand Weapons					
Plasma Pistol	10	20	30	2	–
Standard Weapons					
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2
Support Weapons					
Plasma Light Support Gun (PLS)	30	40	80	3	RF3
Plasma Cannon	30	40	80	6	Plasma Fade
Heavy Weapons					
X-Howitzer	10-50	100	200	2	Overhead, Blast D10, No Cover

- **Plasma Fades:** If an Acc test rolls a 10 then not only is the shot a miss but the plasma coils have become ineffective. To represent this, change the unit's order dice to **down**.
- **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.

Algoryn Force

The Algoryn Prosperate is a small but fiercely independent alliance of worlds in the region of Antarean space called the Determinate. Its forces are less sophisticated than those of the Concord or Isorians, but typical of the many worlds of the Determinate that are home to advanced space-faring cultures. Algoryn are the descendants of humans and comprise a particular kind of human-morph, taller and tougher than an ordinary human, and reared in a tradition of martial endeavour and self-sacrifice. They are armed with 'mag' or magnetic weapons that shoot hyper-velocity metalized projectiles. The elite fighting units of the Algoryn Prosperate are the Armoured Infantry units or AI.

AI COMMAND SQUAD

Infantry Command Unit

Unit: AI Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Commander: plasma carbine and X-sling, reflex armour	5	5	5	6(7)	7	9	Command, Leader
2 x AI Trooper: plasma carbine, reflex armour	5	5	5	6(7)	7	8	–

Equipment

• 1 x Spotter Drone

AI SQUAD

Infantry Unit

Unit: AI Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Leader: mag pistol and X-Sling, reflex armour	5	5	5	6(7)	7	8	Leader
3 x AI Trooper: mag gun, reflex armour	5	5	5	6(7)	7	8	–
1 x AI Trooper: micro-X launcher, reflex armour	5	5	5	6(7)	7	8	–

Equipment

• 1 x Spotter Drone

This is an Algoryn forces with seven units and hence seven order dice. The Algoryn units are slightly less powerful than Concord or Isorians so we give them 7 units rather than 6

An Algoryn Armoured Infantry Commander directs his troops

AI INFILTRATION SQUAD

Infantry Unit

Unit: AI Infiltration Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Infiltrator Leader: mag pistol and X-Sling, reflex armour	5	5	5	6(7)	7	8	Leader, Infiltrator
4 x AI Infiltrator Trooper: mag repeater, reflex armour	5	5	5	6(7)	7	8	Infiltrator
1 x Spotter Drone	–	–	–	–	–	–	–
Special Rule							

Infiltrator: At the start of the first turn of the game, units with the infiltrator rule can make a **run** move before any order dice are drawn.

Algoryn AI Infiltration Squad

AI SUPPORT TEAM WITH MAG LIGHT SUPPORT GUN

Weapon Team Unit

Unit: Mag Light Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	–
Equipment							

• 1 x Mag Light Support Gun • 1 x Spotter Drone

AI SUPPORT TEAM WITH MAG CANNON

Weapon Team Unit

Unit: Mag Cannon Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	–
Equipment							

- 1 x Mag Cannon
- 1 x Spotter Drone

AI SUPPORT TEAM WITH X-LAUNCHER

Weapon Team Unit

Unit: Mag X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	–
Equipment							

- 1 x X-Launcher
- 1 x Spotter Drone

AI SUPPORT TEAM WITH X-HOWITZER

Weapon Team Unit

Unit: Mag X-Howitzer Team	Ag	Acc	Str	Res	Init	Co	Special
2 x AI Crew: mag pistol, reflex armour	5	5	5	6(7)	7	8	Large, Slow
Equipment							

- 1 x X-Howitzer
- 1 x Spotter Drone

*Algoryn Support Team
with Mag Light Support*

*Algoryn AI Support Team
with X-Launcher*

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Hand Weapons					
Mag Pistol	10	20	30	1	–
Standard Weapons					
Mag Gun	20	30	60	1	–
Mag Repeater	20	30	None	0	RF2
Micro-X Launcher: *Overhead*	10-20	30	50	0	Overhead, Blast D4, No Cover
Micro-X Launcher: *Direct*	20	30	None	1	–
Support Weapons					
Mag Light Support Gun	30	50	100	2	RF3
Mag Cannon	30	50	100	5	Massive Damage
X-Launcher	10-30	60	120	1	Overhead, Blast D5, No Cover
Heavy Weapons					
Heavy Mag Cannon	50	100	250	6	Massive Damage

- **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.
- **Massive Damage.** This applies to targets that roll on a damage chart to determine the effect of a failed Res test. Against weapons that score massive damage, roll twice rather than once and use the highest scoring dice.

Boromite Force

The Boromites are an itinerant space-faring race whose people roam freely throughout the Antarean Nexus. They are tightly clannish and distrust other races, keeping to their own, hiring out as a tough labour force and often taking jobs as mercenary fighters. In the distant past their ancestors were bio-engineered from humans to enable them to work on the asteroids mines of Borom. As a result they are astoundingly tough and hardy people, accustomed to working together in a strict hierarchy, and almost entirely fearless. Their weapons are adapted from mining tools, and they keep silicate lavan creatures as work-animals and for fighting. These creature come in all sorts of sizes – including the largest of all which are as big as a house!

OVERSEER SQUAD

Infantry Command Unit

Unit: Overseer Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Overseer: plasma carbine, reflex armour	4	5	6	6(7)	6	10	Command, Leader
2 x Gangers: plasma carbine, reflex armour	4	5	6	6(7)	6	9	–
Equipment							

• Spotter Drone

GANG FIGHTERS

Infantry Unit

Unit: Gang Fighter Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader: mag pistol, reflex armour	4	5	6	6(7)	6	9	Leader
4 x Gangers: mag gun, reflex armour	4	5	6	6(7)	6	9	–

This is a Boromite force with seven units and hence seven order dice. The Boromite units are slightly less powerful than Concord or Isorians so we give them 7 units rather than 6

Boromite Work Gang with Mass Compactors

WORK GANGS

Infantry Unit

Unit: Work Gang	Ag	Acc	Str	Res	Init	Co	Special
1 x Gang Leader: heavy tractor maul	4	5	6	6	6	9	Leader
4 x Gangers: heavy tractor mauls	4	5	6	6	6	9	–

LAVAMITES

Infantry/Beast Unit

Unit: Lavamites	Ag	Acc	Str	Res	Init	Co	Special
1 x Handler: Lectro lash, plasma pistol, reflex armour	4	5	6	6(7)	6	9	Leader
3 x Lavamites	4	7	7	8	6	5	3 Attacks, SV2, Lava Spit

• **3 Attacks.** Lavamites have 3 attacks per model in hand-to-hand fighting.

• **SV2:** Lavamite hits have a strike value of 2 for 'spitting' and for hand-to-hand fighting.

• **Lava Spit:** Lavamites can spit molten lava as point-blank shooting during an assault. See weapon summary.

Boromites in their element

BOROMITE SUPPORT TEAM WITH MAG LIGHT SUPPORT GUN

Weapon Team Unit

Unit: Mag Light Support Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Ganger Crew: mag pistol	4	5	6	6	6	9	–

Equipment

• 1 x Mag Light Support Gun

Boromite Support Team with Mag Light Support

BOROMITE SUPPORT TEAM WITH X-LAUNCHER

Weapon Team Unit

Unit: X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Ganger Crew: mag pistol	4	5	6	6	6	9	–

Equipment

• 1 x X-Launcher   • 1 x Spotter Drone

BOROMITE SUPPORT TEAM WITH HEAVY FRAG BORER

Weapon Team Unit

Unit: Heavy Frag Borer Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Ganger Crew: mag pistol	4	5	6	6	6	9	Large, Slow

Equipment

• 1 x Heavy Frag Borer   • 1 x Spotter Drone

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Hand Weapons					
Mag Pistol	10	20	30	1	–
Plasma Pistol	10	20	30	2	–
Heavy Tractor Maul	10	None	None	3	2 Attacks
Lectro Lash	Hand-to-hand fighting only			1	3 Attacks
Special					
Lavamite Spit	Point-Blank Shooting only			2	–
Standard Weapons					
Mag Gun	20	30	60	1	–
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2
Support Weapons					
Mag Light Support Gun	30	50	100	2	RF3
X-Launcher	10-30	60	120	1	Overhead, Blast D5, No Cover
Heavy Weapons					
Heavy Frag Borer	20	30	60	6+1 Max 10	Fractal Lock
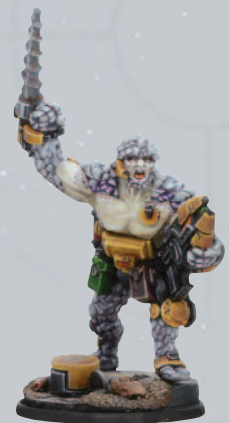
• **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.

• **Fractal Lock:** If a hit is scored, the Frag Borer locks on to its target. If the Frag Borer shoots with a fire order at the same target next time, and if neither unit has moved, the Frag Borer automatically hits the target and adds +1 to its SV. Against a stationary target, the Frag Borer can continue to hit automatically adding a further +1 SV each turn up to a maximum of 10. The lock is broken if either unit moves or if the Frag Borer is given any order other than fire.

Freeborn

The Houses of the Freeborn are entire space-dwelling communities that live upon spacecraft and maintain vast trading fleets. They are the merchants and traders of Antarean space, as well as its most active and successful explorers, always on the look-out for rare and exotic goods and novel technologies that they can trade between the other civilisations of the Nexus, human and alien alike. The different Freeborn Houses are great rivals and fiercely protect their trade routes from their enemies and competitors. Some Freeborn Houses trade their fighting services as mercenaries, others recruit and train feral humans that they can hire out as mercenary fighters, whilst many Freeborn just take off into Antarean space and make their own way as traders and explorers – and some might say as pirates and smugglers too.

This is a Freeborn force with six units but seven order dice because the Striker is a MOD unit with 2 dice

FREEBORN COMMAND SQUAD

Infantry Command Unit

Unit: Freeborn Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Freeborn Captain: plasma pistol, reflex armour, impact cloak	5	6	5	5(6)	8	9	Command, Leader
2 x Bodyguard: plasma carbine, reflex armour, impact cloak	5	6	5	5(6)	7	8	–

Equipment

• 1 x Spotter Drone

FREEBORN VARDANARI GUARD

Infantry Unit

Unit: Vardanari Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Vardanari Leader: plasma carbine, reflex armour, impact cloak	5	5	5	5(6)	7	8	Leader
5 x Vardanari Guard troopers: plasma carbine, reflex armour, impact cloak	5	5	5	5(6)	7	8	–

Equipment

• 1 x Spotter Drone

FREEBORN DOMARI

Infantry Unit

Points Value: 97

Unit: Domari Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Domari Leader: mag pistol, reflex armour	5	5	5	5(6)	7	8	Leader
5 x Domari: mag gun, reflex armour	5	5	5	5(6)	7	8	–

Equipment

• 1 x Spotter Drone

SKYRAIDER SQUAD

Mounted Unit

Unit: Skyraider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader: riding Skyraider, reflex armour with integral HL booster	5	5	5	5(7)	7	8	Leader, Large, Fast
2 x Skyraider Troopers: riding Skyraider, reflex armour with integral HL booster	5	5	5	5(7)	7	8	Large, Fast

Equipment

• 1 x Spotter Drone   • Skyraiders are armed with twin mag repeaters – see weapon summary.

FREEBORN SUPPORT TEAM WITH X-LAUNCHER

Weapon Team Unit

Unit: Mag X-Launcher Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Freeborn Crew: mag pistol, reflex armour	5	5	5	5(6)	7	8	–

Equipment

• 1 x X-Launcher   • 1 x Spotter Drone

FREEBORN STRIKER ATTACK SKIMMER

Vehicle Unit

Unit: Striker Attack Skimmer	Ag	Acc	Str	Res	Init	Co	Special
Striker Attack Skimmer: plasma light support gun	5	5	5	11	7	8	Large, MOD2

Equipment

• 1 x Spotter Drone   • 1 x Batter Drone

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Hand Weapons					
Mag Pistol	10	20	30	1	–
Plasma Pistol	10	20	30	2	–
Standard Weapons					
Mag Gun	20	30	60	1	–
Twin Mag Repeater (Skyraiders)	20	30	None	0	RF4
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2
Support Weapons					
X-Launcher	10-30	60	120	1	Overhead, Blast D5, No Cover
Plasma Light Support Gun	30	40	80	3	RF3
Heavy Weapons					
X-Howitzer	10-50	100	200	2	Overhead, Blast D10, No Cover

• **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.

Isorian

The Isorian Senatex is the most ancient of human civilisations in Antarean space and once part of the PanHuman Concord. When the Isorians' machine intelligence merged with that of an alien species, the Tsan Kiri, it acquired alien technologies and many new and strange capabilities. As a result of this, the Concord and Isorians have divided into two opposing and inimical civilisations, the two main antagonists in the entire Antarean Nexus. Isorian equipment is very similar to that of the Concord even if it often looks strangely alien. However, the Isorians have many distinct technologies that differ radically from that of the Concord, including their unique phase armoured infantry.

This is a Senatex Force with six units and hence six order dice

SENATEX COMMAND SQUAD

Infantry Command Unit

Unit: Senatex Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Senatex Commander with plasma carbine, phase armour	5	6	5	5(7)	7	9	Command, Leader
2 x Phase Trooper with plasma carbine, phase armour	5	6	5	5(7)	7	8	–

Equipment

• 1 x Spotter Drone

PHASE SQUAD

Infantry Unit

Unit: Phase Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Phase Leader with plasma carbine, phase armour	5	5	5	5(7)	7	8	Leader
4 x Phase Trooper with plasma carbine, phase armour	5	5	5	5(7)	7	8	–

Equipment

• 1 x Spotter Drone

NHAMAK SC LIGHT SUPPORT DRONE

Weapon Drone Unit

Unit: Isorian Light Support Drone	Ag	Acc	Str	Res	Init	Co	Special
3 x Weapon Drone with plasma light support	7	6	1	8	8	8	–

Equipment

• 1 x Spotter Drone   • 1 x Batter Drone

PHASE SNIPER

Weapon Team Unit

Unit: Phase Sniper	Ag	Acc	Str	Res	Init	Co	Special
1 x Phase Sniper with phase armour, plasma pistol, phase rifle	5	8	5	5(7)	7	8	Sniper

Equipment

• Spotter Drone   • 1 x Camo Drone (see below)

• **Sniper.** The unit can deploy anywhere within the player's own half of the table before other units are deployed, and no enemy units can be deployed within 10" of it.

• **Camo Drone.** If the unit goes down then it cannot be hit by any enemy shooting from more than 10" away – all shots at greater ranges miss automatically – even OH shots targeted at the unit miss and have no further effect.

ISORIAN SUPPORT TEAM WITH X-HOWITZER

Weapon Team Unit

Unit: Isorian X-Howitzer Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Phase Trooper Crew with plasma pistol, phase armour	5	5	5	5(7)	7	8	Large, Slow

Equipment

• Spotter Drone   • 1 x X-Howitzer

Isorian Heavy Support Team with X-Howitzer

Type of Weapon	Range Effective	Long	Extreme	Strike Value	Special
Hand Weapons					
Plasma Pistol	10	20	30	2	–
Standard Weapons					
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2
Phase Rifle	20	30	100	2	See notes
Support Weapons					
Plasma Light Support Gun (PLS)	30	40	80	3	RF3
Heavy Weapons					
X-Howitzer	10-50	100	200	2	Overhead, Blast D10, No Cover

• **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.

• **Phase Rifle:** A target hit by a phase rifle gets **no cover bonus** to its Resist test. When shooting with a **fire order**, the phase rifle shoots **rapid fire** with D6 shots – roll a D6 to see how many shot the weapon gets. Any lucky hits scored by the phase rifle can all be **concentrated** onto any model in the target, they do not have to be distributed evenly amongst the target as shots normally are.

Ghar

The Ghar are the descendants of humans bio-engineered in ages past to serve as soldiers in a forgotten war in ages past. Although those that created them may be long gone, the Ghar continue to wage war against humanity using weapons and machinery that are brutally primitive. Their fighting units are based upon battle armoured warriors who are fully encased in suits powered by volatile plasma reactors and armed with weapons that corrupt the fabric of time and space itself. They are supported by hordes of outcasts – disgraced Ghar warriors who have failed in their duty and who are doomed to fight on as slave-soldiers armed with poor quality lugger guns.

Ghar Battle Squad

GHAR DISTORT DICE (SPECIAL ARMY RULE)

If Ghar forces are taking part in the battle you will need an extra distinctly coloured order dice – which we call the **distort dice**. The distort dice acts as a trigger when it is drawn, indicating that Ghar technology has caused a distortion in space time. We use an order dice so that it is otherwise indistinguishable from the players' order dice in the bag – we won't be using it as an order dice as such.

When the distort dice is drawn this means that the next order dice drawn must be used to give a **down order** if this is at all possible. If it is not possible to give a down order for whatever reason, then the distort dice has no effect. Note that it doesn't matter which side is forced to give a down order – it might be the Ghar themselves or it might be their enemy.

In the turn end phase, put the distort dice back into the bag ready for the next turn. If the distort dice is drawn last from the dice bag in one turn, it affects the first order dice drawn in the following turn. If the distort dice is drawn last in one turn and first in the next, then only the following order dice is affected, not two.

This is a Ghar battle force – it has four units and four dice – but Ghar Troopers are exceptionally heavily armoured and will be hard to defeat

GHAR BATTLE SQUAD

Infantry Unit

Unit: Ghar Battle Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Leader with Scourer Cannon, Ghar battle armour	3	5	10	4(12)	8	8	Leader, Large, Plasma Reactor
2 x Ghar Troopers with Scourer Cannon, Ghar battle armour	3	5	10	4(12)	7	7	Large, Plasma Reactor

• **Plasma Reactor:** If a Ghar trooper is hit and destroyed with a **lucky hit**, then roll a D10 for every surviving model in the unit. On the roll of a 10, its reactor explodes and it is also destroyed.

OUTCAST COMMAND SQUAD

Infantry Command Unit

Special: The army cannot include more Outcast Command Squad units than it has Outcast Squad units

Unit: Outcast Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Outcast Slave Driver with maglash	6	5	3	4	7	7	Leader, Command
4 x Ghar Outcasts with maglash	6	5	3	4	7	7	–

OUTCAST SQUAD

Infantry Unit

Unit: Outcast Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Outcast Leader with Lugger Gun	6	5	3	4	7	7	Leader
9 x Ghar Outcasts with Lugger Gun	6	5	3	4	6	6	–

Ghar Outcast Squad

Type of Weapon	Range Effective	Long	Extreme	Strike Value	Special
Hand Weapons					
Mag Lash	10	None	None	1	2 Attacks
Standard Weapons					
Scourer Cannon: *Dispersed*	20	30	None	2	RF3
Scourer Cannon: *Concentrated*	20	30	40	4	–
Scourer Cannon: *Disrupter*	20	30	None	1	Blast D4, No Cover, Disruptor
Lugger Gun	20	30	None	0	RF2, Limited Ammo

• **Scourer Cannon:** Scourer cannons have three fire modes: dispersed, concentrated and disruptor – the last of these being a shell that the scourer propels by mixing water and plasma to initiate a steam explosion. As usual with fire modes, all the models in a unit armed with scourer cannons have to shoot using the same mode.

• **Blast D4 :** When a disruptor shot passes its Accuracy test, it scores a random number of hits on the target. Roll a D4 to find out how many hits are scored.

• **No Cover.** A target hit by this weapon gets no cover bonus to its Resist test.

• **Disruptor:** Any non-Ghar target hit suffers **two pins** rather than one as a result. Even heavily armoured targets that don't normally take pins when hit will take two pins when hit by a disruptor. In addition, any hits from a disruptor can be allocated against buddy drones if the shooter wishes, and not just lucky hits as normal.

• **Limited Ammo :** After shooting with the unit, roll a D10. On the score of 10 the unit is low on ammo and can no longer shoot rapid fire. If this test should be failed a second time, the unit is entirely out of ammo and can no longer shoot.

Additional Units

The sample armies are designed with demo games in mind and deliberately avoid using the more exotic units and options to make learning the game more straightforward. The full

Antares rules provides far more extensive army lists and many more options, but for now players who want to try out a few different units can either add or substitute the following units.

CONCORD

The C3M4 Medium Combat Drone is the most common of the many vehicle-sized combat drones used by the Concord C3. It is often just called the M4 Drone and variants can be armed with compression cannons and fractal cannons in place of the ubiquitous plasma cannon. M4 Drones are often traded by the Freeborn, who buy up and refurbish Concord-built drones and also make their own versions which are indistinguishable. Although we give the M4 drone as a Concord unit, it could also be a Freeborn unit if you wish.

C3M4 MEDIUM COMBAT DRONE							
Vehicle Unit							
Unit: C3M4 Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x C3M4 Combat Drone: plasma light support gun, plasma cannon	5	6	1	13	8	8	MOD2, Large
Equipment							
• 1 x Spotter Drone • 1 x Batter Drone							
• **MOD2:** Multiple Order Dice – the C3M4 Combat Drone has two order dice rather than one.							

Concord weapon, combat and transporter drones in support of fast-moving drop troops and interceptors

A Boromite Rock Rider command squad thunders into the fray

BOROMITES

The Boromites keep a variety of lavan creatures – silicate life-forms thought to be native to their home system of Borom. Amongst these strange rock-like creatures are those known as locomites or more colloquially as rock steeds. Using implants to control these naturally recalcitrant animals, the Boromites are able to ride them, often using them where others might employ transports such as Interceptor bikes or Skyraiders. Locomite mounted units are known as rock riders.

BOROMITE ROCK RIDER SQUAD

Mounted Unit

Unit: Rock Rider Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Rock Rider Leader: plasma carbine, lectro lance, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Leader, Large, Rapid Sprint
2 x Rock Riders: plasma carbine, lectro lance, reflex armour, riding Locomite	4	5	8	7(8)	6	9	Large, Rapid Sprint

- **Locomite:** The Locomite confers the unit with its higher than usual Res stat and Rapid Sprint special rule (see below). In hand-to-hand fighting, a Locomite fights in addition to its rider using the unit's stats, making 1 Attack with a SV of 2.
- **Rapid Sprint.** When the unit sprints, instead of moving three times its basic rate (M3) it moves at four times its basic rate (M4).

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Carbine: *Single Shot*	20	30	50	2	–
Plasma Carbine: *Scatter*	20	30	None	0	RF2

- **Shooting Modes:** A unit equipped with plasma carbines can use one of two modes: the longer ranged, hard-hitting single shot, or the shorter ranged rapid firing scatter. All models in the unit must shoot using the same mode.
- **RF2.** Rapid Fire 2. When using scatter mode, a plasma carbine fires two shots.

Tsan Ra pushing through narrow corridors

ISORIAN TSAN PHASE SQUADS

The Tsan Ra are alien creatures that are also part of the Isorian Senatex. Their ancestors fought a long war against the Isorians during which alien and human technology merged, but the Tsan Ra themselves are born into the same integrated machine society as the human members of the Senatex. Because they are more durable than humans, they fight in environments that might be too dangerous for human troopers.

TSAN PHASE SQUAD

Infantry Unit

Unit: Tsan Phase Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Tsan Leader with plasma duocarb, phase armour	5	5	7	6(8)	7	8	Leader, Large
2 x Tsan Trooper with plasma duocarb, phase armour	5	5	7	6(8)	7	8	Large

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma Duocarb: *Single Shot*	20	30	50	3	–
Plasma Duocarb: *Scatter*	20	30	None	0	RF3

- **Duocarb:** The duocarb – or duocarbine – is a heavier and more powerful version of the plasma carbine carried by the stronger Tsan troopers. Although it has a greater SV and faster rapid fire, it is otherwise the same as a plasma carbine.

GHAR

The Ghar Command Crawler is used by Ghar Commander to get close to the battlefront where they can closely direct the course of the fighting. As Ghar communications are quite primitive, and the spatial distortion caused by Ghar technology makes any kind of broadcast technology a risky affair, it is necessary for commanders to put themselves at the forefront of the fighting just to find out what is happening. The Command Crawler is a typical Ghar vehicle. It has crawler legs and is powered by a Ghar reactor which also provides the energy source for the Crawler's two scourer cannon.

GHAR COMMAND CRAWLER

Vehicle Command Unit

Unit: Ghar Command Crawler	Ag	Acc	Str	Res	Init	Co	Special
1 x Ghar Commander with 2 Scourer Cannon	5	5	10	13	8	9	Command, Leader, Crawler, MOD2

- **Crawler:** Crawler vehicles scuttle along the ground unlike the majority of Antarean vehicles, which hover upon their own suspensors and which can easily traverse most obstacles. Crawlers cross obstacles in the same way as heavy weapon teams, i.e. they cannot cross at a run, and must test to cross at advance rate.
- **MOD2.** Multiple Order Dice – the Ghar Command Crawler has two order dice rather than one.
- **Plasma Reactor:** Although powered by plasma reactors, a single vehicle cannot suffer from a chain reaction so we shall dispense with the special rule.

ALGORYN

The Algoryn AI Assault Squad is one of the most powerful hand-to-hand fighting units in the *Antares* game, rivalled only by the dreaded lavamites in a Boromite force. However, assault squads are far more adaptable, are well armed for ranged combat at short ranges, and – like all Algoryn units – well led and determined. They are included here amongst the additional units because their unique distort spinners introduce a little more complexity into the force than might be appropriate for an introductory game.

AI ASSAULT SQUAD

Infantry Unit							
Unit: AI Assault Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x AI Assault Leader: mag repeater, distort spinner, reflex armour	5	5	5	6(7)	7	8	Leader
4 x AI Assault Trooper: mag repeater, distort spinner, reflex armour	5	5	5	6(7)	7	8	–

		Range				
Type of Weapon	Effective	Long	Extreme	Strike Value	Special	
Distort Spinner	Hand-to-hand fighting only			Varies	2 Attacks, Variable Res/Strike, Grenade	

- **2 Attacks:** This is the usual rule. In hand-to-hand fighting the model strikes twice rather than once.
- **Variable Res/Strike.** In hand-to-hand fighting, the player can use the unit's distort spinner **either** to boost the unit's own Res by +2 or boost the unit's Strike Value to 2. The player must declare which option is being used at the start of hand-to-hand fighting.
- **Grenade:** The grenade rule means that if an enemy model is hit more than once, instead of testing Res against each hit, add all the SVs together and just take one Res test. So, if an enemy model were hit twice with a SV2 distort spinner, instead of two Res tests at -2 each, the player would take one Res test at -4.

Algoryn AI Assault Squad

FREEBORN

The Freeborn trade in mercenary fighters including native Freeborn troops, but most especially savage or feral humans that they have recruited upon one of the more backward worlds of the Determinate or the wild and poorly charted regions of Antarean space known as the Spill. These barbaric warriors are often only too pleased to be given the opportunity to escape the squalid worlds where they were born in exchange for a life of roaming amongst the worlds of Antarean space and a chance to exercise their considerable talents for destruction. To keep them in check, Freeborn sometimes implant savage fighters with soma mind grafts that allow their master to control them, but such practices are frowned upon and commonly regarded as unethical by the more civilised peoples of the Concord and Isorian Senatex.

FERAL SQUAD

Infantry Unit							
Unit: Feral Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Leader: mag gun, reflex armour, soma graft	5	5	5	5	7	7	Leader
5 x Feral Fighter: mag gun, reflex armour, soma graft	5	5	5	5	7	7	–

- **Soma Graft:** The player can choose to activate the unit's soma grafts before taking any Command test. Once activated, the unit will pass all Command tests on any roll other than a 10, ignoring all modifiers, for the rest of the game. However, should the unit fail an order test once its soma grafts are activated, instead of going down it instead makes a random order (roll the order dice) and will continue to make a random order without testing each time it is given an order for the rest of the battle.

Playing a Game

The full *Antares* rules include six different matched scenarios which present our forces with different challenges, plus six further narrative scenarios which have a more strongly role-playing character and explore the potential of the rule beyond a straight-forward battle. Here we need only cover a simple set-up for a game suitable for novice players.
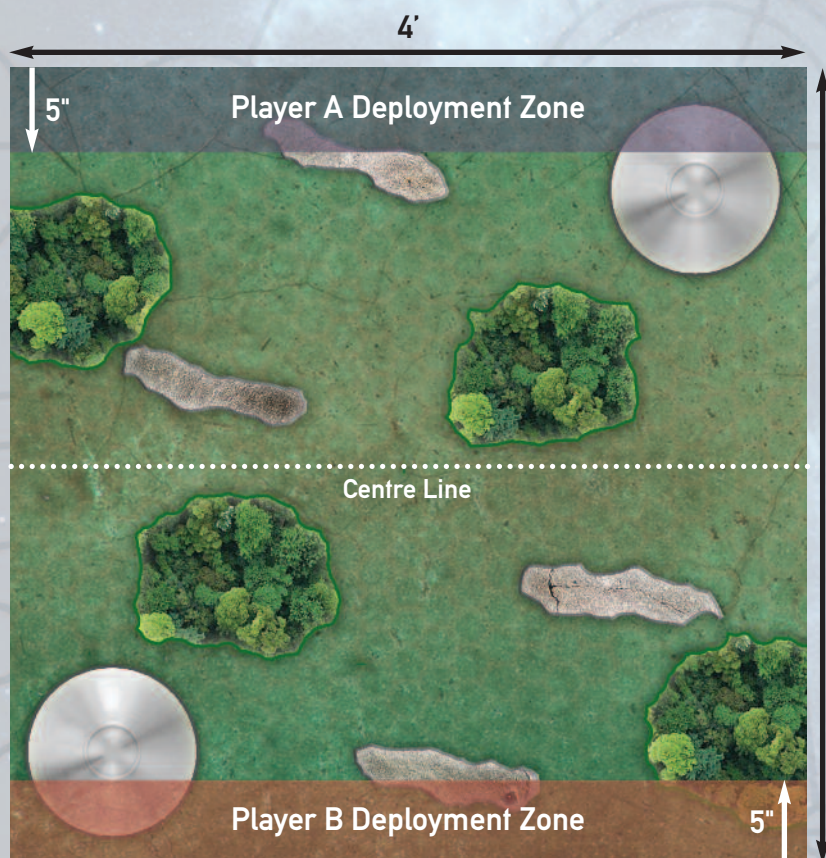
MAKING A START

For the forces in *Antares Base One*, we suggest a table about four feet square, but a kitchen table will do fine at a push.

If you want to get an idea of the mechanics of the game, by all means play a turn without terrain to complicate matters. You will soon discover that Antarean weapons are deadly and troops that stand around in the open die quickly!

Ranges of weapons are long and this enables us to exploit larger heavy weapons that can fire from great distances. However, if you want to simplify things to start with, reduce all shooting to effective range, as this will dispense with all the range related modifiers for shooting and will enable troops to manoeuvre a little before they come within killing range.

SET UP AND TERRAIN

Set up some terrain on the table to provide troops with cover in the form of area terrain and obstacles. You can include a few solid objects that are impassable and block LOS such a huge rocky spires or buildings, especially towards the table edges where they will allow units to deploy out of sight of the enemy. How much terrain and exactly what kind you use is up to you, but our sample table (see the scenario map below) gives an idea of the sort of thing that is suitable.

DEPLOY FORCES

Before the game begins, the forces are deployed on opposite sides up to 5" from the table edge (the Isorian Sniper is allowed to deploy anywhere within the player's half of the table).

To deploy just put all the order dice in the dice bag and draw then out one at a time. When a player's dice is drawn, pick a unit and put it onto the table. Once all the units are deployed, the game is ready for the first turn to begin.

HOW LONG TO PLAY?

Most *Antares* scenarios are set for a turn limit of six turns. After six turns roll a D6. On the roll of 1, 2 or 3, the game ends. On the roll of a 4, 5 or 6, play one more turn.

The battle can end sooner than this if enough units have been destroyed. If either player's force has lost more than half of its original order dice at the end of any turn, roll a D6. On the roll of 1, 2 or 3, the game ends. On the roll of 4, 5 or 6, play another turn.

WHO WINS?

Every scenario has different objectives and different victory conditions. In this encounter, it is sufficient that the side that inflicts the most damage to the enemy has won. Tot up the number of order dice lost by each side. The side that has lost the most order dice is defeated and the other side has won. If both forces have lost the same number of dice then it's a draw. Because Ghar Battle Squads are so hard to kill, we'll count these as two dice when it comes to deciding who wins – just count each destroyed Ghar Battle Squad as two dice apiece at the end of the game.

Scenario map

- Player A Deployment Zone
- 5"
- 4'
- Centre Line
- Player B Deployment Zone
- 5"
- 4'

SCENARIO MAP KEY

- Woods (difficult terrain)
- Ruined walls (obstacles)
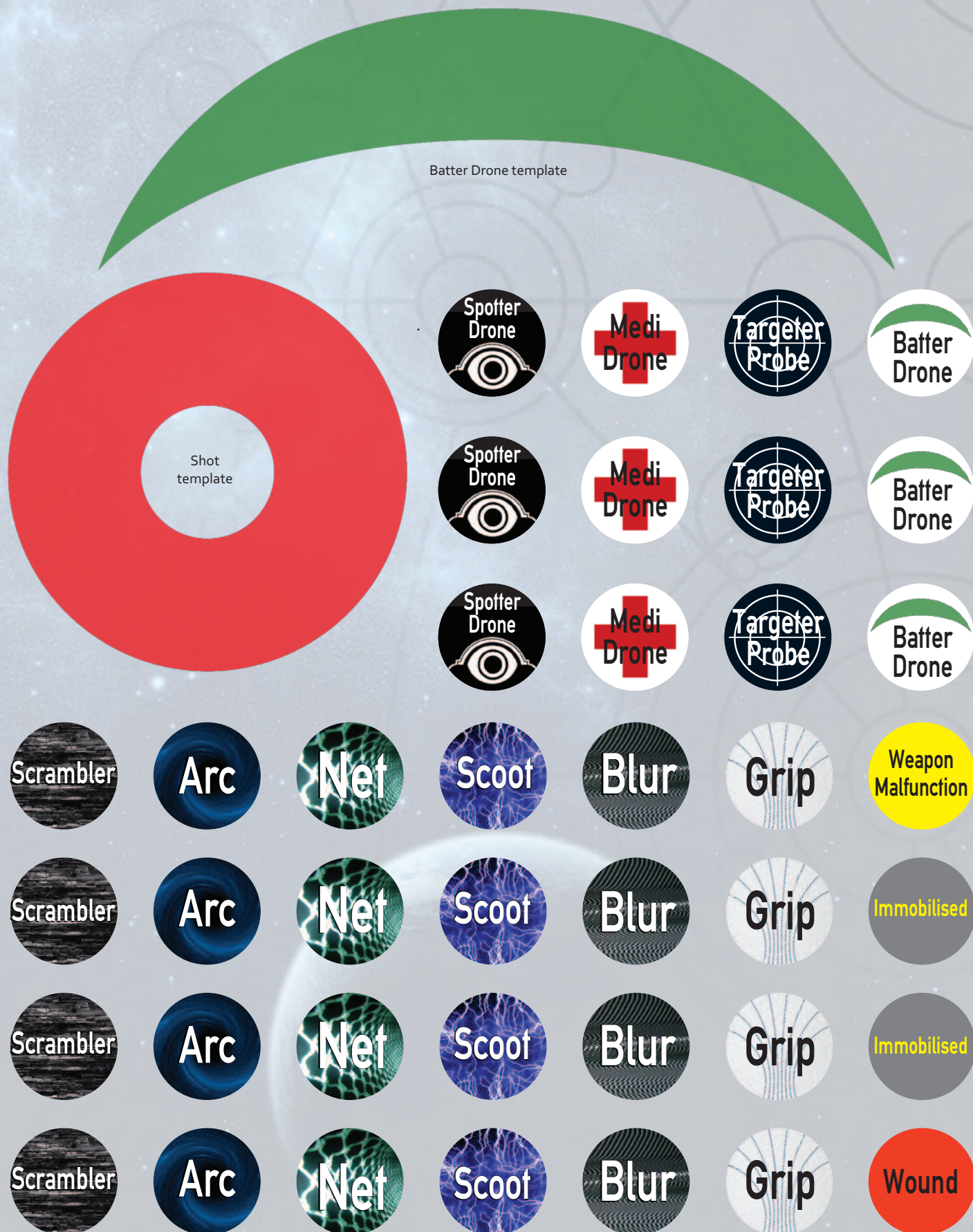- Hab Dome building (solid blocking terrain)

Templates & Shot Tokens

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

Batter Drone template

Shot template

Spotter Drone

Medi Drone

Targeter Probe

Batter Drone

Scrambler

Arc

Net

Scoot

Blur

Grip

Weapon Malfunction

Immobilised

Wound

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Credits

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Thanks to John Stallard

The Panhuman Concord and the Isorian Senatexis engage in battle.

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